

AMIGAVILLE

THE HOME OF ALL THINGS AMIGA

ISSUE 1

WHAT IS THE FUTURE OF

AMIGA[®]

IN THIS ISSUE...

NEWS
REVIEWS
AND MORE

 VAMIGA

MorphOS 

 AEO5



Anigaville Issue 1

R • O • T • Y • P • E

III



**THE FIRST WAVE WAS EASY.
THE SECOND WILL BLOW YOU AWAY.**

Emergency News Bulletin 07.63.... Attention all Starfighter pilots....The evil Bydo Empire is out for revenge.... Stronger, faster and more dangerous than before....the attack waves have started....a remodeled "R-9" Starfighter is armed and ready for you....proceed to the battlefield immediately....the nightmare has returned...

Available in September
on ST & Amiga formats.

ACTIVISION

EDITORIAL

Hello and welcome to the First Official Issue of Amigaville. I am your editor-in-chief Brian Hedley. At the moment I am the sole contributor to this publication.

Amigaville hopes to be the home of all news about the Amiga. Obviously due to this publication being a print media, we will always be behind the curve compared to active digital media like the internet. But we try to report things of relevance.

My background is quite extensive in computers but I am a late-comer to the Amiga party.

So I must admit that my first foray into using certain DTP software (Scribus). left a little to be desired. I am in the middle of trying out the more heavyweights of the DTP world (Quark and InDesign). The hope is to get a more consistent graphic layout. So if things go a bit wobbly apologies in advance...

This month we are looking at the Future of the Amiga... Now some may believe that the Amiga has had it's day. However others try to keep it alive in various forms of which we will see later.

I also will bring you the usual news section and some reviews which I hope are not seen as too controversial. Which is always the worry of a reviewer, just remember it's an opinion. Yours may differ...

While on the subject of reviews I must admit I am not one of the greatest gamers on the planet. Quite the contrary but I do try and play for a while before I offer my opinion. As I have stated last issue I am playing the games on emulated hardware rather than actual hardware. So my playback speed may vary slightly from the original.

I would like to get some actual hardware but that is not on the horizon any time soon sadly. Also I don't really have the right equipment to grab screenshots from actual hardware. That would require a DSLR camera or some form of capture hardware which I don't possess either.

If you want to contribute anything such as reviews, articles or even features, then contact information can be found on the back page.

Anyway enough waffle ... Onwards
Enjoy

Brian



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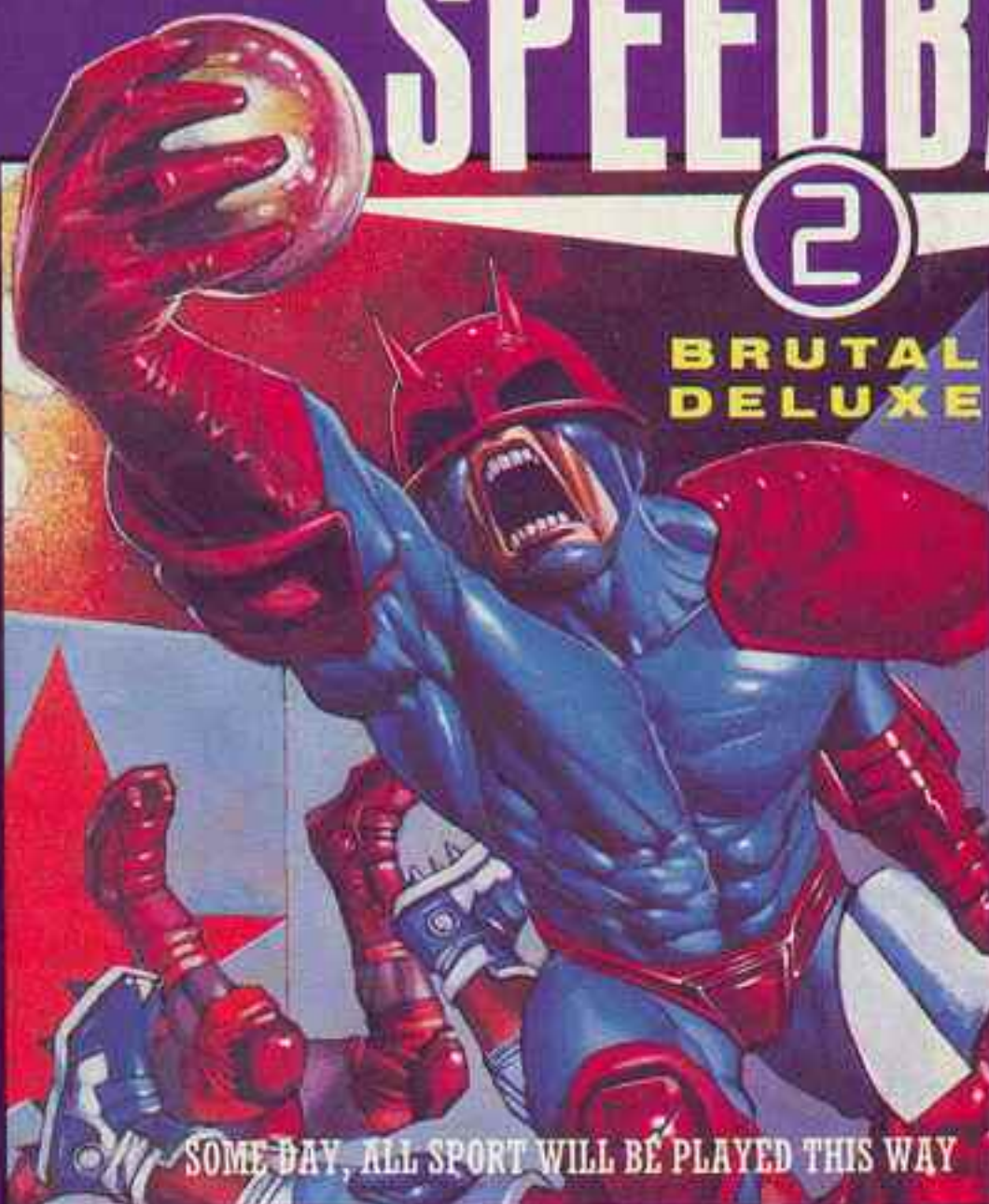
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GRUMPY GIT

SPEEDBALL

2

BRUTAL DELUXE



SOME DAY, ALL SPORT WILL BE PLAYED THIS WAY

It's two years since the last ball was thrown on a Speedball pitch. There are new teams, new stadia and new rules. The arena is bigger, the players are tougher and the action is faster than ever before.

The challenge is this: Take control of Brutal Deluxe, the worst team in Speedball history, and turn them into champions.



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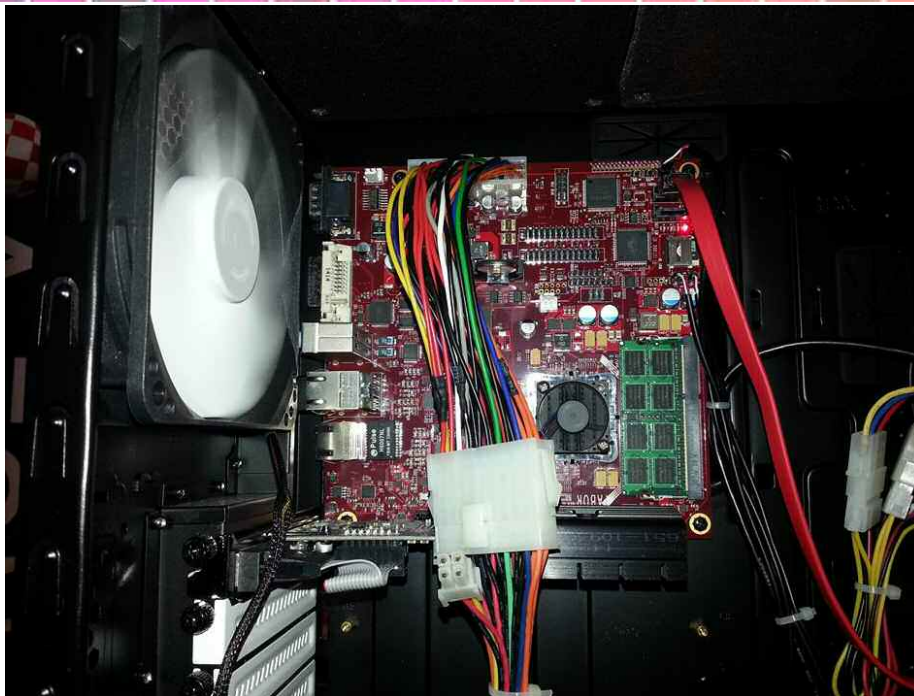
NEWS

ACUBE AND A-EON PREVIEW A1222 AT NEUSS

It seems that at the Amiga 30th Anniversary Show in Neuss, Germany. A new PPC main-board, the "Tabor" was revealed to the public. Press releases are now available at A-EON's website.

The board seems to be shown using a QorIQ P1022 dual-core processor. It had 8Mb of DDR3 memory and is MinilTX.

Initial reaction was not great.



The primary reason for this is that the FPU used in the QorIQ is not compatible with existing PPC set-ups. Meaning it will have to emulate the existing FPU entries in software which will slow it down considerably.

The suggested price of between 700 and 1000 euros is a high price for what seems to be a mid-level board.



AMIGA RACER

AmigaTec Inc. has announced Amiga Racer for OS3 (68020), Amiga OS4 and MorphOS will be available for free.

Heavily influenced by the likes of Lotus Esprit Turbo Challenge and XJ220 it intends to bring this racer type back to the platform.

This is still in early development so it at the moment lacks

several optimisations. However they have made a preview version available to Amiga OS 4.1 users.

Download it today from <http://www.amigatec.com/Download/AmigaRacer.lha>

Further information on this release when we get it. If you can't wait join their Facebook group.



FRUIT'Y

Retroguru (the team behind the Sqrzx games) has released Fruit'Y on multiple platforms including OS4, MorphOS and AROS. The game is heavily influenced by Kaiko's GemX which was released on the A500. Here is a game description from the site.

Although tiger mum forbids little Sheran to play with edibles, there is simply no way to stop him from playing with fruits found inside the deep jungle. Being shiny, smelling wonderful and tasting even better Sheran can't be kept away. So let's do the best we could do: Support him!

The game consists of two boards of fruits. The left field belongs to Sheran who needs to reproduce the right field 1:1 being able to proceed to the next level. Sounds easy?!

The game contains 120 levels of fruit manipulation to keep you amused.

Download it from <http://www.retroguru.com/fruity/>

VAMPIRE V2 FINAL DESIGN ANNOUNCED

Well it seems that Majsta has finalised the design for the long awaited Vampire V2 for the A600 Amiga.

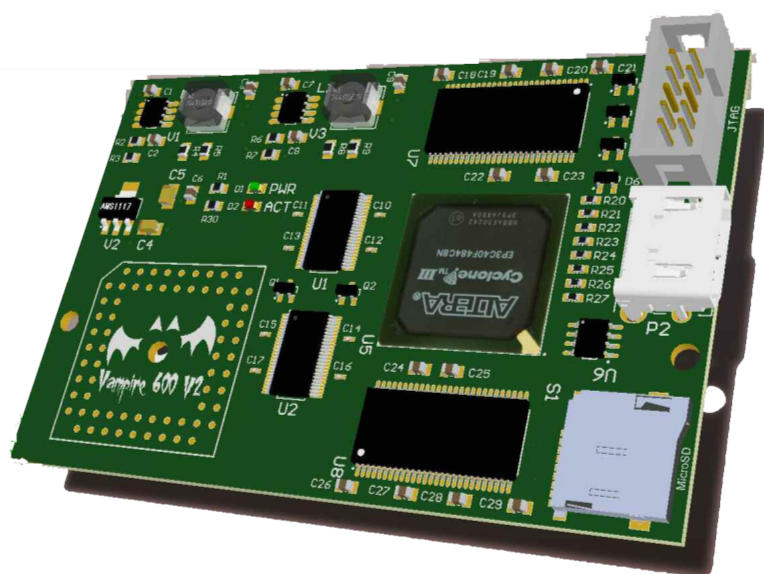
The board is based on the Altera Cyclone III FPGA and the Phoenix core has shown to have results much higher than that of a 68060 processor for graphics processing.

As of yet we still do not have an official date of release or pricing, but it has been long awaited by many owners.

Majsta has started putting out boards to his known developers, so we can only hope that it is not long before we start to see more information and programs that can use it.

It has already been shown in videos being able to process MP3's reasonably well. As this comes to fruition, we will report further details. Something to definitely keep an eye on.

Further reading can be found at <http://majsta.com>



BUBBA IN STIX



Our goofy hero and his friend - an intelligent alien stick - have crash landed on a weird planet after being captured by an alien spacecraft. In order to get back to Earth, Bubba must use his stick in a variety of different ways to solve puzzles, overcome adversaries and foil the comedic attempts of his kidnapper to recapture him in this horizontally scrolling puzzle.

CORE
DESIGN LIMITED

Screen shots taken from Amiga version

REVIEWS

Here we are at the Reviews section of the magazine.

Now I have stated before and I will state once again just for the record. All the games reviewed in Amigaville at the moment are done using emulation via WinUAE and WHDLoad. So I will not be able to comment on actual loading times.

My base settings for this is a modified A1200 setup (68020, 128Mb RAM, Picasso III 16Mb, 3.1 ROMS, Workbench 3.9) unless the game can not be run it that state. Then I will resort to the base A500 configuration.

The system scoring is a standard percentage rating system so no strange number systems like an out of ten scheme or a bizarre scoring system like ACE magazine used a score which was out of 1000 (Who knows why they decided that).

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. My intention is to give a fair review but if a game is a bit unfair with cheap deaths or such then I will call it out.

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 admit I am not much of a sports game player but 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 1992 - OCS/ECS - Published by Virgin

Westwood Studios are probably most remembered as the people behind the Command and Conquer series. Which is a shame as they wrote some really good adventure games in the form of B.A.T, Blade Runner and the Legend of Kyrandia (Fables and Fiends series) set.

Now sadly the Amiga only got the first game. The other two were PC only. I admit the first version I played was on an old 486 so seeing this version was a bit of an eye opener. The story starts with a small cut-scene showing Malcolm the evil Jester has escaped from prison. He is destroying trees when he trips over a root. He then cast a spell on the tree and gets a squirrel to jump at the tree causing it to explode. Malcolm then turns to screen breaking the fourth wall and admits "Tis funnier this way, is it not".

Then the scene changes. You see a note been written by an old man. Malcolm appears in the window then he appears in the room with the guy. More dialogue. The scene ends with Malcolm turning Kallak the head of the Royal Mystics to stone leaving just his eyes to be able to see.

As you try to leave the back wall moves and turns into a face.

Long story short Malcolm has corrupted the Kyragem and only you can save the kingdom.

Now you get full control of



You now take control of Brandon (Kallak's grandson) and the game starts. You find a note and various other items in the room.

Brandon and you wander about doing various fetch quests as these point and click adventures are want for you to do. Now as I said I first played



the game on PC so the Amiga version is rather strange compared to the original. This is due to the game being OCS/ECS as opposed to AGA. The overall graphical quality although average seems to be roughly converted.

The story plays out exactly the same as the PC version but certain things are not displayed the same. For example on the PC when you place the marble in the holder the altar lights up blue. On the Amiga version it only reacts when you place the silver rose and you gain access to the amulet. More on that later.

Each area has a lot of little fetch quests. In the first area you heal the tree, get a rose, fix the altar, place rose get amulet. Then you have to give Herman the saw so he can cut some planks.

Now here is one of the first places you can die in the game. So save your game regularly. If you try and cross the rope you will fall in the river and die. Restart from save or the beginning. However if you wander a few screens and come back Herman fixes the

bridge then wanders off to find your saw. You can now progress into the second area of the game.

Now you will have picked up various gems from around the forest which at the moment seem useless. Have Brandon examine them by holding them in-front of him sometimes the responses are interesting. You now find Darm and Brandywine who first sends you on a fetch quest to get him a feather. This is where you need to go a mini quest finding various nuts and dropping them in the a hole in the ground in a wasteland area.

This will cause a flower to grow who will dust you and one of

the gems on the amulet lights up. This is a healing power. Heal the bird and the feather is yours. You now get the next quest which is a gem quest so those gems you found earlier are now useful but first you have to find a specific stone to start the sequence (It's under the waterfall ...err okay).

Once completed the quest you will get something that allows you to enter the third stage of the game after a little set-piece with Malcolm. This is the dreaded fire berry bush maze.

Lets just say there is many tasks in there you have to do and you will have to save your game regularly as the map is long. In here you will illuminate one more gem of your amulet.

This allows you to turn into a ball and float around the maze without a fireberry. There is an area you can only access in the maze using this so you need it.

The final part is where you actually go after Malcolm and heal the Kyragem. Make sure you bring a flower with you from somewhere or you will





have to get one for Brandon's mother's grave to illuminate another gem in the amulet.

In the castle you will wander about and find a maze which you get to illuminate the final piece of the amulet. Only then can you restore the Kyragem, defeat Malcolm and win the game.

The game is fun, but can be a lot of wandering back and forth. The music seems a bit stilted and low quality on the Amiga, who ever did it was obviously not usually an Amiga musician. Overall it seems as if this was kind of hurried across to the Amiga and it's a shame.

Although faithful to the PC version it could have been so much better. The WHDLoad version I had was a bit glitchy graphically so I tried running it from ADFs. This was a nightmare as you have to change disks every alternative screen.

The humour is quite good which will make you chuckle occasionally. Malcolm is immensely enjoyable as the evil Jester and is a great comic

relief to the dry dialogue of Brandon who does have his moments of humour.

Just a note to say in the third part of the game you do meet Zanthia who is actually the you play in the second part of the series Hand of Fate which sadly never got an Amiga release.

If this had been done in AGA it could have been almost the same as the PC version. A wasted opportunity and probably why the other two games in the series never made it to Amiga.

Who knows in the future maybe someone will either update this game to AGA or even convert the other two Fables and Fiends Books to our humble Amiga.

Hey a man can dream right...

Or if you have an Amiga with PPC capability then you could always download the SCUMM VM AGA engine and try to run the PC versions on there. I have not tested this, so I can not put my hand on my heart and say it will definitely work. So do so at your own risk...



Graphics - 47%
Sound - 38%
Playability - 60%

Overall - 55%

The new Commodore® Amiga® 500 is everything you never expected from a home computer. That's because we designed it to excite you. To dazzle your senses with 4096 colors and stereo sound. To unleash your creativity. To allow things you never dreamed possible in a home computer. Because until now, they really weren't.

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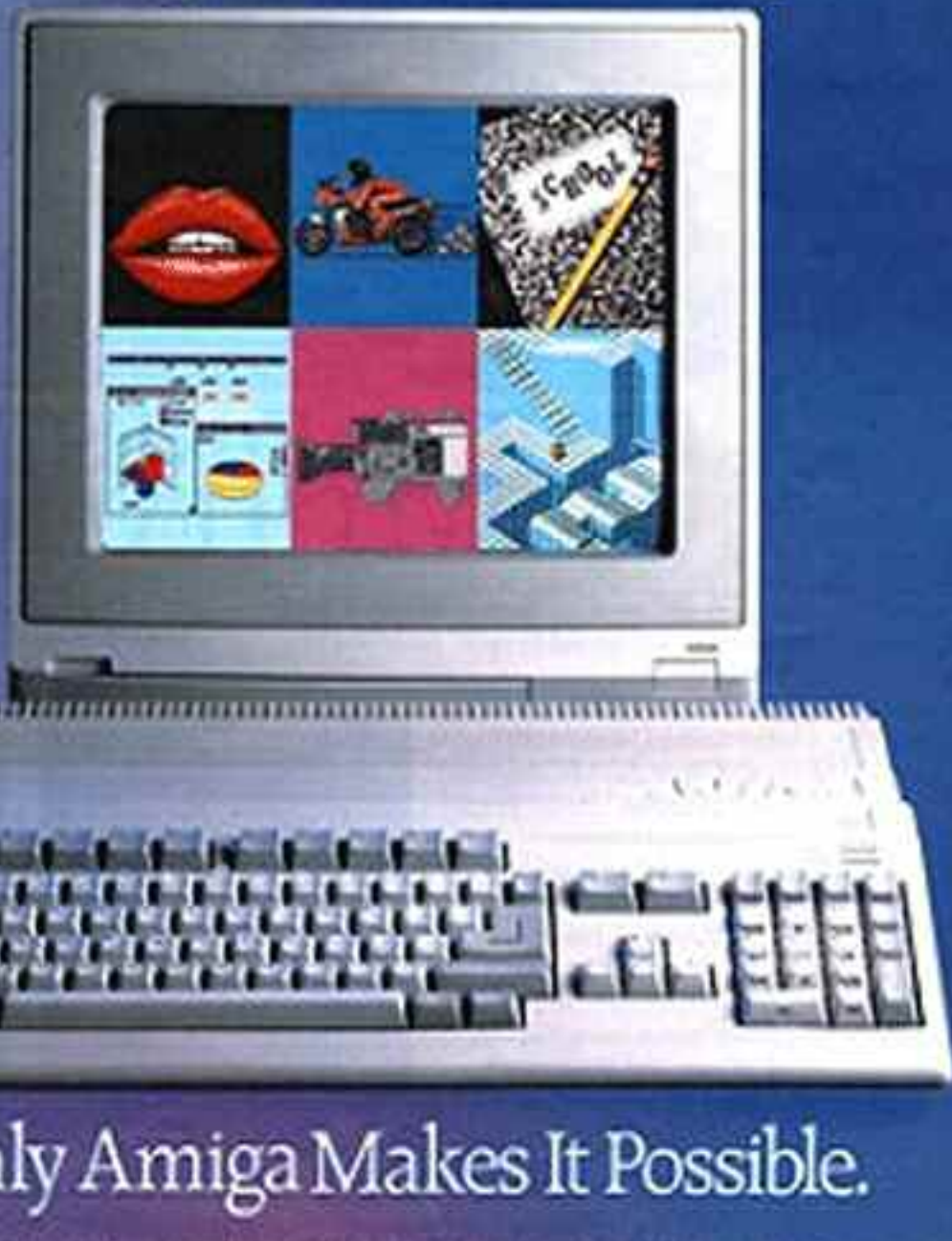
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Only Amiga Makes It Possible.



Released 1999 - AGA - Published by PXL Computers

So in the late nineties the Amiga was in a large transitional phase where Amiga properties were changing hands rapidly and the future was a little uncertain. One of the last commercial companies producing software was Clickboom.

One their entries was T-Zer0. They also had games like Myst, Napalm, Capital Punishment and Quake for the Amiga in their catalogue.

The games normally had high requirements so they needed an accelator card to run and most software came on CD.

The minimum requirements for this game is a 68030 CPU, 8Mb Ram and a CD drive for audio.

The game starts up with an incredible set of static images and movies which establishes the year is 2199 and we are under attack from the Kakisto race due to the portal to T-Zero was opened.

The game then takes you to an extensive options menu. Giving you the ability to set the game in Arcade/Story mode, set difficulty, ship momentum and much more. You can have 1 player or 2 players simultaneously.

In the Arcade mode you get access to 4 worlds. The story mode has 5. I believe the fifth allows access to another ship more on that later

Now settings on difficulty are either easy or hard. This just

changes how many hits the enemies take before dying and other things as well.

Upon starting the game you get a choice of three different ships and the CD Audio tells



you what their differences are.

After another cinematic showing the launching of the ship. We are in. The scrolling moves slowly, what it does not do in speed. It makes up in numbers of enemies.





The game is an R-Type like shoot-em up and due to it being AGA the amount of detail on screen is amazing.

The game is rather challenging and you will find you can be charging through lives rather quickly when you first start

However there is patterns to the enemy waves so it so after a few games you will be able to get further along. As you kill enemies various power-ups will appear on screen.

These include lasers, double shots and companion ships to aid you in your slaughter of aliens. There is also negative power-ups which reverse controls temporarily for example. In hard mode you lose the power-ups but in easy mode you keep the powers you have picked up.

Also on screen is a large collection of pickups which increase your score from everything from 1K to 50K. The higher scoring ones are

normally in less convenient places so you chance dying, so its points worth vs. risk.

The aliens vary in size from small ships to large meteors and very large bosses. Also scenery around the screen can be hit and takes more of your lives. Due to the inertia setting your ship can be quite flighty to control.

The game has a very good soundtrack a combination of rock music and electronic dance tracks. Which is constantly in the background. Some may find it annoying, but I feel it adds to the ambience of the game.

Sound effects and speech is used well throughout the game. Telling you which power ups you have collected and tell you of negatives.

So what we have is a very competent shooter which you can play in short bursts in Arcade mode or try and attempt completing the story mode for longer sessions. Do have the manual to hand as there is a copy-protection system which appears after the first game.

The game also includes a level editor so you can actually sit and make your own custom levels if you feel that way inclined. Adding further value to the game. I must admit, I am not great at shoot-em-ups but I had quite an enjoyable time playing the small amount of screens I did. Each time getting a little bit further along the level.

If you manage to complete a world then die, you can just restart from that world rather than start back at the beginning. Which is incredibly handy in my opinion.

If you have a compatible machine then I think it is well worth a look. I feel that you will not be disappointed.

Graphics - 90%
Sound - 90%
Playability - 75%

Overall - 85%



Released 1993 - OCS/ECS - Published by Codemasters

Well I will start off by saying I believe I have played this game on virtually every version it's been released on, and believe me it has been on many platforms from the NES to the PSP. So finally I get to play the Amiga version.

The basic principle is simple. The idea is you take control of a Micro machine in a racing game. Micro Machines were of course actually available in stores from Galoob/Hasbro and when they arrived they were a small die cast model of cars, boats etc.

Codemasters won the license and converted the game to as many formats as they could even creating controversy in Japan with Nintendo so the game was not officially licensed hence why they released it under an American subsidiary name of Camerica. Any way I am deviating so back to the main review.

Upon presentation of the menu you will be asked if you want to play a one player or two player game. Depending on the option you pick depends which type of games you can play.

As I have no friends I naturally had to choose one player. I will come back to the two player options don't worry. Now you get to choose whether you are having a head to head race or taking the challenge races.

Next you will select a character from the array available. If you have gone head to head you also select the one character you want to play against. In head to head you need to get one screen ahead of your opponent to score a point you both start with four and it is the first person to change the bar with eight points to their colour.

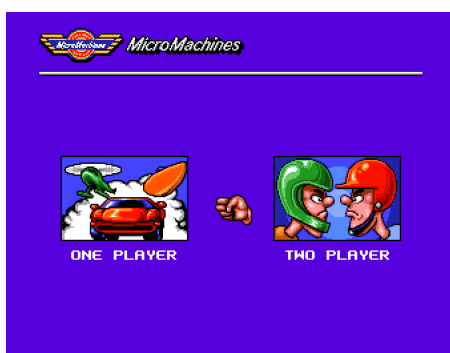
If you choose Challenge mode you will have to qualify for the challenge by racing with four boats around a bubble bath level. Qualifying is not difficult and if you manage to come 1st in the first lap you auto qualify without having to complete the three laps. In two player you still have to do the qualify course but the points rule applies or who ever has the

most points at the end of the three laps wins.



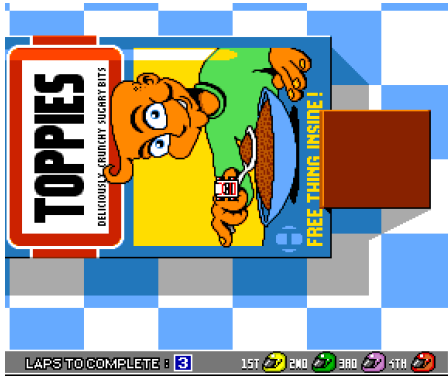
Upon qualification you will now have to pick three opponents to go against in the main challenge. You will now be shown a display cabinet with the vehicle you are going to be driving which fills with more vehicles as you progress through the races.

You are now told the title of the course normally it is something quite witty. Such as the first track is around a breakfast table and it's called "The Breakfast Bends". Finish either first or second to qualify and move on to the next race.



If not you lose one of your three lives and redo the race.

After three races one of the players with the worst results will be out of the game. You then select another player from the selection screen and the game continues. If you manage to win three races in a row then you will get a special



Ruff Trux stage where you get a limited time to drive a large monster truck machine around a tricky course. Succeed and you will be rewarded with an extra life. Fail and the game just moves onto the next race.

Being Micro Machines you will be driving around some very interesting terrains, such as a breakfast table, the beach, a workbench, pool tables and much more. The hazards are appropriately designed. You will stick to orange juice in the breakfast table where as on the workbench there is glue on the track. There is also large obstacles on the course which you will have to drive round or over like water hazards will either have to avoid or jump over.

The vehicles are chosen appropriately for each race and each vehicle has its own quirky control problems. For example in one race you F1 cars driving around a pool table and you

can fall off the table easily due to inertia as your car drives quickly. You get helicopters that drift, cars with spikes on the front that can blow you up if you are run into a full speed and even tanks which can fire at each other but turning is slow.

The track is drawn on the environment and unlike most games it has not got to be stuck to religiously. In fact its pretty hard to keep in the track markings. You are given a leeway of drift off track but deviate too far and it will put you back.

The game is fast paced and the challenge steps up nicely so you will probably get through quite a few tracks before you start losing lives. Obviously the more you learn tracks the better you become as the layout of each level remains the same for that track. so if you fail the first time you have a much better chance of learning the hazards



and layout you are driving. The game has quite cheesy music which goes with the wacky theme, but in race you will only here the sound effects of your engine and screeching when you turn quickly.

In two player mode you get a choice of either a single race or a tournament. In tournament you will play several games keeping track of wins and losses while you play through the sequence. in single race you get to choose which vehicle you will drive. Then the head to head rules apply of getting one screen ahead etc.

I have always had a soft spot for the Micro Machines games and they never cease to be fun. Its a simple racing game with many different interesting vehicles and tracks.

It's a shame that they only did this one for the Amiga and not any of the others in the series.

Graphics - 50%

Sound - 45%

Playability - 80%

Overall - 75%



ARCADE POOL

Team 17 are of course mostly known for the ever expanding Worms franchise and Alien Breed games. But this is one of their earlier smaller games. Now it's a game of pool but taken from a top down

ARCHER MACLEANS POOL

Here we have the follow up to the popular game that was Jimmy White's Snooker. It has three main game types, 8 ball UK, 8 ball US and 9 ball US pool versions.

You may notice here that the main interface is much more complicated than Arcade Pool this is due to you playing the game in a three dimensional perspective. So you can play shots and by lowering or raising your cue you can play the more awkward shots.

You can get an above table view if you want but it's not set that way by default.

The game includes a feature

perspective.

However it allows many versions of the game to be played such as 8 ball UK, 9 Ball US, Trickshots and you can change various rules including fouls etc.



to chalk your cue. Not that I believe it makes much of a difference.

It's a very good pool game and once you learn the controls can be fun to play. You can have two players or you can even play against the CPU.

Control is simple with the mouse. Left click sets the shot, set the power at the bottom bar. Right click to play the shot.

A great game that takes advantage of AGA graphics, but AI can be a bit too good at times (depending on setting).

The game does allow 2 players and even has a tournament option which can have upto 32 players should you feel such a need to do so.

Overall a very competent and easy to learn Pool game which is quick to pick up and play a quick game or two. However more is available if you want it.

Graphics - 50%
Sound - 30%
Playability - 60%
Overall - 57%

The game does have quirky fun such as if you take too long flies appear and the balls turn and make faces at you.

Graphics - 42%
Sounds - 30%
Playability - 55%
Overall - 50%

THE NO-HOLDS-BARRED

SMASH

GAME SHOW OF THE FUTURE

TV



Plunge your way through the increasingly more dangerous
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 Armed with a proton blaster, you must blow away a succession
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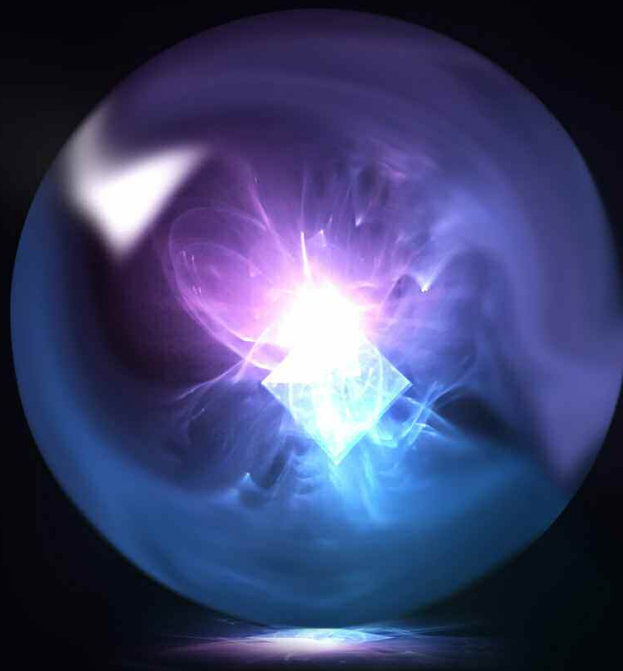
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SMASH TV AND THE NAMES AND PATENTED OF AKKLAIM ENTERTAINMENT

FEATURE



Now when Commodore introduced the Amiga 1000 in 1995 to the world there is no way that they could have imagined that in 30 years time the machine they created and its many derivatives would still be used by several enthusiasts. Or that there would still be magazines, forums, websites and businesses about Amiga stuff.

Lets however get one thing straight right off the bat. Nobody can foresee that the Amiga will rise from the ashes to be a mainstream competitor. The market is just not there. Many in the public domain see the

Amiga as a thing of the past and it's only the remaining few owners or collectors who are keeping the scene alive.

Even that is a dwindling number as we have issues regarding copyright to preservation efforts and parts are becoming harder and harder to source for various machines. Primarily I am looking at A4000 type level here.

However that is not to say the Amiga is to be totally written off. By the virtue that you are reading this article. There must be something special to the Amiga and its longevity.

Whether you are a hardware collector, a small business using Amiga or even just someone who likes to play the odd game through emulation. The Amiga does not seem to on its way out just yet.

Does the Amiga have a future, we at Amigaville would like to believe this is so. It means we can keep reporting stuff.

So what becomes of the Amiga line, it is far from over at the moment and hopefully we can see prospective ways to use our beloved machines in the future. So how do we do that well read on my dear friends...

FPGAS AND HARDWARE

Well it seems that after a brief time when no-one knew what was happening with Amiga in the late nineties, it seems to have regained its footing.

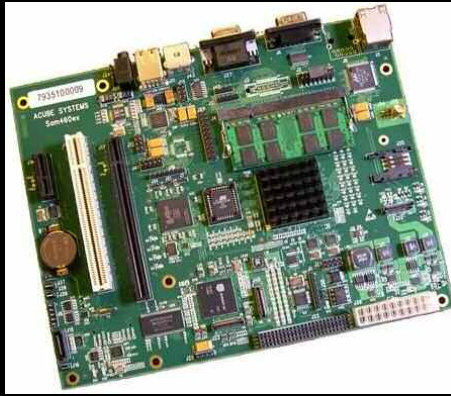
From the FPGA boards such as the MiST we will have some form of compatible Amiga hardware capable of running most things right up to Amiga 4.1 and who knows beyond.

Now boards like the MiST are not dedicated to the Amiga but it can emulate the processor and custom chips of it and many other types of machine out there. Now some would say this detracts from the standard board. It seems however that those who are writing the code cores for this seem quite dedicated to getting the nuances of the machine right. Including having the Amiga core being able to do AGA graphics and more.

Now I admit many find the prices of these boards a little high. Then you realise the amount of effort people are putting into these designs to try and get the programs to work and it puts it into perspective.

Moving onto actual dedicated hardware boards.

This is where the most research seems to be headed so keep tabs on these companies. Now ACube and A-EON have both admitted these boards are for Amiga enthusiasts only so numbers will not be in millions but a few thousand boards produced.



This is also why these boards are quite high priced as the manufacturing run is of a limited amount not mass production like PCs and Macs.

Boards such as the Pegasos range, The SAM range and the X1000 and X5000 are based on various PPC chips. Primarily designed for running Amiga OS 4.1 or higher from Hyperion.

Now this is obviously not all the boards can run the can do other systems such as Linux and MorphOS (more on that later). They do not possess certain custom graphics chips of the Amiga design so they have to use chips and drivers to output to standard PCI Express graphics cards.

They also lack a lot of the expansion connectors that the Amiga had such as Zorro sockets or direct CPU bus expansion ports. They are more seen as a spiritual successor to the Amiga.

Allowing you to run most of the software you used to on your basic Amiga while equally taking advantage of the hardware advances such as Internet capability and High end graphics to name but a few.

Once again some see this as an exercise in expense and the machines can be seen as not cheap. However they are custom designed boards so you are paying for a lot of board design and engineering.

A lot of software has managed to be ported to OS 4 and the number is ever increasing. This is a good thing as software on the 68000 scene seems to be in a bit of a drought but that's a different article on its own entirely.

Now there has been much discussion on the internet about whether the PPC is a dead platform. This is where it gets difficult. As the likes of Apple and IBM have abandoned it at desktop level.

The likes of Coldfire, QoriQ and Freescale are still producing PPC chips for main boards mainly for embedded platforms.

IBM still have PPC systems in their mainframe AS/200 boards such as the Power 7 and Power 8 processors, with Power 9 processors due in 2016/17.

So the designs are still relevant but for day to day use, a lot of the computer industry has left PPC for dead in the water. Which is a terrible shame.

Moving on to hardware that you can connect to your actual Amiga.

With the like of Individual Computers, Amigakit, A-EON and individuals such as the Majsta who still keep on

creating accelerator boards that you can connect to existing hardware such as the A1200 and A600 boards. you can actually keep using your familiar hardware with better results.

With announcements such as the Vampire V2, the ACA accelerators, Prisma Megamix and boards such as the A1200 Remixed replacement motherboard. All on the horizon or available now. It seems the Amiga is far from the grave.

Also these add-on boards are a lot cheaper than dedicated motherboards so it is much easier to upgrade.

Time to look at Software...

It moved across to the Apple Mac range of the iMac, eMac and G3 processor Mac range. In time it has now gained support for G4, G5 machines, certain Mac Powerbooks, SAM and Pegasos ranges and a version is being aimed at the new X5000 when it arrives.

This is designed to give you an Amiga-like experience on these machines. It also has a layer that can run various 68k programs providing they are not using custom graphics chips layouts.

For things like that there is also a version of UAE for MorphOS (we will come back to emulation later on)

Now MorphOS is an interesting

Warp3D (Goa). But on G5 systems install Wazp3d for Warp3D support.

The Ambient desktop has a very similar to Workbench look and feel but has been designed to have a much glossier high end look. MorphOS is currently at version 3.9 but they have already showed off 3.10 at various venues.

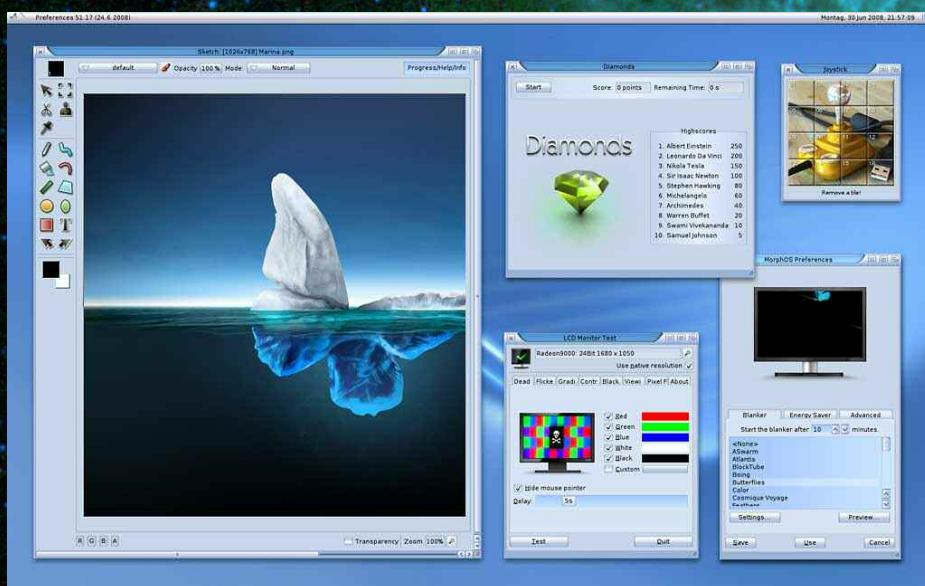
The OS has USB support and uses an enhanced version of MUI for a lot of its interface design. Internet support is still a little bit on the patchy side but it is improving.

The OS is in constant development and has many users contributing programs to its repository. They even have a bounty system for people to create various missing elements of the system which is an interesting idea.

However a lot of MorphOS users are talking about the next level of the operating system or "MorphOS NG" as they are calling it.

This tries to break away from the traditional 68K code base and have the entire system written so all the utilities and system are exclusively MorphOS coded.

This means they can write drivers for say Bluetooth, get NVIDIA drivers working, better network card support and much much more. The idea is you have the look of an Amiga desktop but the code is exclusively developed for the MorphOS running systems.

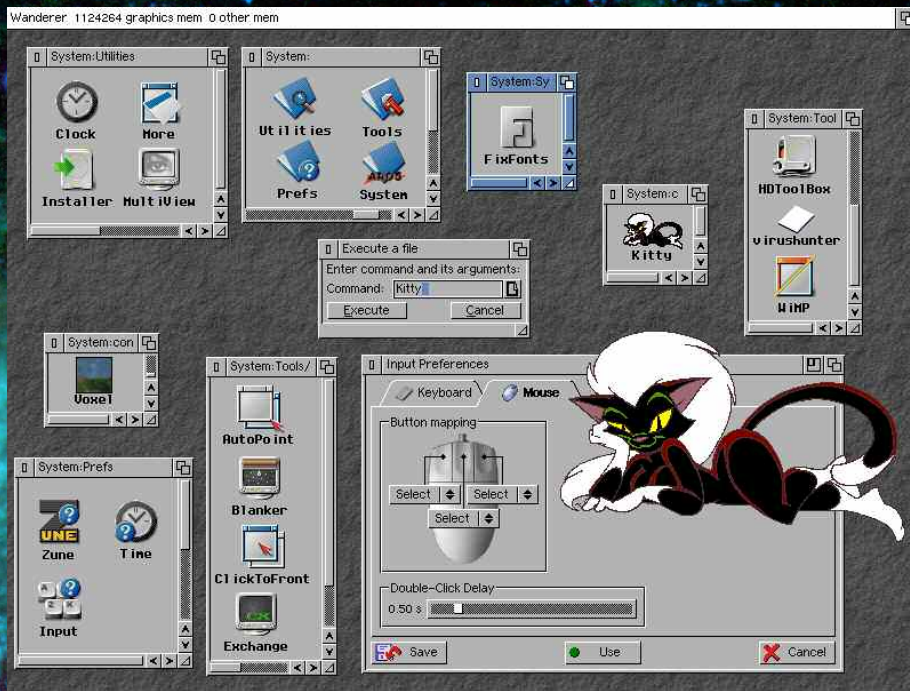


MORPHOS

MorphOS started its life as an operating system that took advantage of the Power-Up boards on the Amiga. However it soon became apparent that such boards were not being produced in high numbers so they moved their OS to another platform.

idea but costs from between 49 and 111.11 euros depending which system you are registering the keyfile for.

At the moment MorphOS seems to only support machines that use ATI Radeon graphics cards and it looks like NVIDIA will not be supported any time soon. They do however have support for Open GL (Tiny GL) and



AROS

AROS is an open source x86 operating system which is designed to run on your average PC. Now it also has a very Amiga-like look and feel but does not include 68K program support at its core.

Many developers are at work upon the AROS project but like any open-source project or anything by committee.

Progress is not as quick as the dedicated team like MorphOS has.

If you want to run 68k code then the only way is through the E-UAE emulator. There is a mode called AROS-68k but to be honest it's not the most stable of environments from my testing.

Like MorphOS it has had several applications and games converted to it but they are also coming slowly sadly

In fact MorphOS and AROS have worked together on certain elements do some of their code does have a mutual

crossover.

AROS because it is open-source can have a lot more freedom with what they decide to put into their OS. Meaning they can include a lot more drivers and the likes for given hardware.

They still lack support with certain elements but the community is working to get such programs done.

Admittedly I have spent a lot less time in AROS than I have on MorphOS this is because I don't have sufficient hardware about to run it. Where as I have a G3,G4 and G5 Mac sitting about redundant so they are the ideal test bed.

However it can be ran in VMWare and I have done so in the past, but this limited what you can do in the way of video options as you are running a virtual piece of video hardware (normally an S3 video card) so you can get a general idea of the look and feel.

AROS is slowly progressing

along the road and hopefully it will continue to do so. The working with the MorphOS team will definitely be a help towards getting a desktop that is independant of old hardware.

Only time will tell what happens next on these two systems.

AMIGA OS 4.2

Yes Hyperion are still working on this at the moment, it is exclusively been developed for the X5000, but it will probably make it to other boards out there. This is due to a major investment by A-EON when Hyperion were about to file for bankruptcy.

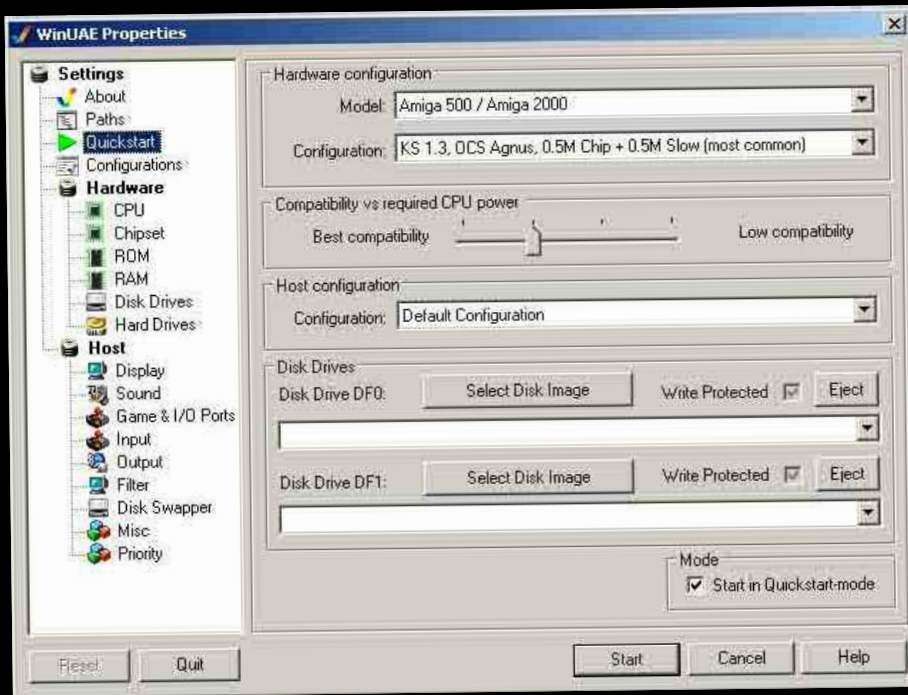
Not much has been given on this at the moment so most of the reports are speculation. People are hoping for multi-core support in order to take advantage of these PPC boards they are using.

OS 4.1 is still a single core operating system so it is not taking advantage of the speed and processing available to it.

Hyperion at the moment are not really giving much away at this point I am afraid and information on what has changed and what is coming is very thin on the ground.

Speculation is rife about features people would like to see but we will have to wait for the official word from Hyperion as and when that happens. When more is available we will report it .

Moving on....



Right now onto the elephant in the room ...

EMULATION

This has always been a grey area in the computing world. However I do believe most have come to accept it. Cloanto who own the rights to the Amiga ROM systems have a DVD available called Amiga Forever so they are quite OK with emulation.

Now the majority of the emulators out there are based on the codebase of UAE. However the varying versions out there do seem to on different levels.

WinUAE and FS-UAE

These are the most developed versions of the Amiga emulator out there. Both Toni Willen and Frode Solheim seem to be actively developing these emulators.

They can run all systems from an A500 running 1.3 to an A4000 system including PPC support (from QEMU) and can

run Amiga OS 4.1.

These guys are constantly updating and adding to make their emulators better, they are currently trying to figure out bridge-boards and hope to emulate graphics boards such as the Voodoo 3 in order to allow Open GL to be used.

So these two really do keep pushing what the emulator can do and they encourage feedback to allow them to improve their products.

E-UAE (MorphOS and AROS)

This version seems to have stalled somewhat but that does

not mean it may not return.

The version seems to support some of the upgrade modes but it still is very slow and buggy compared to the other two I have listed.

It also is not the easiest thing to setup and get running. normally it takes a bit of trial and error but it can be done.

UAE4All and UAE4Droid

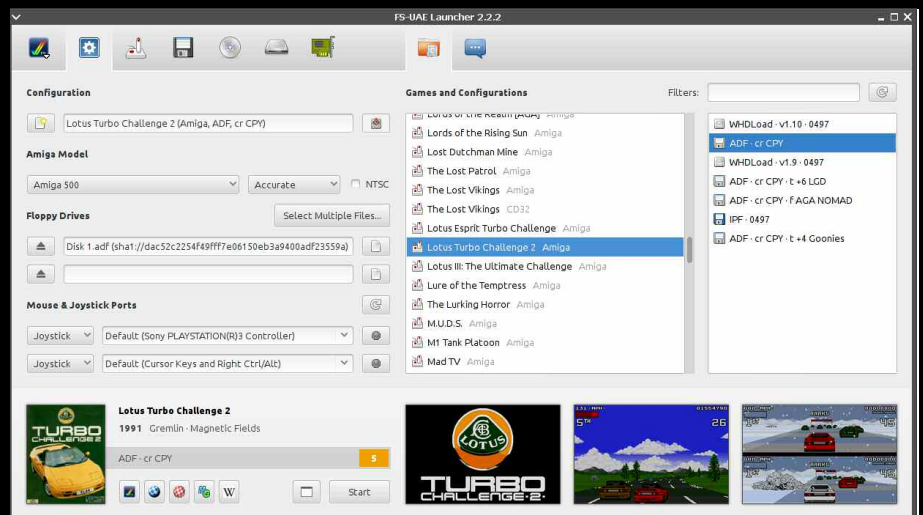
Now these are designed for mobile platforms such as phones and tablets. Which comes with its own set of inherent problems such as controls etc...

It will be quite a while before they are fully useful and even then some will find them fiddly and awkward.

So although possible I would not expect this to become the norm any time soon.

So that's our look at the future of Amiga... Hopefully you have enjoyed it

Do you agree or disagree, do you feel there is something I have missed. Feel free to contact me (or bitch at me) and let me know what I missed out.



BRONIA COMMANDOS



EA GAMES

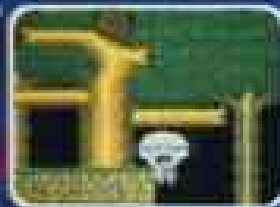
CAPCOM

COMBAT	9.99; 11.99 ^v	ATARI LT	19.99 ^v
SPECTRUM	8.99	AMIGA	24.99 ^v
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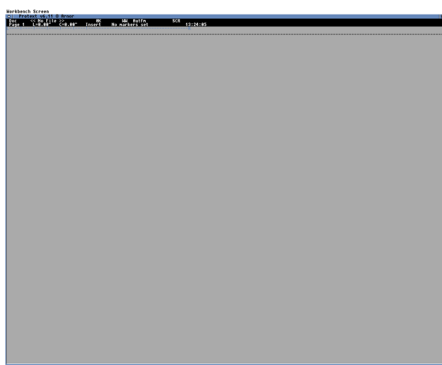


WORD PROCESSORS

Whether we like them or not they are a necessary evil. Now they have existed as long as we have had personal computers. From basic text editors such as ed right up to the behemoth office suites that grace most computers.

The Amiga never really had a dedicated office suite but it did have quite a few word processors out there. Now I can already feel people turning and preparing to exit this article, as it is far from the most exciting topic out there. Bear with me I will try and keep it general without going too much in detail. The idea is to get a general overview of what is available to the average user. Happy with text editors that's your prerogative.

Now I admit I type a lot of these articles in a very minimalist word processor called Focuswriter. I have tried various others over the years but I like the lack of distraction style. WriteRoom and Omniwriter II I have also used to create stuff but I digress so time to move on.



Protex

Seen by many as one of the oldest word processors out there other than WordStar.

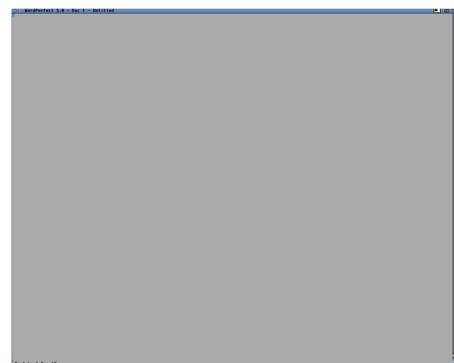
George RR Martin of Game of Thrones fame admits he still uses a PC with Protex 4.11 for DOS to write most of his manuscripts on. Apparently its what he started with and he is happy with it. Each to there own.

However Protex while not pretty is a heavyweight processor of words. It allows footnotes and headers, has word counts and can even spell check and grammar check if you want it to. It can indent text using tabs and much more

Memorising the keystrokes to

get these things done is where this becomes a nightmare. Also just simple things like cutting and pasting text is quite a chore where you have to mark out text blocks so it is definitely not for the average beginning looking to type a letter to Aunt Marge.

But if you want to write a best selling novel with no distractions then we might have just what you are looking for. If you use bold or italics the word processor tends to just change the colour of these words rather than showing them as they should be.



Word Perfect

Yet another heavyweight made it onto the Amiga. Word Perfect was the first word processor I ever used in major earnest. Admittedly it was on PC network and was 5.1 for DOS.

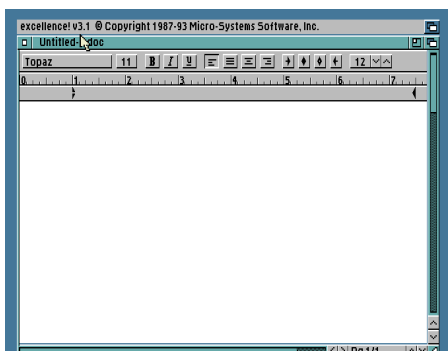
The Amiga version once again seems like Protex to be just a slight step up from a text editor and seems to eschew the WYSIWYG (What You See Is What You Get) approach.

Now it also suffers from multiple keystroke syndrome but it equally can be used for major dissertations or heavy amounts of text. It has the usual features such as

indenting, footnotes etc.

It does have spell checking and a thesaurus but the copy I found in the TOSEC did not have it.

Also for some reason although I installed it to hard drive I still needed the disk in the drive. Don't know whether that was down to the copy I had or if that is what it does. Odd.



Excellence!

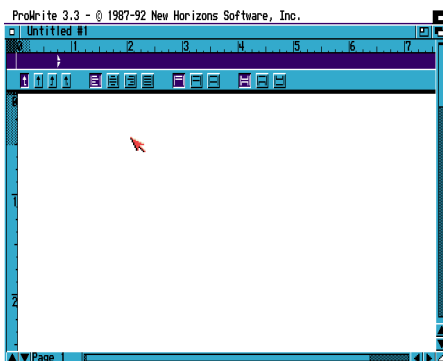
Now we are heading into the more WYSIWYG word processing arena and it seems to be much more user friendly.

However its font rendering leaves a bit to be desired now I know I should not really complain as for the Amiga it was probably on at the time it was more than adequate.

You can now use fonts and actually see the difference of them on screen. However they all seem rather pixelated. It's a minor detraction I admit.

Here you will actually see when you indent paragraphs and everything is not much more than one click away.

Overall it's a step up graphically from the likes of Wordperfect and Protext. Much easier for beginners.



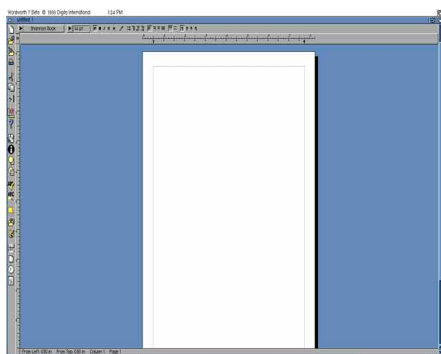
ProWrite

This is incredibly similar to excellence but does not seem to have the font information up as default. It seems to have the tabs and spacing up on screen which is a bit odd.

I guess if you have come from more of a typing background this may be more what you want on screen. Who am I to judge ?

It also has average font rendering with no anti aliasing so everything is very pixelised. However I am sure you could forgive it if you were using a CRT TV where it's not the greatest definition.

Reasonably straightforward to use. No major complaints.



Digita Wordworth

Now the version I am looking at is version 7 (beta) which was one of the last versions made for Amiga. It is very much up there with its features

and it even takes advantage of the Picasso drivers I am using in the WinUAE setup I am running.

It looks and feels like the modern day heavyweights such as Word etc... It has the familiar toolbars and font options around the screen.

It is WYSIWYG and everything is very easy to get a grips with. It takes advantage of the screen font rendering while better than the previous two still is a bit rough around the edges. It is however much easier to tolerate.

Wordworth was the first word processor I ever experienced on the Amiga I had to install version 4 SE on my friends A1200 it came free with the Magic Pack. I had to change the language from German to English if I remember correctly but we got it working in the end.

I recommend this be tried by those out there. It seems more than competent at what it does and includes many features. Some would say more than you would actually need.

Now obviously this is just scraping the surface of these word processors. I have not got time to test them fully with things such as importing graphics etc..

I am not doubting any of them above could not do it. It would just be in certain formats.

Everyone has their preferred one and it is down to personal taste. Find which one is best for you like George RR Martin.

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Well here we are again... This month its time to look at being "Retro-gamers". This term annoys me. I will explain why...

Say you are sitting on your couch at home and on the idiot box in the corner. The Great Escape comes on to for the eighteen billionth time. It's pouring with rain outside so you sit down to watch this.

Sure you would have be desperat but it's either that Bargain Hunt, Loose Women

or Countdown, so you stick with it. You are not Retro-watching. You are watching an old film some would say even Classic (each to there own).

If you read a book that was not written in the last 20 years say Issac Asimov's Sci-fi or Lord of the Rings are you Retro-reading. I think you get the picture.

So why if you spend an afternoon playing Jet Set Willy on an emulator are you Retrogaming.

No you are just sitting playing an old game. Why do we get the Retro moniker?

It annoys me because most of the "Retro" stuff of the computer world isn't even that blooming old. Sure if you are sitting in your bedroom with a PDP 4 feeding in metres and metres of punched tape then ok you may be on to something. But then you are not "Retro" but a bit of a weirdo.

People who are old enough to remember when the ZX81 came out. People who may be now in their forties. Guess what mate you are on the heap. Sign up now for your cyanide pills. Logans Run here we come.

It's a marketing ploy to screw more money out of you.

Anyway I off to listen to my collection of 80s and 90s Rock music or Retro rocking as I should call it.

Bugger that... until next time.

CONTACT INFORMATION

If you would like to contribute in anyway be it news, reviews, even constructive criticism then I can be contacted either by PM at eab.abime.net (zerohour1 974) or alternatively you can email me direct at zerohour@tiscali.co.uk

Look forward to hearing from you. . . .

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