WHAT'S ON YOUR CHRISTMAS LIST ?

AMIGA

IN THIS ISSUE...

AMIGA™

MorphOS aeos

NEWS
REVIEWS
AND MORE

EDITORIAL

Hello and welcome to the second issue of Amigaville. I am your editor-in-chief Brian Hedley.

First off let me say I was amazed at the response to the first issue and thanks to all those who downloaded it. It was much more than I expected I thought it may be around 100 or so people, it was downloaded over 1000 times in the first three days. I honestly can't thank you people enough.

I have been asked regarding submissions. I am quite happy to accept such. However here is some guidelines. If you wish to send a review then try and keep it about 800 words. For features then try and keep it within 2300 words.

After all Amigaville was created with the community in mind, so I am more than willing to have people contribute. Obviously articles will be subject to editing to fit. Articles will have to be in English as I have no other language skills.

Submissions can be accepted in most formats such as DOC, ODF, RTF and TXT.

Time to admit some errors slipped through the net into the magazine last month. I have arranged for a few more proof readers as it was only me. Such as the A1000 was released in 1985 not 1995 typing error, Individual Computers replacement motherboard for the A1200 is the A1200 Reloaded not Remixed. Others include white space, padding errors, missing turning off auto-hyphenation and crooked images. Thanks to all who notified me of my errors.

I also want to clear up something. In my Future of Amiga feature I believe I was wrong to say AEON bailed out Hyperion. Also Amiga OS 4.2 will be available to all machines not exclusively X5000. I don't wish to upset people due to inaccuracy. Equally it could get me in trouble. I will be more careful how I word things in future.

This is still a learning curve for me. I live and learn.

If think this magazine is worthy (for all it's errors) of your time and you wish to support me I do have a Patreon account at http://patreon.com/Amigaville

So this is Christmas (or so the song goes) ... It's a common celebration here in the UK, but if you don't celebrate it, I hope you are not offended. Happy Holidays as the Americans say to cover all eventualities.

Brian

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FLIMBO'S Quest
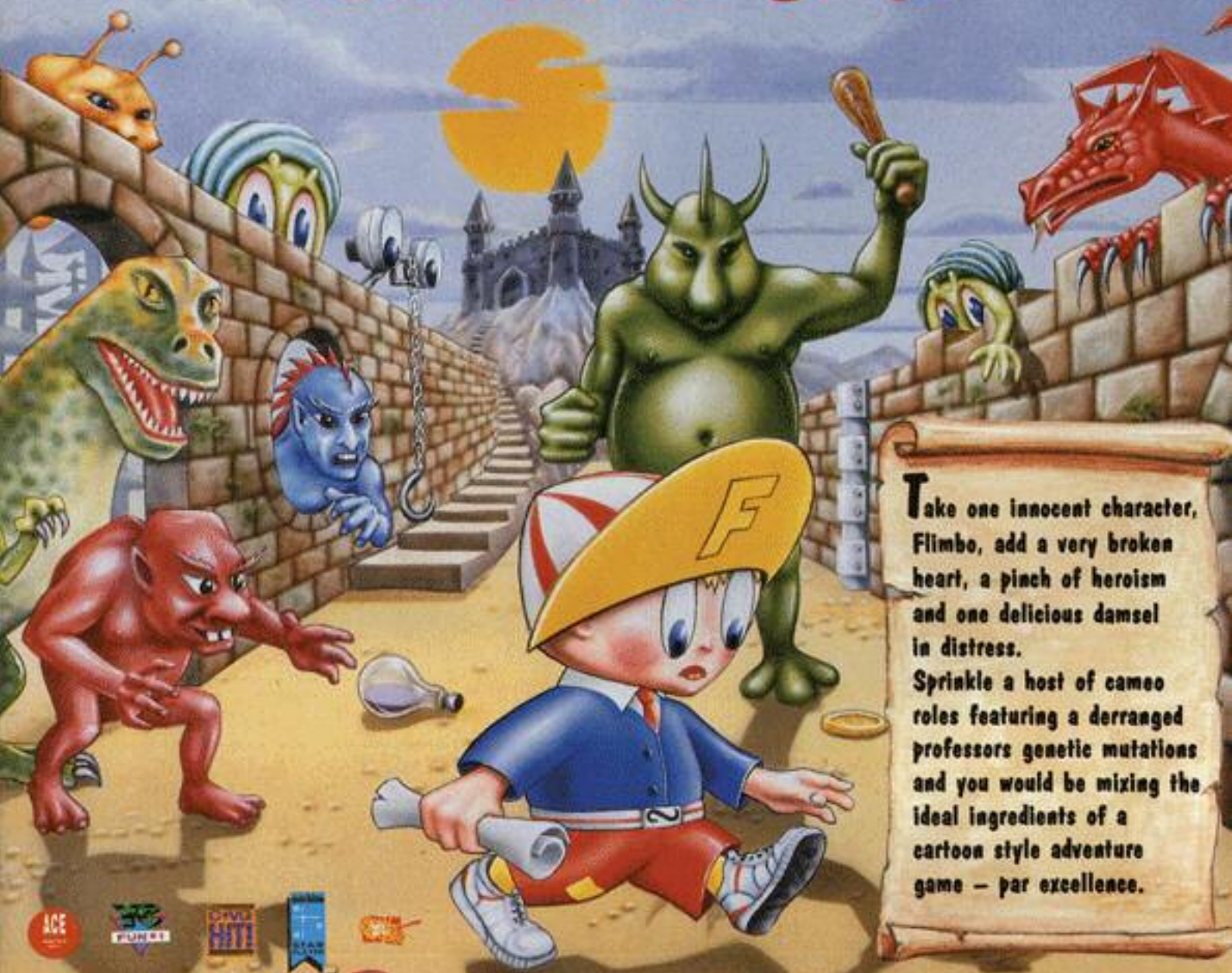
Take one innocent character, Flimbo, add a very broken heart, a pinch of heroism and one delicious damsel in distress.

Sprinkle a host of cameo roles featuring a derranged professors genetic mutations and you would be mixing the ideal ingredients of a cartoon style adventure game — par excellence.

FLIMBO'S SERIOUSLY DETERMINED, BUT OH SO SERIOUSLY CUTE...!

ACTUAL AMIGA SCREENSHOTS

SYSTEM 3

NEWS

GORKY 17 NOW AVAILABLE.

After nearly 12 years Gorky 17 has finally made it to the Amiga. Sold via Hyperion, it was heading into Duke Nukem Forever territory but it's now out and available for Amiga OS 4.1.

Here's a quote of the main storyline.

November 2008. NATO intelligence services report that, for unknown reasons, the Russian military has destroyed Gorky 17, one of the old Soviet Secret Cities. A year later NATO takes over a former Russian secret base built on Polish soil. Diggers discover a laboratory complex in the completely demolished town. After examining the wreckage, NATO decides to leave the lab as it is. But shortly afterwards the town's previously deserted streets are suddenly teeming with hordes of grotesquely

deformed creatures. Word soon gets out to the media, making it impossible for NATO to simply destroy the site. So troops are ordered to hermetically seal the area. Nobody is allowed in or out. Will they discover the terrible secret of Gorky 17? And more important - will they live to tell about it?

On sale now for 32.95 euros from amigastore.eu (subject to change)
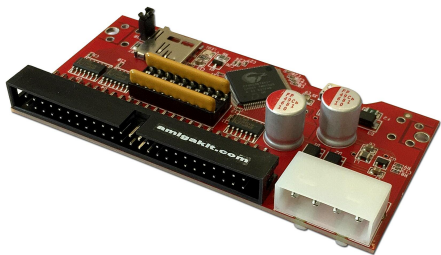
SCSI2 TO MICRO SD ADAPTER NOW AVAILABLE

Amigakit.com have recently announced this. It is a great piece of tech if you have an A3000 or an existing SCSI2 card. Allowing you to add a Micro SD card as a Hard drive to your

machine. Available now for £47.99 (prices may vary in your region).

Here are some specs from the website...

Features a 50 pin SCSI II connector.
Connects to a SCSI interface card and permits access to a micro SD card as a fixed storage device.
Read/Write speeds achievable to a maximum of 2.5Mb/sec (approximately). Supports asynchronous transfers only.
Board dimensions: 10 x 5 x 1.5 cm

AMIGA RACER UPDATE

Yes since our last month announcement. Michael St Nietzel and crew at AmigaTec Inc. have been rather busy.

The game has now got a winter stage (including Christmas dressed girls at the start line), more cars and in the works is a construction kit called ARCS (Amiga Racer Construction System) and an online update system.

The game is constantly being updated so keep an eye out for the updates as they happen. Also coming soon is the addition of checkpoints and better handling in corners for the cars.

Available now for both Amiga OS 4.1, MorphOS and Linux at http://amigatec.com

CINEMAWARE RETRO RELEASE SPECIAL EDITIONS

Cinemaware Retro have remastered both Wings and Defender of the Crown for a limited time.

Wings! Remastered Amiga Edition is available for MorphOS, AROS x86, Amiga OS4 and has 300 copies available. Priced at $54.95.

Comes in Classic big box with poster and Soundtrack on Disc.

Defender of the Crown – Extended Collectors Cut is available for PC, MAC, AMIGA CD32, AMIGA CD-Rom and has 500 copies available. Priced at $44.95. Comes in Classic big box has extra digital content, Disk-Files to create your own discs (Amiga / C64 – classic version), printable disc labels (Amiga / C64), Manual, Postcards, Poster and a sticker.

Obviously due to the limited numbers these will sell exceptionally quickly.

Is this the new model for releasing remastered old classics. It seems a strange idea to me but if it catches on who knows what will happen.

Unless Cinemaware Retro are just seeing if there is a market for these games. It seems Rocket Ranger will be next to be done.

A-EON ANNOUNCE PROJECT ALICE AT AMIWEST

Trevor Dickinson and his team have shown off ALICE (A Laptop Incorporating a Classic Experience) which is an x86 laptop that boots straight into the Amikit Classic Amiga environment.

The machine is a Linux based laptop using the Amiga Forever core with the freely available Amikit running on top. The Linux environment is hidden by default but can be accessed if necessary.

A.L.I.C.E. also includes a "Rabbit Hole" feature which integrates both Windows and Linux applications into the Amikit environment. Amiga documents and media files now open up in LibreOffice, Mplayer, Firefox, etc.

In addition to Amikit, A.L.I.C.E. Can also boot into standard Linux and Windows environments and can support Amiga 4 Classic if the pre-requisite PicassoIV and PowerPC ROMS images are supplied.

As and when this will emerge has not been announced yet but it may turn out to be an very interesting project. Nice to see the teams of Amikit, Cloanto and A-EON working together and hopefully this is the state of things to come.
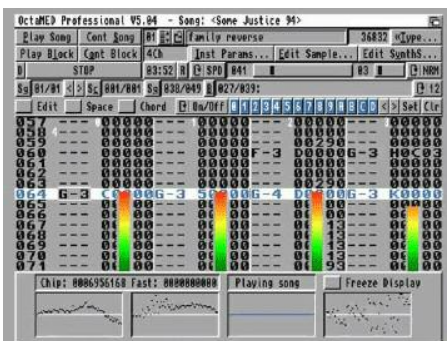
OCTAMED ACQUIRED BY A-EON

Yes, further news from A-EON they seem to be the men to watch regarding the Amiga at the moment as they seem to be the main people for furthering the cause.

They have acquired the rights to the source code, and to develop and publish and distribute MED, OCTAMED and Octamed Studio.

They have acquired the rights to the source code, and to develop and publish and distribute MED, OCTAMED and Octamed Studio from owner Ray Burt Frost and includes AROS, MorphOS and emulation rights.

Does that mean we will see an AROS or MorphOS version soon? Watch this space...

This will complement the Prisma Megamix soundcard very well so it is understandable why A-EON have shown an interest in this. Allowing them easy access to music creation software for the card.

This is one of the many acquisitions of A-EON in the last year, which includes Aladdin 4D and Image FX which hopefully we will see some addition to Personal Paint which they also acquired from Cloanto

Who knows what is next in the acquistions plan, but they definitely seem to know what is exciting to the Amiga community and will keep them on their toes.

TURRICAN 3 WILL TAKE YOU ON A JOURNEY THROUGH THE MOST DEMANDING LEVELS OF ADRENALIN-CHARGED ACTION EVER SEEN ON THE AMIGA.

THE ULTIMATE ARCADE EXPERIENCE!

features include:

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FOR ALL AMIGA'S (inc 512K). SOON FOR AMIGA CD³²™

REVIEWS

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

Well lets say I have been loaned an A1200 (Thanks Bryan!). It's upgraded using an ACA1233 so it's using a 63EC030/40 MHz, has 127MB of RAM + 1MB MAPROM. It also uses a 4GB CF card running OS 3.9. Most of the games will be ran using WHDLoad just because it's convienient.

In time I hope to get my own A1200 but for now I actually have a working machine so we are moving along slightly in the game.

I may try and take some shots using my phone on my LG G3 camera which is 13 Megapixels, but I am a bit shaky. So don't hold your breath as I may have go back to WinUAE for screenshot capture depending on results. Next thing to buy is a mobile mount and tripod then less of a problem.

Do not be upset if I review one of your favourite games and the score is not to your liking. Remember this is just my opinion of said games. You are allowed to think differently to me.

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's quite subjective and I can only give so much time to review titles. It's more of 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.

Released 1994 - OCS/ECS - Published by Renegade

Ruff Rogers was your average 8-year old who loses a marble down a rabbit hole. Next thing he knows he is teleported to another world.

The Evil Dr Destiny and his Tinheads have scattered Ruff's marble collection across the planet. So Ruff takes up a weapon and goes in search of missing marbles to get him home.

Not your average plot I will give you that but hey it's better than some I have seen.

Ruff and Tumble is a Run and gun game with platforming and various areas requiring keys to access.

This game is tough. You start the game with three hearts and each time you take a hit you lose one of them. Lose all of them and you lose a life. However there is addition heart canisters you can pick up giving you potentially up to six hearts. Believe me you will need all you can find.

The Tinheads regularly respawn from the various spawners about the levels and they will only stop spawning when the light goes out on them.

The Tinheads come in many forms from small ones which are like mines. Simple drones who are easily killed to helicopter Tinheads and ones with guns that shoot back normally knocking you off the platform to your doom.

Also there are things like bees to comprehend with just to add a little bit more of a frustration factor.

The levels are quite big and they tend to put the bad guys in intentionally awkward positions. They also run at you taking your hearts. As I said this game isn't easy. However you do learn the positions the more you play so it is one of those, just one more go type of games.

Marbles are positioned all over

the map and sometimes you can only get to sections using keys to remove barriers. Sometimes there are spikes which insta-kill you no matter how many hearts you have.

Various power-ups are available around the level upgrading your gun in such ways as lasers, flame bursts, smart bombs and more. Which can kill Tinheads much quicker than your base pistol, requiring several shots on many of the Tinheads out there.

In the top right hand corner of the screen will tell you how many marbles (red, green and blue) you need to escape the level. Once you find them you need to find the transporter door and exit to the next level.

After a few levels you will get a boss fight and once you learn the patterns you can see how much health they have. Kill the boss onto the next area.

There are four worlds in Ruff and Tumble and its going to take you a lot of dedication if you want to beat the game.

There is the Fantasy Forest, the Deserted Mine, The Tinhead Factory and Dr Destiny's Castle. Each world has it own unique set of Tinheads to annoy you and keep you on your toes.

There is also unique obstacles in each world such as water areas, lava and acid pits in the mines etc...

There is a password system in Ruff and Tumble but the developers claim this is so you can have a Practice at the various worlds. Once you complete a level in this mode it returns you to the main screen.

The only way to beat the game is to start from Level 1 and play your way through.

The graphics are cartoony and are very well done and the game controls are really quite slick. However it will put moments that feel a bit cheap.

If you fall down which you are very likely to do, then the enemies seem to know your position and move in making it very difficult to get back up without being massacred.

It seems I am being harsh on the game but that is not to say that the game is not fun. In fact it's incredibly fun if a little frustrating. However when you do manage to beat the section without too much trouble, you do feel a sense of achievement. So persistence is the key.

Music is pretty good if a little repetitive after a while and once again each world has its own soundtrack.

The game does have an infinite lives cheat and to be honest if you want to see the complete game it will probably be required. Unless you are a much better gamer than me which is not much of an achievement given I am useless at games.

The game also does not give you any idea which is the optimum route to get the marbles so you will find yourself going back and forth rather a lot. This is also why the respawns are a pain as sometimes it waits for you to come back through an area before releasing the Tinheads.

Normally getting you killed in the process. Thankfully there are columns which depress which are sort of a save point. This is where you will reappear if you die, making the levels not a complete slogfest.

It's a game that's worth a look, it may not be one I come back to time and time again. It does however have that replay value as there are many hidden little areas in the level.

One of the better games I have played on the system.

Graphics : 65%
Sound : 60%
Playability : 80%

Overall : 75%

P.P. HAMMER
AND HIS PNEUMATIC WEAPON

Available on Amiga at £25.53 and C64 at £11.23 tape, £15.31 disk.

Screenshots from Amiga version.
Please check availability of different formats.

DEMONWARE

Meet P.P.—a man with a mission. Help him clear out over 2500 screens of treasure, potions, and secret rooms before his time runs out!

With 70 caverns to work through, from cold ice caves to sizzling pyramids, it's just as well P.P. has brought his secret weapon — a pneumatic drill! Use the drill to dig through floors, find keys to open doors, avoid traps, wandering monsters, and use the magic potions to grab all you can.

Plenty of features and puzzles will ensure that you need all your wits in this fast moving action adventure. So get your weapon out and start digging!!!

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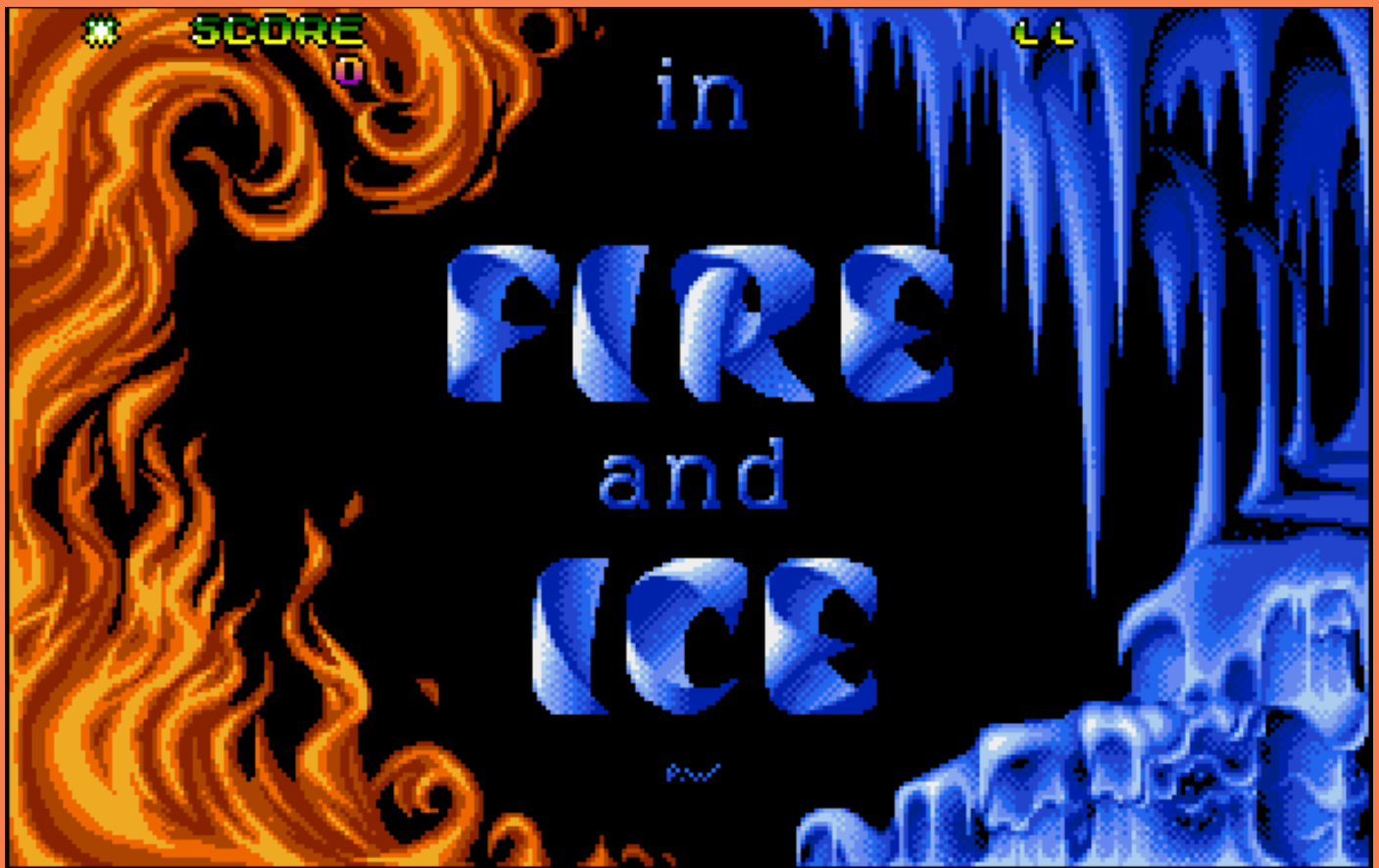
Released 1992 - OCS/ECS - Published by Renegade

Graftgold really know how to make good games and Fire and Ice is no exception to the rule. You take the role of Cool Coyote and his quest to beat Suten the fire wizard and prevent him from heating up the world and causing havoc to the humans.

The game is a platformer and very pretty one at that. You start with three lives if you stay in the competition mode. There is an option by pressing F4 to try the other worlds in a practice mode where you get nine lives but you can only play one world at a time.

Upon starting the game you will be given a mini map version of the level you are about to enter, so you have an idea of where you can go.

Now Cool Coyote can throw

ice pellets about to freeze enemies on screen and hitting them while frozen destroys them. If you are lucky you will be given a piece of a key. Collect all the key pieces and you can exit using through the designated keyhole to open a door to the next level.

Various enemies will be able to throw snowballs at you and sometimes you can be hit by the enemy seen above you which can be a bit annoying considering Cool Coyote can only take one hit before losing

a life. When you lose a life you get a temporary invincibilty but it is for a very short time so be very careful.

You need to also get snowflakes from clouds around the level or the day and night cycle which happens in the background will expire. Over do shooting the cloud and it will fire lightning taking one of your precious lives in the process.

The game has some clever little touches like you have to hit certain switches to create bridges or ice platforms but they melt so you have to make sure you are quick enough to get up or you will have to wait for them to melt to try again.

There is also power-up ice boxes which have question marks on them (very Mario-

esque) which give you some extra weaponry such as snow bombs. This can be very handy.

This game is definitely challenging where the slightest hit can take one of your lives and end the game. Like Ghouls and Ghosts there is a stage map but it constantly sits at the bottom of the screen (with a nice reflection) rather than showing you it when you lose a life.

However once you learn a level the enemies never change position so it really is a case of muscle memory. Where things will appear what will fall and where the keyhole is to the next level.

When pieces of key drop if you don't pick them up they sort of float to you making it much easier to collect and keep on fighting.

Various pick-ups such as coins are placed at various points around the level are just for scoring value and although nice are not essential to winning the game. If you are a completionist type, be prepared to do a lot of jumping about the level to get everything.

A lot of the early levels have slopes and you will gain momentum so be very careful when going down them as the tendency is to put an enemy at the bottom which you slide straight into.

You can also take advantage of running behind large snowballs as they roll down the slopes temporarily freezing anything they hit. Which can be handy if you are not sure what is below you.

If you can find the puppy on the level and you can get him to aid you as an extra shot, but he can be a hinderance as much a help so I would not depend upon him heavily unless to have to.

Also in various levels there is warp zones and secret levels so make sure you explore each level thoroughly before exiting.

There are six main stages each made up of a few levels with various bosses. This is not an easy game by any score but it is entertaining.

Music while all right but will start to get on your nerves after a while. Thankfully there is an option to turn it off.

Now to explain about the CD32 version which apparently has more parallax scrolling, a full CD soundtrack and the backgrounds are much more detailed. Should I ever get a CD32 I will have to give it a go.

Also as this is the Christmas edition of Amigaville it's only fair I make you aware of the version Amiga Power (Issue 20) gave away with their magazine a limited Christmas Edition Fire and Ice Demo coverdisk.

Which gives Cool Coyote, a Christmas outfit and replaces many of the coins with presents and crackers. This level is also a hidden level in the Ice levels Level 4 of the original apparently.

Not that I was ever good enough to find any secret levels. Later levels the enemies change appropriately to their location and some carry shields meaning you have to jump over them to hit them.

Definitely worth a shot and will keep you coming back for many hours determined just to get that little bit further. But be prepared to learn as it's not going to hand you it on a plate.

Graphics : 80%
Sound : 50%
Playability : 70%

Overall : 75%

**Released 1991 - OCS/ECS Published by Storm (The Sales Curve)**

Rodland is a fun looking game. The cartoony graphic style just grabs you immediately but don't let it fool you, it's cute but dark. Upon starting the game you are given a little cut-scene where you see the fairies Rit and Tam's mom being kidnapped and dragged away. So now you must go and rescue her.

The game is a platformer with bright-coloured graphics. You can play either one or two players and the styling is levels is very similar to games like Bubble Bobble but instead of jumping everywhere you can climb or create ladders to get around the level.

Each level can be completed by either of two means. The first is to run around and kill all over the creatures in the level using your rods, this involves picking them up and bashing them left and right until they disappear.

Or alternatively you can pick all over the flowers in the level and are given a bonus round where creatures turn into tulip creatures. Who you subject to the same throwing about to kill method, but upon doing so gives a bubble with a letter in. Spell EXTRA and gain an extra life.
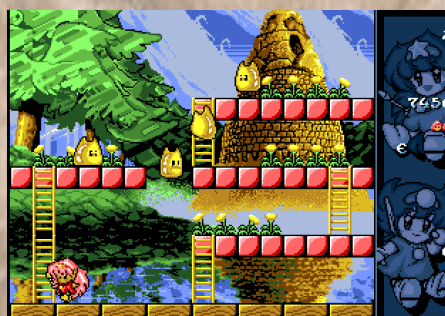
Creatures start off reasonably simple but as the levels progress they start throwing objects and moving quicker. When you kill a creature normally a power-up will appear in the form of a missile, a bomb or others which can help kill the enemies in the vicinity. Normally giving an additional bonus fruit if you do so.

Also like Bubble Bobble when it gets down to one creature they seem to run about quicker. Unlike Bubble Bobble the time limit is not as strict. You also sometimes need to

dislodge creatures using your wand in order to make them fall to a lower level to kill them.

This is a very easy to pick up and play game, and the learning curve is pretty fair, not getting too aggressive too quickly. Making it a good game for kids to get a grip of.

If you do play two player then they both Rit and Tam are on screen simultaneously which is quite common for this type of platformer.
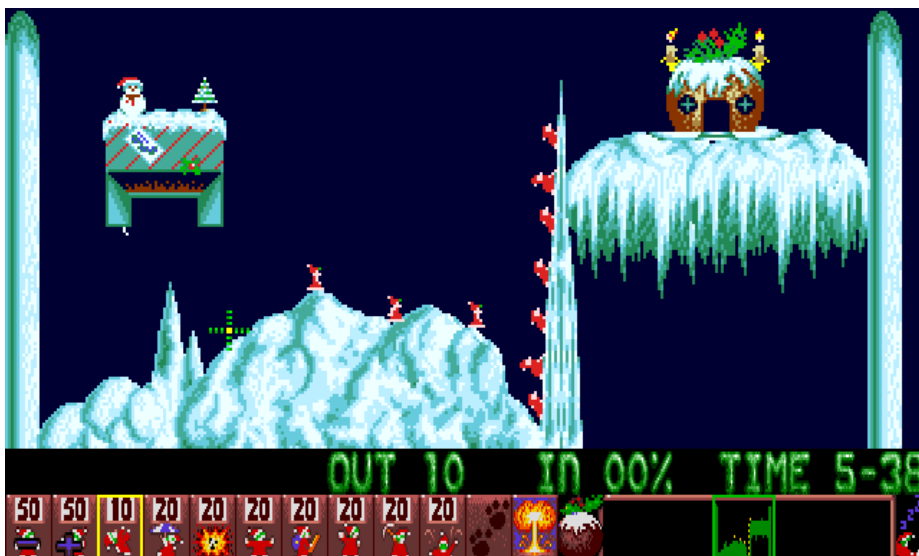
The game has 40 levels including a few boss fights. If you like Bubble Bobble be sure to give this a try.

You won't be disappointed.

Graphics : 70%
Sound : 45%
Playability : 80%

Overall : 78%

Holiday Lemmings 1993

Now most people in the world have played Lemmings in their lives. If you have not. The principle is simple. Lemmings will drop from point A (the hatch) and using various skills get them to point B (Home) without getting them killed by drops or traps.

This is a Christmas themed set of levels that nowadays would be released as a form of DLC but was available as a complete stand-alone version then.

Simple if you love Lemmings this is more of the same with the little creatures wearing Christmas outfits and negotiating themed levels. Still as fun and gets fiendishly difficult after a while.

The puzzles start easy, but gradually get more difficult and treacherous. Some will definitely make you scratch your head until you figure the solution.

If in doubt and you know you are going to fail then nuke them and hear them all shout "Oh no!" as they explode...

This is the 1993 version and Psygnosis put out another one in 1994. So look out for both versions if this is your thing.

Solid fun for all the family.

Graphics : 50%, Sound : 30%, Playability 70% Overall : 55%

Tubular Worlds

This is a shoot-em-up which uses AGA graphics and while not taking full advantage by being incredibly complex is more than pretty enough. While it is not the Japanese style bullet-hell shooters which seem to be popular nowadays, it is indeed quite a nice relaxed old school shmup.

Your ship has three different weapons it can fire by collecting the appropriate power-up but be warned. If you have powered up by collecting a certain colour then hit a colour you have not upgraded then it will default to the basic level of that weapon.

All the standards are here, waves of enemies, points pick-ups, turrets, mines and bosses. It also has nice touches like certain targets bounce the shot off them, or certain paths been blocked until the charge barrier has moved.

Sound is not much to write home about. Overall it's more than fun for a five minute blast. Or if you are good and can negotiate your way through the levels then who knows how long you may be.

Also has a two player mode.

**Graphics : 55%, Sound : 35%, Playability : 55%, Overall :** 52%

SO WHAT'S ON YOUR CHRISTMAS LIST?

Ok so many would say this article is a little bit self-indulgent and I agree with you. This is my wishlist of things that interest me in the Amiga world. If nothing else it gives you a bit of an incitement into my mind.

So what I am going to do is sort of work this at certain budget levels - so I will start in the higher echelons and work my way down to the lower.

This list is all hypothetical as the likelihood of me getting any of these objects, is slim to remote. But as I have said before a man can dream.

So lets start at the top tier...Where we have a £2000+ budget or lower.
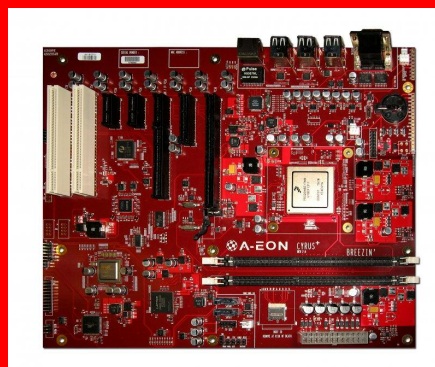
A-EON X5000

Who would not want the latest and greatest Amiga available? It has been shown off by A-EON at various shows and fairs. Not that it probably will be available until 2016 but hey ho.

It has a Cyrus Plus motherboard with a dual core Freescale P5020 processor ,2x SATA 2.0, 1x PCI-e x16,

1x PCI-e x4, 2x PCI-e x1, 1x Xorro slot, 2x PCI, 6x USB 2.0 external, 2x USB 2.0 internal headers, 1x Gigabit Ethernet, Serial Interface, "Xena" 500MHz XMOS XS1-L2 124 combination (enhanced) parallel processing chip.

What's not to like. Also coming soon is also the quad core version using the P5040 processor.

The price is as of yet unannounced but I will put a guess at around the £2000+ mark which was what the X1000 was about. So it will not be for the faint of heart when it comes to money. But I could be wrong.

This is the cutting edge of

Amiga Next Generation technology as it stands at the moment. A-EON seem to continue to push the envelope in the world of Amiga. They seem to be looking at all avenues from hardware to software and for that they deserve applause.

Don't get me wrong I am not saying that the SAM boards from ACube or other boards out there such as Pegasos are any less magical, but this seems to pushing further than anyone else and I admire it
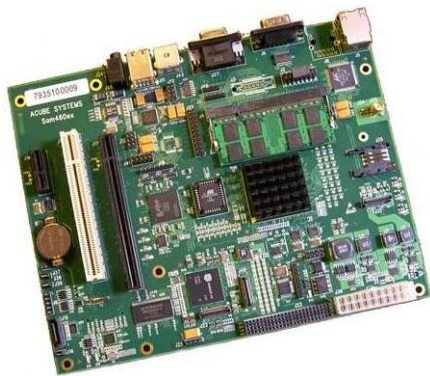

ACube Sam460ex

Now many would ask why I have not put the A1222 "Tabor" board here. It's not that I have anything against the board personally but it is getting such negative reports from the net, that at the moment I am reserving judgement upon it.

However the Sam 460ex board has been out for quite a long time now and is tried and tested. Now I have to admit I don't know anyone who has one of these boards so I have never seen one first hand.

It seems quite a popular board out in the wild and with Applied Micro PPC460ex processor, Silicon Motion SM502 embedded MoC

(audio/video) max 64MB Gfx RAM, Audio 5.1 Realtek ALC655 codec, PCI-express 4x lanes slot (16x mechanical connector), PCI-express 1x lane slot, PCI slot, 32 bit, 33 Mhz, 3.3V, 1x SATA2 port, 6x USB2 ports, 1 USB 1.1 port, 1x Gigabit Ethernet port, Lattice XP2 FPGA with 80 I/O pins expansion connector socket, integrated SD card reader, RTC clock, Serial port,I2C and SPI/I2C buses and passive cooling. It also has the ability to use UBoot

.
All in all that's something not to be sneezed at. Ok so you can use either the PCI 1x slot or the SATA 2 but not at the same time. Which may be an inconvenience for some people but I personally am fine with that.
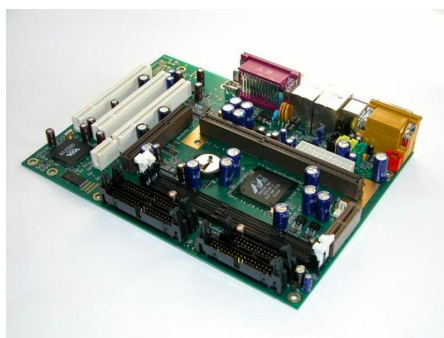
Genesi Pegasos 2

I like the idea of this board but unlike the SAM it does not seem to have as high specs for connections such as PCI-Express, SATA 2 and USB 2.0. In terms of pure processing grunt I don't know if it may be comparable depending on the processor onboard.

I do know that the board is now discontinued so finding one is not going to be the easiest of tasks. As for pricing I am sure it will be climbing as we speak.

The board consisted of a Marvell Discovery II (MV64361) System Controller, G3 or G4 Power Architecture CPU, 184-pin 266MHz DDR RAM sockets, 1x AGP slot, 3x PCI slots with riser connector, 2x ATA100 IDE Channels, 3x Firewire ports (400Mbit),3x USB 1.1 ports, Gigabit and 10/100 Ethernet, AC97 Audio Subsystem, S/PDIF optical output,PC Gameport/MIDI, IrDA, Serial, Parallel and PS/2 ports and a Floppy drive connector.

It seems quite an interesting board overall however as it can take either a G3 or a G4 processor.

Overall a machine that is capable of running Amiga OS 4 in any form is a good thing.

Moving on down the price spectrum... Mid Range Tier under £500 or lower.

Now given this my Christmas List I need some actual hardware, so I am partial to the A1200, but the A600 seems quite nice as well. In the new year I might get the opportunity to get something. As for now I have an A1200 borrowed from my friend (pictured below).

So assuming I may be getting the hardware here is some of the things I would like to get for it.

If it's the A1200...

Individual Computers ACA1233 accelerator board.
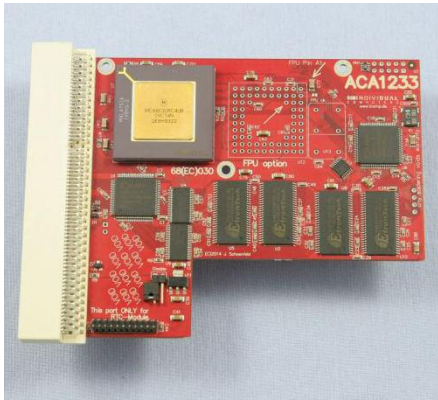
Jens has just recently announced a limited edition set with 50MHz and 55.5MHz 68030 processors on board but I doubt I will get my hands on one of those.

Mind you if I can just find the one like the borrowed machine I have which is the ACA 1233/40 with 128MB of RAM. I would be more than happy.

I remember when we first booted the A1200 and found that we could get very little to run in 2MB of chip ram. I am sure people will give me a slew of programs that can run in that space, but we were greener than Kermit the Frog when it came to Amiga stuff.

Some would say to look for the Blizzard boards but to be honest for what they cost for the very little you gain from having the FPU, is it worth it. I have not seen any major advantage so as of yet I reserve judgement.

The ACA1233 has a socket for an FPU but if you fit one on the card this invalidates your warranty and Individual Computers gives no guarantee

you will get much benefit. So do so at your own risk.

The ACA is also much cheaper than the Blizzard boards and much easier to source.
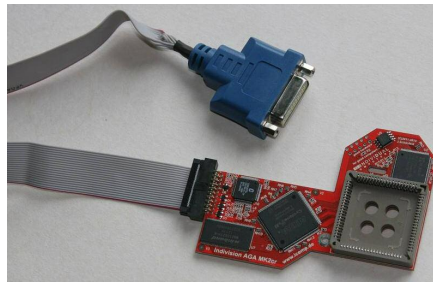
Individual Computers Indivision MKIIcr

I have a 32" Hitachi LED TV which gets very little use sitting on my desk. However it does has the usual connectors on the back. I have 2 HDMI devices (My G5 Mac and a Chromecast) connected to it by a 3 port switchable adapter. The A1200 I have is currently connected via a composite to scart lead. So I can connect the Amiga if I ever get one to the spare HDMI connection.

Obviously the Indivision allows you to use a much higher resolution due to having 16MB of Frame Buffer RAM on board.

Meaning you can have 24 bit colour resolutions of 1024x768 or 1280x1024 which is more than enough for most people.
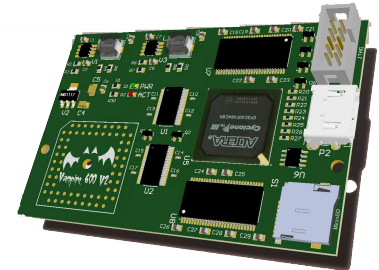
This is done by upgrading the core firmware for the higher resolutions which means it may get further upgrading may be possible in future.

However that would mean

being able to upgrade the memory which is not possible at the moment.

Moving onto the A600

Apollo Team Vampire V2 accelerator

This also probably isn't going to be released until the new year so shouldn't be on the list but indulge me.

Majsta and crew have been working with an Altera Cyclone III FPGA accelerator using the Phoenix core to produce a setup that seems to be faster than a 68060 in tests.

Obviously this can not be verified by myself as I don't have the hardware, but from what has been shown in videos looks quite impressive.

If this is not forthcoming then I would quite happily for the moment settle for an **Individual Computers ACA620** which makes it have plenty of free ram and a 68EC020 upgrade.

Also for video I list the **Individual Computers Indivision ECS** which is similar concept to the MKIIcr but fits the A600.

Moving to the Lower Tier budget... Under a hundred quid.

MorphOS license

Now if I was to get it for my G5 it would be about £78 at the time of writing this article or 111.11 Euros. However I also have a G4 Mac with MorphOS also and that would be about £55.50 or 79 Euros to get the license for.

I have been playing with MorphOS on and off for many moons now and I must admit that it does have some very interesting features.

It also has a constantly expanding library of software, but the ability of run some 68k software without an emulator is amazingly handy.

Ok I said it before that E-UAE is a bit dated and needs a bit of an update but I am probably annoying someone who will give me a link to a version that has all the features of WinUAE or FSUAE I just don't know where it is. Please don't hurt me ...

I got quickly corrected when I once said about ScummVM not being up to date. I am not complaining it meant I could play the game I wanted to. So all good.

Rys MkII USB adapter

This is a USB adapter that builds its own USB stack so

no further drivers are necessary. I have become quite used to using gamepads such as the wired XBOX360 controller with a lot of games I play on PC. Although I am not sure it is supported as its an XInput controller. I know I have an old USB gamepad that most likely is viable to work.

Also means I can connect my Microsoft USB Optical Trackball to the Amiga which sometimes comes in handy when my hands decide to play up but you don't need to know about that.

Finally a bit of a fun item...

Given I am a late starter in the Amiga game I don't have much in the line of Amiga merchandise like probably several of you out there. However Amigastore.eu have released a few pieces.

I would like the Amiga Boing Ball Plush yours for 19.99 Euros plus postage.

There are many more small Amiga merchandise things out there that interest me such as a MorphOS T-shirt, and some mugs and posters but I could compile a list on its own of such.

As I said at the beginning of the article this is just a few things I am interested in and is far from the full list of objects of desire.

I would like to get an A4000T 68060 with Video Toaster but the likelihood of me being able to afford such hardware, given the rising prices and availability that is very slim. But who knows in this ever changing strange world we live in.

The Amiga is forever updating, it seems there is always something on the horizon. So this list will be forever expanding. This list does not take much software into account, but maybe next year I will include more.

Well I hope that has given you a few ideas of what is out there and I am sure you have many other things you would like too.

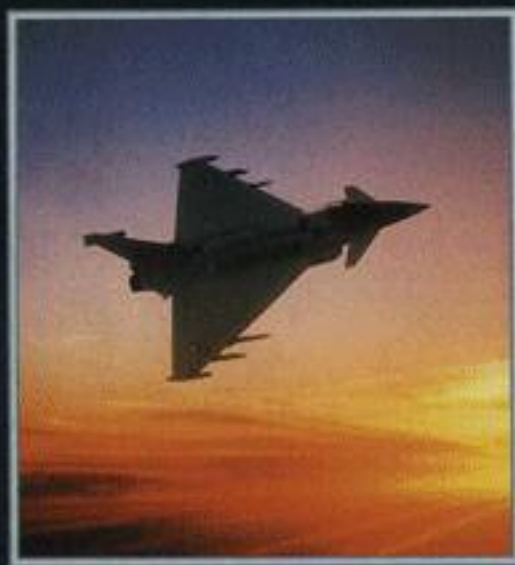Hopefully you get something for Christmas you wanted other than socks ...

And so it was that during the age of Ragnarok, Heimdall, beloved of the Gods, came to Earth from Valhalla to find the pieces of a Sacred Amulet - the power of which would banish the evil Loki from the viking lands.

It came to pass that Heimdall's quest was revealed in the mighty saga that is....

Heimdall 2

Where do you think YOU'RE going, fancy-pants?

Give	Pick up	Use	Walk to
Open	Look at	Push	
Close	Talk to	Pull	

WHERE HAS THE FUN IN GAMES GONE?

Nowadays in the current gaming climate everything has lost its sense of fun. I have spent many hours playing games like Monkey Island, Day of the Tentacle, and other games that had a sense of humour in them but what has happened.

Sure some would point me in the way of Nintendo, but they now just churn out same old stuff. Another Zelda game, yet another Mario game, how many times can these princesses be taken hostage before these guys say you know what sod that for a game of soldiers.

One of the most popular games of recent times on the Nintendo is the Smash Brothers games which is the average Nintendo character beating the living tar out of each other using wackier ways to murder your opponent

before they reappear to beat them yet again.

Games used to have a sense of fun, now most games are about a dark and dystopian future, with about as much humour as a dead weasel. If you do get humour it's normally snarky and sarcastic.

Zombies are not funny, war is not funny. Cannon Fodder managed to have a sense of humour about war but some found it a bit bad taste.

Now of course humour is very subjective. That I will not deny.

Some find things like Napeoleon Dynamite funny or Clerks, but each to their own.

In this world of a million sequels, they are more interested in churning out the next number in the series to milk more money out of the public, than actually making a game fun.

Thankfully on the Amiga there is still a lot of fun games out there that refuse to take the world seriously such as James Pond, Fire and Ice, Superfrog and much more.

Games had four directions and a Fire button, nothing complicated. Now you need to have a strafe key, a crouch key, a wave to your granny key, 15 skill trees, a mouse, a keyboard and a gamepad. New systems even have motion controls so you look like an even bigger moron

when playing games. Some you even have to shout or talk to.

Also games now need tutorials built into them, they are that ridiculous. Learn how to walk in a straight line, how to shoot a gun, how to jump up and down. Want to play the game, nope you have to do this first. It's ridiculous.
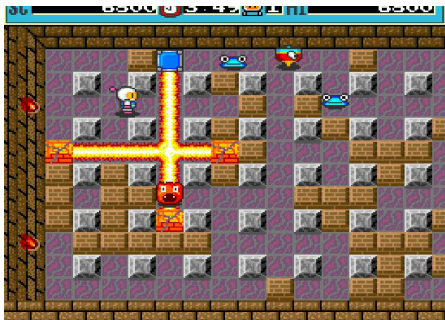
Why have all games have to have physics engines in them. Most people would not know how handle a car driving at 150MPH around a track in real life, but now it will make sure you will not only be able to do that, you can hardly drive in a straight line due to them.

Why now does everything have rag doll physics, how can you recover from been shot twelve times by hiding in the corner and having a coffee break. Games were ruthless in the older days you fail, get back to the start. Learn. Or in some cases don't ... Can't do it , tough you only get three lives bugger off.

Now there are those out there are shouting about things like Dark Souls being brutal,but in these games you respawn about a foot away from your corpse, you pick up your stuff and carry on if nothing has happened and you can do that until the end of time.

So it loses its point.

Some would argue that the lives thing was frustrating, not fun and this could be true but it made it a definite challenge. The fun was in achieving beating game and not getting massacred. Nowadays it gets too hard and the game goes hey it looks like you are struggling have a health pack, an advantage or press this option to change the difficulty.

As a guy who used to play hours of TLL (Tornado Low Level) on my old ZX Spectrum, I never knew how to fly a Tornado and never would. It was just fun picking up targets and whizzing about.

Modern games now need 60+ hours of gameplay, enough story to rival War and Peace, characters with emotional storylines and deep insights. Cutscenes and hours of dialogue, millions of dollars to pay to have some famous actor to say about four lines in the game.
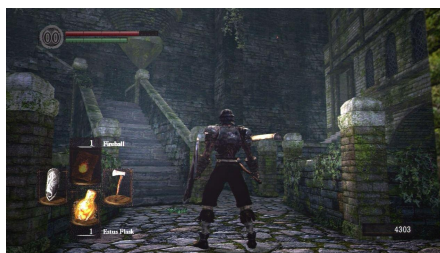
Sitting playing Micro Machines, yep the sounds were like an industrial Hoover. The story was virtually non existent. Basically race cars around a strange track against some people. Play the game don't get too bogged down in the characters and enjoy.

In my honest opinion, I think

something has gone fundamentally wrong in the gaming industry. No longer is a game a pick up and play thing, it's become a lifestyle. The Sims is always a game that puzzles me, play a game controlling players living their day to day life, take them shopping, go to the toilet, make some food, read books, walk the dog.

Ok so you do things you could never do, like drown your next door neighbour if they are irritating and no repercussions, but if you want to play a life simulator just go outside watch how people are, it can be fascinating.

People will now comment that the Casual gaming world exists still stating likes of Candy Crush Saga and such. However if you ever see regular players of such are on Level 487 and need more lives it's not casual anymore is it.

Space Invaders is a game you can spend minutes or hours on, but it does not ask you to get your friends to supply more 10p's because you have ran out.

Also when you had paid for a game that was it. You didn't have the game saying hey for 50p we can give you a new hat. Pay £10 and you can play a bit of the game we stuck on

25

the disc but could not be bothered to give you until you coughed up. Can't win this level, for 10p we can skip you forward and wait for the next 10p as this level is harder. When was this considered acceptable?

This is where the argument about bugs in old games where as new games can be patched. Bugs did creep through but most games were tested to destruction. They did get through never the less but never to the level of modern games. Also in old games bugs were sometimes exploitable making the game more interesting. Nowadays they fix such things.

The LucasArts adventures I mentioned at the beginning of the article... Adventure games could have humour. Most now are dark or moralistic and have got to get a point across to the player.

Now some people did not like the LucasArts comedy style, but there were ones like the Big Red Adventure, Space Quest, Leisure Suit Larry (if that was your thing) and many more.

Most adventures have you on an abandoned space station, or worrying about the incoming zombie apocalypse. Also now you can have moral choices which effect how other

characters will interact. Very realistic but equally very dull.

I blame a lot of the dire and dark story lines on the likes of TV, with such things as American Horror Story, Breaking Bad and the Walking Dead. All have put us in a depressing dismal world.

Sci-fi has always had a dark angle so it's very rare you get any comedy. Who knows one day we may see a Red Dwarf adventure with a bit of humour in it or something but I will not hold my breath on that happening.
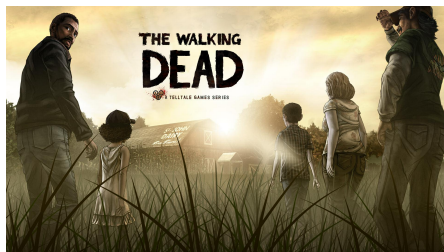
Hopefully in a few years time we will have got out of the apocalyptic phase that the world seems stuck in and something more cheerful will be allowed to emerge.

Now I am not expecting a Hello Kitty world full of flowers and rainbows. Universal Peace and all that. As that's not going to happen. Someone once proposed that sort of game for Bomberman where it was non violent, but thankfully it never got out of the WIP phase as far as I'm aware.

Now every now and then we may see a game that is more fun and casual, but I guarantee it is normally by an indie developer rather than a mainstream publisher.

What are they afraid of? Is having a sense of humour or fun in your game seen as unmarketable. Why?

It really does amaze me given in this time of world in-fighting, cash flow problems and such miserable times out there. That surely you would want some form of escape from that to a happier more fun time.

But what do I know. I am sure it will probably get much darker and ridiculous before it starts to get lighter and more fun. As the saying goes it always gets dark before the dawn.

Maybe I am just old fashioned and don't see the amusement what others find in modern games. This is probably why I do not and have not owned a console since the Playstation 2. I have no desire for the new ones.

So what is your opinion? Do you think modern day games are fine and I am just complaining. If so don't be afraid to send me your comments via the contact details at the back of the magazine.

Bah Humbug, it's that wretched time of year we call Christmas. Some people love it but then again some people like eating snails, so it's an odd world out there.

Every year the advertising gets earlier and earlier. I'm sure we will get an advert on Boxing Day which says yep Christmas is over now let's get planning the next one.

Being a technology guy, we get all the weird crap you would not buy for anyone in their right mind. The gadgets that have been stuck in the warehouse for years suddenly become a Christmas present for you. You smile and try not to look bewildered as you open that present only to discover you have been given the most abysmal cack on the planet.

Heated socks, tool kits with no useful tools in them as they are flimsy as hell and break.

Alarm clock radios that play the Tetris theme tune at about a million decibels, then can't keep time to save their lives. The alarm goes off every morning at 2am because you can't understand the Chinese instructions with no pictures that came with it.

Other useless crap like USB drives that have the capacity of a gnats boot but it's in the shape of something vaguely computer based. Why do we accept this tripe?

Many would say I am ungrateful. This tat is dragged out for Christmas only and the people responsible for churning out these goods should be strung up and have stuffing stuck up their arse... On that note I guess I better go and smile when given my tat.

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 zerohour@tiscali.co.uk

Look forward to hearing from you. . . .

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FINAL REMARKS...

This issue of Amigavile has been brought to you with the help of music such as

Tremonti - Cauterize
HaleStorm - Into the Wild Life
Disturbed - Immortalized
and much more... Also been brought to you by the letter F which I have said a lot this month.