the #amiga guide

World Domination?

Don't think so.. But it is/was (pick one) a lot of fun!

AMIGA

▸ Amiga Laptop

▸ Sandnes BBS

▸ TILT - Game reviews

Contents

Words on the Edge

We are on the Edge. On the edge of what? you might ask. We are all on the Edge from time to time. And no, I do NOT mean «The Edge» of U2 now. I mean we are all of the Edge of The New Future.

What is The New Future? you might ask. Well. Look at AmigaWeb.net! We started this Amiga web site last year, and now we are on the edge of success. And for us, success is a new future regarding that special project.

Look at Amiga and AmigaOS! Not to forget AROS, WinUAE, MorphOS and forthcoming things like the EFIKA, Samantha, the ami.ga project regarding putting classic Amiga's on a chip. We are all at The Edge of a bright New Future! Everything thanks to the most outstanding community in the Universe; The Amiga Freaks!

An Amiga freak is only a human, and can be on the Edge too. On top (or bottom) of

a situation that makes life hard every once in a while. This Edge might make life very tough for every one of us from time to time, and life seems hard to survive and difficult to cure, kinda.

«Life is a disease that only death can cure.» Not my words, they just ran into my mind. But these are words of evil, and of falling down from the edge of a cliff, or from having a nervous breakdown that might lead to bad moods and personal disasters.

But our Edge does NOT have a falling down as its only option. This is the good thing, and what might rescue us all, whatever Edge. Our Edge has a ladder, or a path UP. This path for me is the Lord, not Amiga!

« Thy shall have no other Gods but me» Peace out!
Enjoy the #amiga guide and may God bless you all!
I'll be back!

Mike Talk
First off let me introduce myself.
My name is Micahel Blackburn Heltne, please call me Mike,
I currently live in Norway, and like all Norwegians wrestle polar bears
to and from the car or what ever. I basically grew up behind the 8bits,
I loved and still love my Commodore 64. I have an Nintendo to,
but that's been given to/taken over by my brother and sisters quite a while ago.
I have two Amigas, the a600 i bought several years ago but it was until a few years a go
forgotten in a box. One A4000 i recently bought relatively cheap,
it's currently being repaired by the repair wiz (hence cheap) , that will also hopefully have a ppc
one day if the wiz can revive it.. And somewhere in the mail, an a1200, it should be half way
here, making its way to me from the UK, certainly earned the its name, snail-mail.

On my spare time i fiddle with all sorts of weird gadgets, a lot of computing, some electronics,
and also manage to squeeze some studying in there aswell, I write news for amigaweb.net,
something i rather enjoy, really get to snap up
everything thats going on around the Amiga and Commodore.

Apart from that, i would like to thank you for
buying the #amiga guide and hope you enjoyed it
.
Feedback is more than welcome, were always looking for ways to improve.
-Mike

readme.first

The world is full of junk

The world stinks. It's full of shit. Full of junk. We human beings needs to fill our lives with anything we really never need or never get any use for.

For instance it is common in USA for years and years now to have TV on the kitchen and phone on the bathroom. Here in Norway I witnessed a shower with a built.-in radio. What is next? Telefax installed at the toilet, like Mr. Øystein Sunde sings about?

Speaking of Mr. Sunde...Do you know him to one of the worlds greatest guitar player? Yes, it is true! He IS Norwegian, too! If you never heard him play, please listen to some music he has and make up your own opinion.

In fact, Mr. Sunde was asked by the more well-known Mr. Eric Clapton when they met irl, «Can you teach me how to play guitar that way?» This is nothing but true, and rocks the clock at the same time.

«Rocking around the clock» is also what brings me back to my issue. I have just rocked around the clock editing this issue of the #amiga guide ready for the print house. And what exactly makes me rock around the clock? Yes, indeed, what makes me loose my sleep is my love for this beatiful (?) computer platform named Amiga. My kind of junk are computers. They are everywhere in my house. And they make me rock around the clock.

The world surely is full of junk. Computers, music, telefax at the toilet, TV on the kitchen, phone at the bathroom, Amiga's...

Why the heck does somebody in the 21th century - in 2007 - care for an ancient computer platform like the Amiga?

Because of the love for what is different! Because of the love of how the world and the universe is made, and for how it exists and why it exists: Because of its diversity! We need Amiga, we want Amiga, we can use Amiga and we all love Amiga because it is original and because it has kind of a good soul and aura surrounding its freaks Amiga is different in a very positive way that makes us all engaged in this platforms future and makes us all hope and pray for a future which has a place for this ancient piece of junk that now in a generation has been holding such a warm place in our heart.

Amiga - because we need diversity!
Welcome to the #amiga guide!

Tommy aka alef

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About this magazine

the #amiga guide is the English sister magazine of the Norwegian Amiga magazine Amigaguiden (the Amiga Guide) which I have been the editor of for 15 years now and running.

the #amiga guide, or #AG for short, is produced mostly using one or several Amiga models, just the way Amigaguiden, or AG for short, has been produced since 1992. It all started back then.

We have a very strong community at IRC, and we want to mention #AmigaWeb and #amigaguide especially. Both channels are at the EFnet IRC Network.

We also want to give credits to #amiga of EFnet, and to give thanks to Opus of #amiga (Hi, Andrew) for giving us his permission to use the name of this magazine.
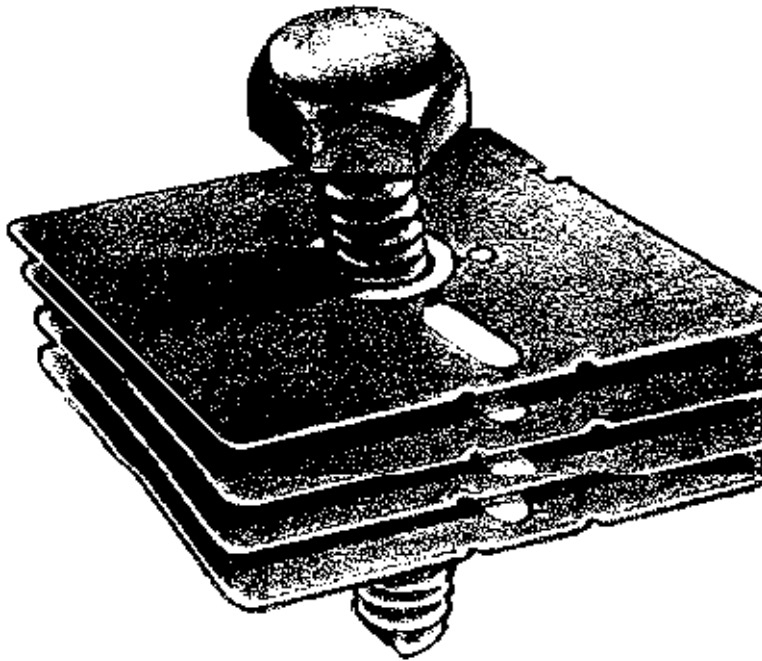
Please visit:
amigaguide.net
amigaweb.net

Facts

disk.info

AmiKit 1.3.1 Live Update
A new update is available
The update brings you more dual PNG icons painted by Ken Lester as well as recently updated software.
Dedicated to Paul, the Green Amiga Alien. Rest in peace.
- ADDED: MakeCD free license key! ("AmiKit:Utilities/MakeCD/Free License Key")
- ADDED: New dual PNG icons by Ken Lester (AmiKit:Prefs/ and others)
- UPDATED: AfA_OS 3.95
- UPDATED: akPNG DataType 45.58
- UPDATED: akSVG DataType 45.58
- UPDATED: CD mountlists (decreased the MaxTransfer value)
- UPDATED: FryingPan 1.2.2
- UPDATED: HivelyTracker 1.3 - UPDATED: MCC_BetterString 11.9
- UPDATED: MCC_TheBar 21.3
- UPDATED: MUIbase 2.2
- UPDATED: playOGG 6.4
- UPDATED: VICE 1.21
- FIXED: Now holding down a Shift key during boot process loads Workbench instead of Magellan.

AFA OS3.95 - AROS for Amiga
AFA with new version
The goal of AfA OS is to bring modern features like Antialiasing (AA) to the AmigaOS

Amiga Future Page In English
Now English version of Amiga Future now available.

Since a long time we approach our English speaking users with the Amiga Future homepage. It starts with online articles, a comprehensive gallery/links section and full versions being offered on the page. To ease the use of the homepage for English users we published an English version of the page.

There are English news and an English forum available.

The English section can be accessed using the URL http://www.amigafuture.de/indexe.html http://www.amigafuture.de/
Source: amigaworld.net

MakeCD now freeware!!
CD burning software for the Amiga becomes freeware.
You never burned CDs on an Amiga? Now there is no excuse not to try!
MakeCD used to be shareware and some shops sold boxed versions together with a license. This worked well in the past and we are thankful to everyone who found MakeCD worth paying for. However, MakeCD sales have long ago stopped being a relevant source of income for us. At the same time it has become harder and harder for interested users to get hold of a MakeCD license as more and more Amiga shops ceased business.

Therefore we decided to draw a line and stop selling MakeCD altogether: now it is

available for free. You still need a valid license key for the existing binaries. Here is a valid, unrestricted key:
http://makecd.core.de/
Source: amigaworld.net

New Sputnik Beta released!
Modern browser for MorphOS updated
The second beta of Sputnik has been released for MorphOS.
It can be found on the project's website.

Sputnik is a KHTML-based browser for Amiga-like systems, currently only available for MorphOS but an AmigaOS4 port is looking more and more likely.

This new version supports cookies, file downloading, fast-links and significantly improves stability

It requires the latest released MUI beta (22/9/2006) and a fairly up to date version of the Ambient desktop.

Note that this software is still under development, many features you would expect from a browser might be missing and you should read the documentation before using it.
Source: amigaworld.net

Hollywood 2.5 out & announcement of Hollywood Designer 2.0
Hollywood takes up the heritage of Scala Hollywood with a new, updated and imroved version!

Airsoft Softwair are proud to annouce the immediate availability of Hollywood 2.5. This is a major update which brings along many new features and general improvements over Hollywood 2.0.

For more information and order possibility visit the Airsoft Softwair web page.

Amiga Magazine Rack launched!
Amiga magazines website launced
Finally after more than 2 years, Amiga Magazine Rack, the ultimate Amiga magazines website, has been launched!

Some interesting stats:
Total reviews: 29703
Total page scans: 21166
Total reviews with page scans: 12532

We are keen to fill all gaps in the site, so if you have anything we are missing (coverscans - eg CU May 1990, disk scans etc) please let us know!

Because the site is brand new, there are bound to be a few bugs! Please bear with us and we will try and fix them as they are reported. There will be a few more pages added over the next few days aswell.

The Hall of Light will soon have all the reviews for each game on the game information pages too.

One other thing to be aware of, to stop massive leeching you will be limited to 100 images viewed per day for the moment. We will monitor the leeching and tweak this when we find out how much of RCK's traffic it is chewing up! Please report any problems here for the time being!

On with the show! Enjoy!
Source: amigaworld.net

Commodore announces PC-gaming plans
A new PET?
Is Commodore to take us all by surprise and take over the world again?

Commodore is set to show off a "new breed" of gaming PCs' later this month. The company says it will unveil the machines at the next CeBIT show in Hannover. No further details about their plans is known.

Something is definitely brewing over at

Commodore HQ, earlier this year the company signed a deal with a company called Kiloo, to release over 20 good old Commodore titles for mobile devices over the next two and a half years.

Be sure to click trough the company's web site commodoreworld.com and commodoregaming.com
Source: reghardware.co.uk

Directory Opus v4.18
This old classic filemanager is still being updated!
For those who still prefer the old splitscreen aproach to filemanaging, Dopus v4.x is still being maintained.

Directory Opus 4 - The Legendary Filemanager

Directory Opus 4 is a legendary file manager for Amiga Computers. It features two directory windows, a very intuitive graphical user interface including Drag'n drop functionality and is probably one of the most configurable programs you'll ever come across.

It was developed by Jonathan Potter, the first (commercial) version was released in 1990.

Development continued until 1994 (up to version number 4.12), when Jonathan joined GP Software as a partner, due to disputes with his former distributor about the non-payment of outstanding royalties.

Together, they rewrote the program from scratch, turning it into a complete Workbench replacement. That 'new' Directory Opus (called Directory Opus 5, later versions are labeled "Magellan" or "Magellan 2") is still available for the Amiga, it is now owned by Guru Meditation, the latest version runs on AmigaOS 4. Jon Potter and Greg Perry of GP Software are busy improving and distributing the Windows version of Directory Opus that was released in 2003.

The 'old' Directory Opus 4 was released on several magazine coverdisks, but it retained its copyrighted status until 1999. At that time, GP Software decided that the program had lost all of its commercial value, and released the source codes under the GNU Public License.

Read more about Directory Opus 4 here:
http://www.zerohero.se/dopus4-os4/index.html or download v4.18 from here:
http://www.zerohero.se/DirOpus-Exe.lha
Source: amigaweb.net

MUIbase V2.2 Released for Amiga
MUIbase is a fast and flexible database system.
MUIbase (Magic data BASE with User Interface) is a relational, programmable database with graphical user interface for Linux, Windows and Amiga.

New features since V2.1
----
o First official Linux and Windows versions which are fully functional and compatible to the Amiga version.
o GlowIcon set by Pascal Marcelin.
o French catalog translation by Alexandre Balaban.
o New formats HH:MM:SS, MM:SS, and HH:MM for displaying and entering of time values.
o Support of time values larger than 23:59:59.

Grab a copy of MUIbase-2.2 from aminet.
Source: aminet.net

OpenTTD 0.5.0 (Final) out
The new and final version is ready
OpenTTD is modeled after the original Transport Tycoon game by Chris Sawyer and enhances the game experience dramatically.

OpenTTD is a clone of the Microprose game "Transport Tycoon Deluxe", a popular game originally written by Chris Sawyer. It attempts to mimic the original game as closely as possible while extending it with new features.

Amoung the features are a new fast, robust and flexible pathfinder, electrified rails support, a brand new terrain generator, full UNICODE support and better multiplayer.

NewGRF compatbility (modding) has been greatly enhanced with support for changing stations, adding sounds, more vehicle sets, etc.

The smaller feature- and buglist goes on and on. All users of 0.4.8 are encouraged to update to this new release.

OpenTTD is already translated into more than 24 languages dynamically created town-names in 18 languages
Read more and download here: http://www.openttd.org/

Sources:
morphzone.org
openttd.org
amigaweb.net

WinUAE v1.4 released!
New version available
UAE is a mostly complete software emulation of the hardware of the Commodore Amiga computers.

CDTV emulation, including CD controller, internal SRAM and 64KB SRAM expansion memory card support. More compatible SPTI CD32/CDTV CD support. Advanced Chipset configuration. Miscellaneous model specific hardware configuration entries like real time clock chip type, CIA-A TOD clock source, RAMSEY, FAT GARY register emulation.. Rewritten harddisk configuration system. No more lost hardfile or virtual directory configuration entries if path was missing.. A3000/A4000 motherboard RAM bank support. Added Arcadia bios rom type selection. New Windows Vista -style application icon added :) Small CIA and custom chip emulation updates.

Download it from www.winuae.net

Message from AmigaWeb.net
Make a donation We need your support
To help us with the running costs of amigaweb.net we ask you to consider making a donation.

If you have some leftover money which you have NO idea what to do with, you might consider donating a few quid to amigaweb.net.

We have invested in a new server and it will soon be moving to it's new co-location home where it will be serving you through a 100 mbit broadband connection. This will allow us to expand with feature like filehosting (freeware applications, games, demos, and so on), gallery, and more.

With this new expansion the costs will increase to around $800 a year, and we hope to be able to cover most of this by adverticements and donations.

Our current balance, including a generous $250 donation by Genesi, is now at $315, but there is still a long way to go. So dig deep into those pockets and help us out! :-)

Source: amigaweb.net

Cloanto Releases Amiga Explorer 2007
New Release of Amiga Explorer, the little app that could.
It's been a while since the last update but here it is.

"The Amiga Forever team at Cloanto is pleased to announce the release of Amiga Explorer 2007. The new version of the popular Amiga-PC networking software features dedicated support for Windows Vista and for 64-bit systems, for which a separate package is now available for download.

Amiga Explorer makes it possible to access the resources (files, disk images, ROMs) of an Amiga computer from the Windows desktop. It is even possible to download ADF disk images on the PC, and drag-and-drop them to an Amiga floppy drive. Amiga Explorer works over a null-modem serial cable, via a Bluetooth dongle attached to the Amiga serial port, or via Ethernet or any other TCP/IP link. The Amiga side can even be installed over the serial cable and run from RAM or floppy. The only requirement is that the Amiga be bootable into a standard Workbench environment (1.2 or higher, also compatible with AmigaOS 4.0 and MorphOS). Professional users who already have a network in place can use Amiga Explorer in parallel with other tools.

The new version of Amiga Explorer 2007, which carries the "Works with Windows Vista" logo, is part of a constant effort of Cloanto to support the latest platforms. Amiga Forever 2006 was designed with Windows Vista support in mind from the beginning, but Amiga Explorer required some extra work, such as development of the 64-bit namespace extension. The MenuBox launcher, which was also originally developed for use in Amiga Forever, was among the first 100 applications worldwide to pass the "Certified for Windows Vista" test, as published by Microsoft last week.

Amiga Explorer 2007 costs $19.95 and is also included in the Plus and Premium editions of Amiga Forever. Upgrades are free to all existing customers, including Amiga Forever users. The software is free to test from the Amiga Explorer Home Page"

Source: amiga.org
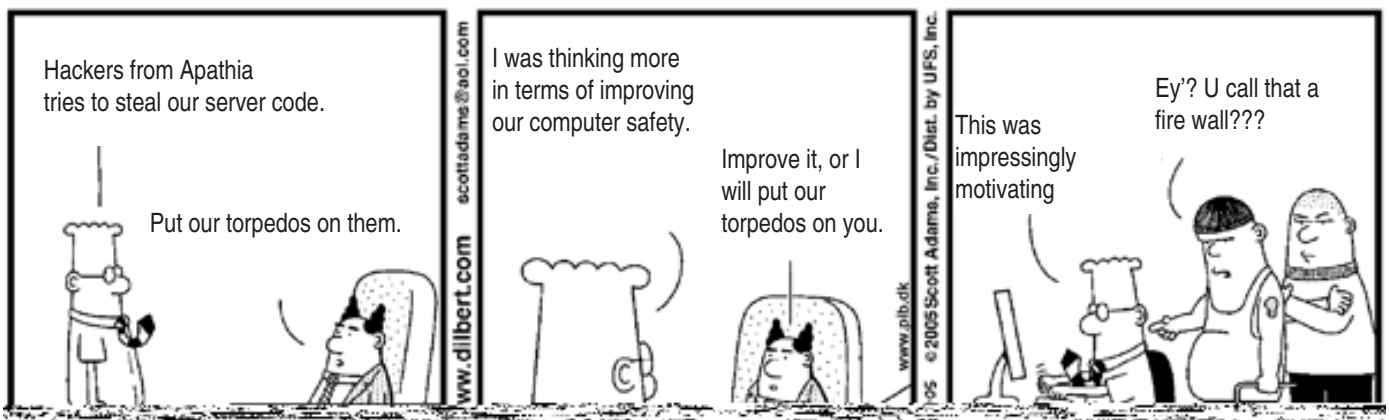
How to use floppies
**What do you do with all those old floppies???
Erlend gives us a few tips...**

*Tekst: Erlend Kristiansen
erlend@naf.as*

#amiga guide takes a little look at the story behind the floppies. What can you use all those floppies for that are just lying around? The floppy disk drive (FDD) was invented in 1967 by Alan Shugart, who worked for IBM. The first floppy disk drives

An old 5,25 inch diskette

used 8 inch disks (later called floppies as the decreased in size), and the first version was read-only, and meant to be used with IBM's mainframe computer systems. But the floppy disk drive was soon upgraded so that if could be written to. These 8 inch disks developed over a period of time into 5.25 inch floppies, and was first used in an IBM Personal Computer in August 1981. The floppy used was able to store 360 KB, and it was called «floppy» due to the soft plastic envelope that is was wrapped into.

Around 1985 development had come so far that the 3,5 inch floppies saw the light of day. These floppies was not by near as soft as the 5,25 inch floppies, which meant this was a safer media. You could store up to 2 MB on the 3,5 inch floppy (depending on which operating system you used). There exists two formats, the Double Density (DD) and the High Density (HD) floppy. The DD floppies could store up to 1 MB of data, while the HD floppie could store up to 2 MB. Later there has been developed other forms of floppies, and for a short whole it existed a format that supported 2,88 MB of data storage, but this was a flaw and was soon dropped. ZIP also is a form of a floppy disk, but you can store so much data on these ZIP disks you almost can call the ZIP disk a hard disk. I guess this is what we may call «The Circle of Life»?

Are you like me? Do you have tons of old

floppies lying wasted? Floppies that are destroyed, but that escaped the garbage can? Nowadays the term reuse has never been more in fashion, so now I will present to you a little list of possibilites of reusing your old floppies:

• The floppy is a perfect frisbee that can fly a long way. Gather some friends and have a «who-can-throw-the-floppy-longest» competition. The winner price is a mountain of unusuable floppies!

• The metal cover of the floppy can be used as a money note clip (having on of these might be what finally attracts your favourite girl)

• If you have an unstable table, you can use the floppies to stabilice the table. Of course you can also use floppies to make to tables higher.

• If you have got a lot of patience, you can build a «floppy house» just as you can make a card house with a deck of cards. This would be especially fancy with colored floppies. Please remember to take a photo of the floppy house and send it to webmaster@amigaweb.net

• Use your floppy to put your glass on at parties.

• Make a «floppy rag»! Glue the floppies together and hang them on the wall for all to see. This can be a gift for your loved ones. Wrap 100 unusable floppies and a tube of glue. Give this to your very beloved

A packet of floppy disks

Kick Off 2

- Alive and kicking after 15 years!
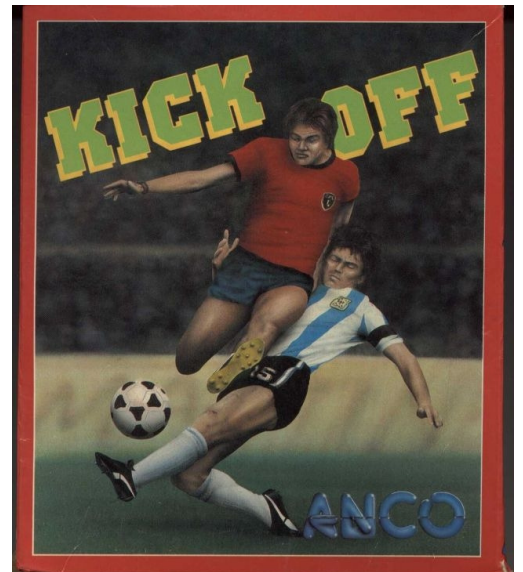
kick Off box cover

Text: Tommy Strand
tommy@amigaguide.net

Some games have an everlasting attention that makes gamers stick to them for years and years. Kick Off is one series of games that has an everlasting world wide fan club.

Below is what the website tromsoby.no wrote about a national tournament in this game of nostalgia, which is very well-known for most Amiga freaks.

AMIGA-NOSTALGIA: Norway - 1, Sweden - 0

FAKO (Federation Arctic Kick Off) has sent us the following press release: Four gamers from Tromso, Norway went to

Ostersund, Sweden with the goal to put up a good football game with the famous classic Amiga game, Kick Off 2, against a bunch of Swedish gamers. A gamer from Tromso wun the whole tournament. After a 19 hour ride by car (had to go by Trondheim to get a fourth guy at the air port) we arrived Ostersund, Sweden late Friday night. Saturday the lads from Tromso were fetched at the hotel at 2 PM and brought to "The Game Room". Here they were met by a fantastic bunch of Swedish gamers. The Amiga's was up'n'running in no time, and the game could begin. Among the four men from Tromso only one had tournament experience from before, but the other three went to the task with great courage.

Norwegian victory
After competition that lated a number of hours, the tournament ended with a Norwegian victory. The greatplaying Swedish gamer John H. stumbled against one of his own, and with losses against both Tromso gamer Ketil B and Jorn F. all was clear for a Norwegian team victory. Jorn F. did not miss his chance, and already in his next to last game he had his victory secured. Then a loss for Ketil B. in the last game for the day did not matter at all. Victory was secure by the margin of one point.

Other Norwegian results: Ketil B on a 4th, Lars A on a 6th and John L on a 9th place.

Also first talks of a rematch in Tromso was made, then maybe with upcoming German gamers too.

Note: The names of the gamers all are in a international approved format for statistics for Kick Off 2.

Links
KOA Kick Off Gathering Forum - KOA (Kick Off Association) Official International
http://www.ko-gathering.com/phpbb2
Kick Off Forum (organising Kick Off KOA World Cup tournaments since 2001)
kickoff2.com - Organisator of Kick Off World Cup 2005 and German Kick Off Headquarter
http://www.kickoff2.com/
Alkis - Greek Fan Site owned by the 2001 Kick Off 2 World Champion
http://www.alkis.org/
Abundant Software - Game Developer Dino Dini's current development company
http://www.abundantsoft.com/
Kick Off World - Fan Site located in Italy (organising local tournaments)
http://www.kickoffworld.net/

Kick Off: The History
What happened over the years?

Below follows a list over what happened with Kick Off series of football games over the years, spiced up with both Amiga events and game releases, as well as life and carieer of Dino Dini.

2005
November 12-13 : World Cup V in Cologne, Germany

August 25, 2005 - New www.ko-gathering.com site based on wiki engine derived from Wikickoff goes live!

August 5, 2005 - Kick Off 2 competition version has finally included all the official World cup settings as default (on loading). International teams now appear as default team skills and teams get reset to their default settings before every match but not Player Manager teams!

August 4, 2005 - Kick Off 2 World Cup 2005 has broken the 50 competitors barrier, meaning it`s broken the 2004 record with still over 3 month to the World Cup.

July: James Beard win the 2005 UK Championship

July: the 2005 UK Championship is the first competition played with the Kick Off 2 competition version

May 6: WinUAE 1.0 released April: Steve Camber started work on the Kick Off 2 competition version March: Angelo Scotto and Filippo Della Bianca start work on Wikickoff

2004
November 14 : Gianluca Troiano is the Winner of the 4th World Cup

November 13-14 : World Cup IV in Milan, Italy destroyed every record of all previous gatherings: 43 players from 9 countries.

June 15th: Abundant Software Signs Deal with DC Studios for new Football Game. Dino Dini himself will direct the new project working with DC personnel on site at Bristol.

March: Steve Screech with Floodlit Software staff join Beautiful Game Studios working on Championship Manager 5 for Eidos

February: Gianluca Troiano started his work for Throw in Dino Dini Came back to England Trecision filed for liquidation

2003
November: Gianluca Troiano is the Winner of the 3rd World Cup

November: World Cup III in Groningen, Holland

June: Steve Screech in conjunction with Anthony Kyne set up their own software company: Floodlit Software

May: Anco cease to be.

May 20th: Anil Gupta, owner of Anco Software died

May: Gianluca Troiano is the Winner of the 2003 Italian Championship

May: Dino Dini, for the first time, is going to participate in a KOA competition: the 2003 Italian Championship in Milan, Italy.

Dino Dini started work on a new football game called Soccer 2 for an Italian Company in Rapallo (Genoa): Trecision

2002
November: Rikki Fullarton is the Winner of the 2nd World Cup

November: World Cup II in Athens, Greece

Picture to the left:
Screen shot of Kick Off 2.

The actual gameplay is as shown, with a top-down view.

Notice the "radar" top left.

Kick Off
- what is it?

Kick Off is a one of the most acclaimed football computer game series ever released for home computer and console.

In 1989 Anco published the first Amiga and Atari ST versions of Kick Off and it was immediately considered the first pioneer of the soccer computer games thanks to all the new original features never included in a football game before.

With Kick Off, contrary to all its predecessors, the ball didn't stick to the player's feet but was realistically kicked ahead from the players. This added an important degree of difficulty and skill requirement at the same time. This, along with all the new original features like action replays, players with different characteristics, different tactics, fouls, yellow cards, red cards, Injuries, Injury Time and various referees with different moods made Kick Off and especially its successor, Kick Off 2, one of the most successful football game series ever. Kick Off enthusiasts still play big World Cup competitions on original Amiga computers every year arguing that no other football game gives so much exciting amount of control over the action.

Even though versions for other computers followed, the Atari ST and especially the Amiga versions were by far the best. Kick Off was first developed for the Atari ST and then ported to the Amiga.

Kick Off was developed by Dino Dini (programming, design).

Platforms: Atari ST, Amiga, Commodore 64 and MS-DOS

Released: 1990

: gaming

February 23 : First version of WinUAE
Kick Off 2002, formerly known as Ultimate kick Off by Steve Screech is released by ANCO and published by Akklaim

2001

November: Alkis Polyrakis is the Winner of the 1st World Cup

November: The World Cup I in Dartford, England is announced and hosted by Steve Screech

Dino Dini started his own Software development company: Abundant Software

Dino Dini showed up in the forum of the Kick Off Association

April: Dino Dini returned to England.

Steve Screech started his work on Ultimate Kick Off with the help of the Kick Off Association

Steve Screech showed up in the forum of the Kick Off Association

Gunther Wening and Jan Tijssen founded the Kick Off Association

Dino Dini worked for a THQ studio, where he was given the task of directing the creation of a tripple A title in 6 months with no team in place and a small budget, succeeding in taking the project to Alpha, inspite of the fact that the technology team at the company were engaged in shipping a concurrent slipping title themselves and most of the technology codebase was shared and unsuitable for the task.

2000

Gateway 2000 sell the Amiga brand At 3DO, Dino Dini directed the Groovy Bunch Of Games product for the PC, which included a new game design by Dino Dini, "Box Battles" and Finally Dino Dini operated as "Studio Engineer", to encourage code sharing and programming standards between tech leads at the company.

1999

At 3DO, Dino Dini did fire-fighting work on the hit game "Army Men Sarge's Heroes" for Nintendo 64" and also on "Family Game Pack" for Playstation

1998

ANCO release Kick Off 98 by Steve Screech

At 3DO, Dino Dini worked with the library group and directed development of "Vegas Games 2000" for Playstation to both create a product and put their library code through its paces.

1997

Escom filed for liquidation. The Amiga brand was then sold to another PC manufacturer, Gateway 2000.

Dino Dini worked at Universal Studios directing prototype work for a project called "Monster Movie"

ANCO release Kick Off 97 by Steve Screech

1996

Dino Dini Worked as Group Leader and briefly as Project Manager, helped Z-Axis ship Three Lions, the number one hit fully 3D soccer game published by Take 2 Interactive. This title was released under various different names in Europe, and also as Alexi Lalas International Soccer in the USA.

ANCO release Kick Off 96 by Steve Screech

Dino Dini Went to the United States in order to gain experience of corporate game development and management.

1995

Dino Dini worked on a new football game to be published by Microprose from 1995 to 1996. Unfortunately Microprose decided to drop most of their sports titles, and the project was cancelled with an amicable agreement.

1994

Commodore filed for liquidation and its assets bought by Escom, a German PC manufacturer

Dino Dini's Soccer for SEGA Megadrive is the last football game released by Dino Dini.

1993

ANCO release Kick Off 3 by Steve Screech In a desperate attempt to save their business, Commodore marketed the CD32 against SEGA and Nintendo consoles

Virgin Dino Dini release the successor to Kick Off 2: Goal!

1992

Commodore released their last Amiga computer models, the A1200 and the A4000

Dino Dini left ANCO for Virgin Games

1991

Luigi Freguglia is the new Italian Kick Off 2 champion over the biggest KO tournament ever organized (over 2000 players)

ANCO release The Final Whistle and Return To Europe as Expansion Disks and Winning Tactics as Data Disk for Kick Off 2

1990

Giants of Europe is the first Data Disk released for Kick Off 2 By Anco.

Commodore released three new low-end machines: the CDTV; the A500+; and the A600. All of them were a commercial failure.

Kick Off 2 World Cup 90, Kick Off 2 and Kick Off 2 extended version by Dino Dini & Steve Screech officially released by ANCO

A3000 was introduced in the market as the successor of both A1000 and A2000

Franco Baresi World Cup Kick Off released only in Italy.

ANCO release Player Manager C.F.A in association with Mutant Software open a Challenge Cup using Kick Off & Kick Off 2 Cash prizes and medals are awarded.

1989

Kick Off by Dino Dini released by ANCO

ANCO release Kick Off Extra Time, the first and last Expansion disks for Kick Off.

1988

Dino Dini starts work on a new football game for ANCO.

1987

Commodore released two new Amiga models, the Amiga 500 (A500) and the Amiga 2000 (A2000) as low-end and high-end machines, respectively. The former became the most popular Amiga computer and was mostly known as a games machine.

1986

1985

The first Amiga computer, simply called the Amiga, was released in by Commodore, who marketed it both as their intended successor to the Commodore 64 and as their competitor against the Atari ST range. It was later renamed the Amiga 1000 (or A1000 for short).

World Cup Winners
Winner of the 2001 World Cup:
Alkis Polyrakis (Greece):
Runner-up: Mark P(Netherlands)
Winner of the 2002 World Cup:
Rikki Fullarton (England):
Runner-up: Alkis Polyrakis(Greece)
Winner of the 2003 World Cup:
Gianluca Troiano (Italy):
Runner-up: Martin Jeffrey (England)
Winner of the 2004 World Cup:
Gianluca Troiano (Italy):
Runner-up: Luigi F (Italy)
Winner of the 2005 World Cup:
Gianluca Troiano (Italy):
Runner-up: Gianni Torchio (Italy)
Winner of the 2006 World Cup:
Spyros Paraschis (Greece):
Runner-up: Mario Fichera (Italy)

Pictures:
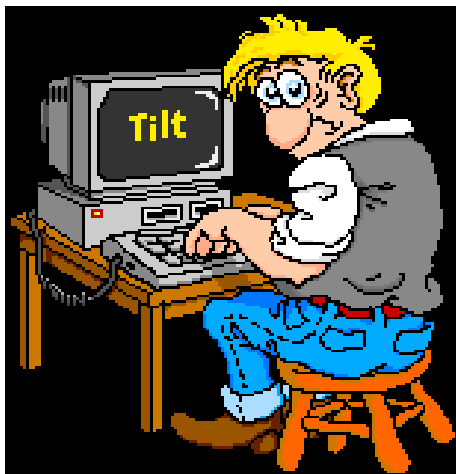**Top right:**
Kick Off 2 startup screen
Right:
Teams before match
Below:
The final of the first modern KO2 World Cup in 2001 was a clash between Mark Poelstra and Alkis Polyrakis, the fine Greek player became the first titleholder

Tilt

Here is the coloumn for games reviews here in #AG.

If you think there are some games that should be tested, please write a test and send by email to service@amigaweb.net.

Tekst: Michael B. Heltne
mike@naf.as

SR2 is primarily a racing game, with an interesting premise. You buy and race "muscle cars" in the 1960s. Except, these are not professional races. Instead, you challenge drivers at the local burger joint for illegal races down Mullholland drive (and similar famous roads). If you play for money, you can spend the money on performance parts for car, to make it faster. You can even play for pink slips, where you can win your opponent's car (to sell, or use).

I was never a "wrench monkey", but I was interested in cars enough to give it a try. I knew the magazine reviews had said quality was average, but still a decent game. It turned out to be much better than I thought it would be. Lots of emphasis is placed on upgrading your car. During this part of the game, you're in your garage, and you click on parts of your car to replace with higher performance parts, or tune existing parts. You can also do repairs on damaged or worn parts, and even change paint-schemes. Typical upgrades are for tires, exhaust, intake, gears, suspension, carb/injection, etc.

You have to spend your money wisely, and pick the best parts for the money. Once your car has been upgraded and modified, you drive it down to the local burger and fries joint. There, you will find a variety of other muscle cars, ranging from Deuce Coupes, to Mustangs, Camaros, and Corvettes. You can ask to look at their engine, and challenge them to a race. They may even challenge you to a race. This is the tricky part - some cars are MUCH faster then yours, and impossible to beat, so you have to examine there engines carefully. Also, if you pick the weakest car, the driver is likely to refuse a race. Generally, only drivers with cars similar or better will agree to a race.

Naturally, as the game goes on, the races go for more money, and some challengers will only race for pink slips, and the game becomes serious. Obviously, losing a race at this level means the game is over. Ultimately, I thought the game was interesting, but the driving simulation part was terrible. It was slow, and the graphics were poor. It reminded me of running "test drive" on an old 8086 PC. The lag was so bad; it would sometimes take a couple seconds for joystick reactions to show up on the screen, leading to over-compensation. You get used to it eventually, but I would have preferred a better simulation.

Overall, good concept. I've heard it was much improved over the original Street Rod. I've also seen SR2 on a PC, and the graphics/sound are much better on the Amiga. So, it seems that SR2 is not just a port. That said, I find it strange that the "driving" section was so terrible. However, the "upgrade" and "challenge" sections are well made, and easy to navigate and use. Not recommended unless you like working on cars.

Picture to the right:

Screen shot of Street Rod 2 showing your 1962 Plymouth Fury inside your garage....
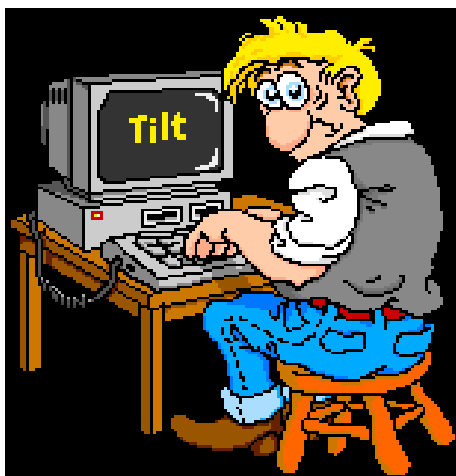
Trashcan

This coloumn contains rumours,
half truths, philosophy and pure nonsense mixed with
direct lies. The #amiga guide only takes partly
responsibility for the contents of this page..

Another fine day @ #amigaguiden

AmigaLight future version with AmigaOS6

Tilt

Here is the coloumn for games
reviews here in #AG.

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that should be tested, please write a test
and send by email to service@amigaweb.net.

Tekst: Michael B. Heltne
mike@naf.as

I first saw Drakkhen on a friends PC, and was impressed. It is a 3D RPG, with impressive graphics and sound. The AMIGA version is NOT a port, and contains a few enhancements over the PC version (such as it gets dark at night, and better sound and smoother scrolling).

The premise is your typical Dungeons and Dragons RPG, with wizards, dragons, and priests. You kill people and monsters for points, and money that you can use towards getting better armour, weapons and spells. As with all D&D games, there is a convenient store that sells all these items.

The game itself consists of travelling around, talking to people, going to castles to get keys and other magical items, so you can find certain people, and ultimately collect the "gems of the dragon rulers" hidden throughout the island to win.

To be honest, this is one of the best games I've ever played on the Amiga. The 3D
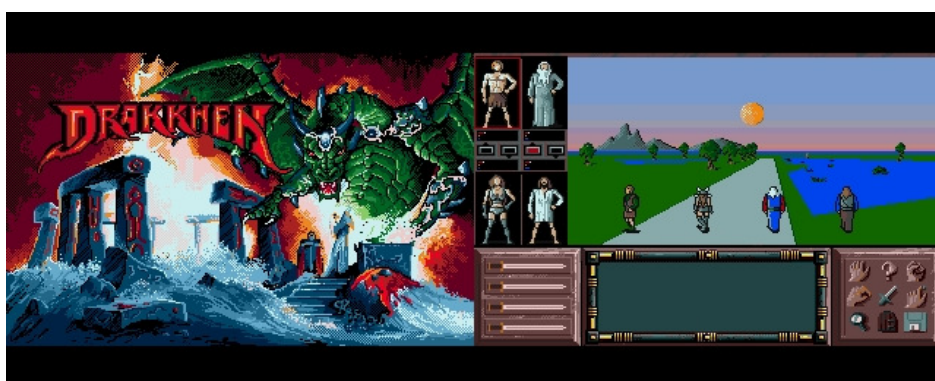
engine is superb. You will see a castle in the distance. As you walk closer, it will get bigger! Along with the trees, and everything else. The 3D scrolling is fast, smooth and realistic. The audio is great as well. Very subtle, with faint sounds of animals in the distance. It also alerts you if a dragon might be heading your way. The landscape is fairly varied. You have the desert to the north, and the icy world to the south. The area is fairly large, and the game does NOT include a map, but was included in the official users guide (The first thing people usually do is walk around and hand draw one).

Gameplay is fairly easy. It is a 1-player game, but you control 4 different characters: A Fighter, Priest, Magician and Scout. The game continues if one dies, but you need all 4 to complete the game because it one has his/her own specialties needed for specific parts of the game.

Controlling the 4 characters is awkward at first. The game is primarily mouse-driven, so you use the "walk over there" method by clicking where you want them to go. After a while, it gets pretty easy, but still rather annoying giving the large amount of

walking the characters do.

The hardest part of the game is figuring out "what to do". The game starts with the vague premise that you were taken from your home, and placed on "Drahhken". You need to find the 8 gems to escape. You need to talk to the locals to find out who has these gems, but everything they tell you is vague and cryptic. Its cute at first, but it gets a bit annoying since you don't know what the heck they are talking about half the time.

The game is also a bit sneaky. Some castles can only be entered when the sun is at certain positions. Or, sometimes the front door is locked, and you need to use a hidden door. You also need to do things in certain order, otherwise you can't complete the game.

The game also has a few small bugs, and occasionally crashes. Plus, there are some small quirks like players can be trapped if they transport to the wrong spot, and if you don't complete the tasks properly, the game keeps going, so its hard to tell when your on the right track. All this makes it challenging, but not impossible. Easily the best RPG games for the Amiga.

Amiga laptop

Our Amiga expert Erlend tells us how it may be possible in the future to get an Amiga laptop for under $150

Text: Erlend Vidar Kristiansen
erlend@minigal.net
Translation: Michael B. Heltne
mike@naf.as

Is an Amiga laptop possible? For under $150? Well... If you take a few short cuts, you might actually be able to do that. But how?

The company OLPC, One Laptop Per Child, is working on a laptop aimed for development countries that will sell for $100.

What do you get if you buy such a machine? You get a Linux based laptop. With a 500MHz CPU, 128Mb memory, 512Mb flash memory (that works as a solid state hard drive), 4 USB ports, Wireless network facility, and a colour monitor.

My thought was that this machine could run UAE for Linux, or maybe AmigaOS XL, then you've got a laptop running AmigaOS. This would of course not be a laptop designed for and by Amiga, but does that really matter? Well, the point is that you've then got a dirt cheap laptop running your favourite OS! And it will run applications at a responsible speed.

Though 500MHz doesn't seem that much AmigaOS is well known to be a very hardware friendly OS that doesn't use a lot resources.

The problem might lay in actually getting one of these machines. It's said that you'd need to order a few millions of them before they start selling them. But after production has started it should go without saying that it's not impossible to get your paws on one.

So then its just a matter of waiting for someone to take the initiative to start selling these machines. And installing the operating system ofcourse. Good luck!

@96 Eric W. Schwartz

AMIGA

LAPTOP

Sandnes BBS

Sandnes BBS celebrated its 10th anniversary last autumn.

SysOp Firestone aka Marius Lauritzen here writes a little BBS history...

Text: Marius Lauritzen
aka Firestone
English translation: mike@naf.as

1996. That was the first time ABBS was installed on my A1200

Some history
As mentioned earlier ABBS was installed on the machine as early as 1996. This was actually quite late compared to other BBS's in Norway, but it's only a few years ago the user numbers started dropping. Around 1999/2000 the number of users dropping off was quite large, but we kept it going.

Anyway, the adventure started even earlier. I myself was a active user of BodoeBBS at that time and I was also the first user to log on to the system.

The ABBS-system from a local point of view was introduced by Trond Pedersen

that got a hold of it from an Amiga A1200 he had recently bought. We played around with it on a network between his A1200 and my A500 via a nullmodem cable, with the blistering breathtaking speed of 19200. (jippi) We made a bootdisk for the A500 with NComm3.0 that incredibly enough worked great with kickstart1.3, but there wasn't really much room to do anything else on the mere 1MB RAM.

We made a test base that we called MPM-BBS (Multimedia Presentation and Marketing BBS) a firm Trond was a part of at the time. This was never available outside his own four walls. We designed ANSI-graphics and menus for the test base and played around with Arexx scripts while DeliTracker played good old modules from old Amiga demo's. The Amiga mood was set.

So after a while I got a copy of the ABBS-diskette, I remember it containing ABBS version 1.0 with serial number 147.
I installed it on an Amiga1200 with 120MB 2.5" Conner HD, Viper 030/28MHz. The program was forgotten in Work:Programmer/Diverse/Abbs/ mostly because it was my older siblings that owned the machine. Luckily they moved and the Amiga was left behind.

The beginning
In the beginning we were unsure what the name of the base was going to be. Several names were considered, on of them was "Nightvision BBS". I think there's still a version baring the name Tempest. We later figured out where're just going to call it something simple, since we didn't really know if the base would ever come online

-> It's actually quite unbelievable. It's now 10 years ago since we first sat in our rooms and experimented with the first version of ABBS that was released to the public, Abbs1.0 that we got from a hard drive in an A1200 we bought from Andoeya.
-> A incredible amount of time was put into the base in the beginning, getting it up and running as we wanted and learning the system, inside-out.
-> The oldest version we managed to track down turned out to be from 20. September

Picture to the left:
Sandnes BBS running on an Amiga 12000 with a Commdore monitor.

The screen shows the user interface of Sandnes BBS.

We are sorry for the unsharp picture.

for real, so the name became "SandnesBBS". Sandnes is a incredibly small place in Vesteraasen in Norland. The base was still a basement project hooked up via nullmodem cable for anyone wanting to connect, something that turned out to become terribly popular after a while. 21.December 1996. The base crashed totally, all messages that was written the first couple of months were lost. All users had to re-register. The only thing's we managed to save were some ansi graphics, menus, arexx-scripts, doors etc. Apparently ABBS had managed to destroy some of the database files for users and conferences.

A new Co-Sysop joined after the crash, Ørjan Ingebritsen. Christian Andersen made the ASCII graphics for the base.

Picture below:
The computer corner and belongings of Sandnes BBS at one period in time...

Downloads
The base grew over time, and it was about time to start sharing files on the file area. There was only one problem: The hard drive was only 120MB, and it was incredibly close to it's limit. The only files that were put on it for downloads was small text documents and maybe a few modules. Some were put on the hard drive while others on floppy disks that always had to be mounted for the files to be accessible. :) Pretty special ay?

The time after the crash
Many things happened during March 1997, Christian Andersen became Co-Sysop again, something he still is. Bulletins were installed so that one could see login, messages, conferences, file statistics and so on. (Q-BUL)

MPM-BBS became X-Rated BBS and was declared the test base for bulletins, scripts etc. before we put them out on the base to avoid crashes. Our backup capabilities were very limited at the time.

Offlinereaders were discovered (Thor1.25, later Thor2.4). That allowed everyone that used the base actively to write messages to the base and upload them on another occasion. We also had a solution for A500 users, a program called "Offliner", which I bereave to be the foundation of Thor, since many of the developers that developed Offliner, later developed Thor. People gave us message packs on disks that were feed to the base and and new messages were automatically downloaded.

New ABBS-version
I coincidently bumped into a file on The Ice Cave BBS named abbs11.lha. I asked the Sysop what it was and got a reply saying Geir Inge Høsteng had sold the source code for ABBS to JEO (Jan Erik Olausen) and released Abbs1.1 as freeware. I immediately downloaded this file and

installed, a bunch of new functions appeared, and the system became a lot more stable.

I was a user on the KeyStroke BBS when it turned out Dr.Ice had installed a very early version of ABBS2.x that seemed a lot more colourful than the older one.

Viper troubles

Strange things started to happen with the machine, it started doing small "errors" while extracting LHA archives and while loading programs. It turned out to be the accelerator card, the Viper 030/28MHz. It didn't seem to be able to handle the heat that developed. The statistics also looked to be generated.

quite broken. The whole card was sent back to the supplier shortly there after datakompaniet confirmed that the SIMM chip was indeed broken and that the card now worked perfectly, something that luckily seemed to be correct, the card is still in the machine today.

Weird things

Many strange scripts and bulletins were made... Some of the stranger we made was a statistics generator for ho much Coca Cola we drank.

Email

For a short period it was possible to send emails from the base to the internet. This was done by a arexx script that sent mail via FixBBS and from there on out to the world. A pretty complicated thing that was just tested internally by some of us, the

damn fast even as late as 1998. File areas were created and the disk seemed unfillable :) (not a feeling you get by today's standards)

Abbs 2.x

A collect effort was also made to get a licence for Abbs2.x. It took a while to save the mere few bucks the program cost. I remember the day I was in the bank writing the cheque to JEO quite well. I got the ABBS files pgp encrypted from ABBS support.

SBBS Goes online!

8.April 1998 the base went online for real on a modem. It was a 14400 modem, and the base was accessible at night between 01.00 and 07.00.
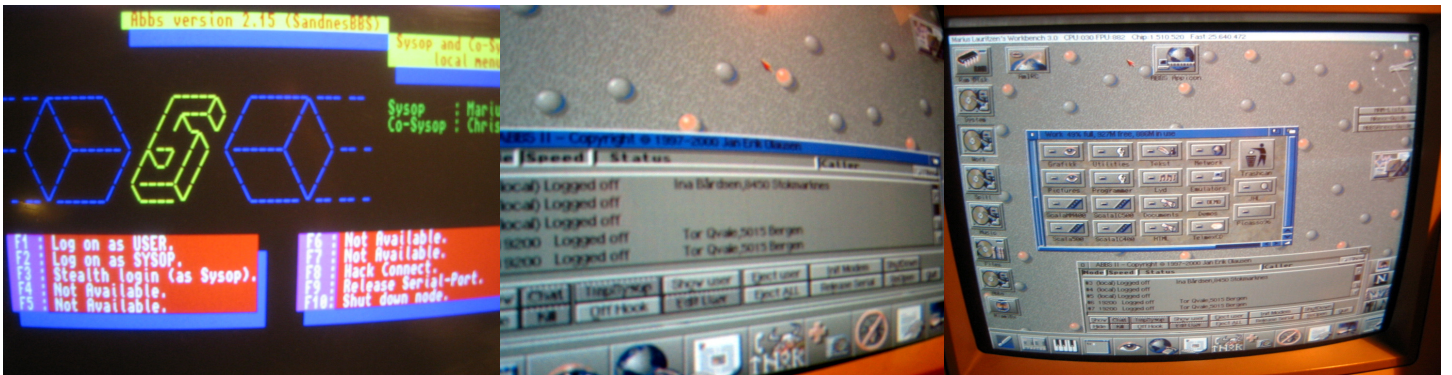
We decided to call DataKompaniet in Trondheim to order a Blizzard 1230IV 50MHz with 16(!!!)MB ram :)

September 1997, the fastmem chip on the Viper card got some hiccups and we had to remove for the system to remain stable. At this point the Blizzard card was ordered. We were told by Datakompaniet that they had stopped selling the 030 cards, and only sold 040 and up (but these were lay on a totally different price class, and compatibility plummets). We got a offer to buy two cards (for me and Trond) from Phase5 in Germany, an offer we accepted.

More problems

The Blizzard card didn't work as it should when it first arrived. The card Trond had worked perfectly (luckily...), but not mine. After lots of troubleshooting, softkicking etc. it turned out that the SIMM chip was

conference was later removed because we figured the Sysop's over at FixBBS wouldn't like this at all :)

A Sysop becomes a Co-Sysop

In January 1998 I became Co-Sysop on the base d!sconnected BBS in Bodoe under the handle "firestone rse" and a member for Resistance, that actually still exist today.

New hard drive

An insanely big upgrade was made 7.February 1998. We invested in a 3.2GB Quantum Fireball disk from Mirach Data In Mosjoen. Me and Trond upgraded at the same time as usual. An upgrade from 120MB to 3.2GB is a pretty large a leap, and the funny thing is that many of the people where we lived had pc's with 850MB disks and 8-16MB of ram. It goes without saying that this machine was pretty

Some time later we bought a HyperCOM from Robert Westad on KongeBBS, that allowed 3 users to be connected at the same time. This was a extra serial port that connected to the clockport on the A1200.

Messaging network

August 1998, the base joined AmyNet, a message exchanging network for ABBS's in Norway. In other words, you could write from one base to another in all conferences that started with AmyNet/ A very interesting system actually. You could for instance write Name latname@SDS then the message was sent to that name on SandnesBBS. Once a day a script would call up ABBS support and pull all new AmyNet messages.

War broke out over which base wrote the most, but in the end we managed to get first place :)

CDROM

We dug deep into our pockets and invested in a CD-ROM. It was a 32x Cyberdrive that was housed in a casing baring the name Telmex AtapI and connected trough the PCMCIA port of the A1200. Pretty clever really, but it was far from trouble free.

This opened up the possibility for users to fetch files from CD's via a door here on the base. I also programmed a Sysop-pager that initiated the playing of music CD's. :)

56k modem

We also invested in a 56k modem, that made the overall experience a lot better and more stable. Another nice feature was that the dial sounds could be deactivated with init strings which was nice because it meant I didn't wake up in the middle of the night, every night when the modem dialled up. :)

New Amiga's

We bought an Amiga 4000, since the base machine often was busy doing exactly what it was, being the base machine. This was an Amiga4000/030 that later was upgraded with a Cyberstorm 060 MKII with lot 128MB ram, PicassiIV and Ariadne Ethernet. This is a machine I still use today when I want to have some fun :) The machine park grew

further as a spare A1200 appeared and also an A3000 showed up.

Today I have most models that were released. These are machines you may well risk going to hell for if just chucking out. It's my opinion that these were the last computers made with a "soul".

SandnesBBS goes telnet

A problem occurred at the end of the 90' s and partially into the new millennia. People got ISDN instead of the old analogue's one could use to connect to BBS's with. So that made us look for new solutions for our base.

Telnet turned out to be our only hope, and in 2000 or 2001 (cant quite remember) we inverted in a broadband solution from Totalnett (Radionett 1400/1400), something that was quite ahead of it's time at the time. This also meant a huge increase in capacity since the upload and download speed was equal.

Three telnet nodes were put up, this proved to work quite allright. Lots of trial and error in the beginning ofcourse to get it all working at the optimal speed.

At most our base ran on a 4000/4000 connection, but after I had to move to Bodoe the base was moved over to the Co-

Sysop that had a somewhat smaller ADSL connection, but you really don't need a greater speed since the data flow is relatively small.

So today I only have access to the base via telnet unfortunately. Christian Andersen monitors and maintains the base and ensures that everything runs smoothly.

The system now runs on the following setup:
Amiga1200 Bizzard 1230IV
32MB RAM
Western Digital 3.5" 40GB HD
AmigaOS3.0
ABBS 2.13
Planet PCMCIA
Ethernet HyperCOM1
MicroVitec 1438S Monitor

So I guess all that's left to do now is to congratulate the base with it's 10th birthday and hope it will run for another 10 years? :)

We will of course continue to run it on REAL Amiga hardware, since that's atleast half the fun!

Again, happy birthday!

Marius Lauritzen	Christian Andersen
Sysop	Co-Sysop

AmigaLight future version with AmigaOS6, second edition

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