

?

Amiga Guiden

A

Organ for Norsk Amigaforening, forening for eiere av
Commodore Amiga datamaskiner i Norge



Dollaravtale til millioner:
Commodore
oppkjøpt!

- Adventurespalte
- Spilltester / nyheter
- Nyheter fra InterNet

Utgave 9
AG nr. 2 1995
4. årgang

NAM' - lista del 1

Norwegian Amiga BBS List

BBS bulletin version

01/07/95

NAME	PHONE	OPEN	SPEED	SYSOP	GROUP	STAT
A						
ABBS Support	22298897	24H	14V32b	Geir I.Høsteng	None	OK
!Alpha Centauri	31288542	24H	28D34	Gunnar Skeid	CTI SoftW	OK
AmiCo	52818130	24H	28V34	Vegar Pedersen	AmiNor	OK
AmiCo	#2 52RNGDWN	"	14V32b	"	"	"
AmigaZone	67583409	24H	28VFC	C. Sandberg	None	OK
AmiNor	55165697	24H	28V34	Eivind Olsen	AmiNor	OK
AmiNor	#2 55160239	"	28VFC	"	"	"
Andeby	55101730	24H	28VFC	Sitting Duck	Sezam PD	OK
Applause	61190355	24H	28VFC	Stian Løkser	Applause	OK
Applause	#2 61RNGDWN	"	"	"	"	"
Applause	#3 61RNGDWN	"	"	"	"	"
Atlantis	32825330	24H	28V34	Lars N. Nilsen	EON	OK
Azylum, The	32137872	23-07	28D34	B. Constrictor	SMS	OK
B						
Bitflow	37031499	24H	28V34	J. Trondal	Avalon	OK
Bodø	75587980	24H	28V34	G. Ingvaldsen	None	OK
*Bondelandet	69325388	22-08	28V34	John Svendsen	AmiNor	OK
!Bumble Bee Land	22508551	24H	28VFC	Baffle!	Unknown	DOWN
Byte Bazaar	73523117	24H	28VFC	Torge Hjorth	NHSW	OK
Byte Bazaar	#2 73RNGDWN	"	"	"	"	"
C						
Cash'n'Carry	63909461	24H	28VFC	fRENZy	sQUASH	OK
Circle of Protect	55961259	24H	28VFC	Christian Mohn	Unknown	OK
!ColdFront, The	22276926	24H	14V32b	C. Lund	Insania	DOWN
Crematory	38283317	24H	28VFC	Knut Førgard	Lisence	OK
!Crusaders	22104646	24H	28VFC	Dollar Bill	Crusaders	OK
D						
Dark Nature	22191550	24H	14V32b	Freak Nature	Ind.	OK
Dark Nature	#2 22RNGDWN	"	"	"	"	"
!Digital Voyage	2743782	24H	28VFC	Roy Toresen	CTI SoftW	OK
!Digital Warfare	7073882	24H	28V34	-DECKER-	-csp-	OK
Dream of Perfecti	64944683	24H	28V34	Jens C. Madsen	Destiny	OK
Dream of Perfe	#2 64941557	"	14V32b	"	"	"
E						
Ecstatica	66794923	19-07	28D34	Instant	Saints	OK
F						
Fallen Angels	22382937	24H	14V32b	Wolf Hunter	Unknown	OK
Falling	69256117	24H	28VFC	C. Naas	SSD	OK
Fatlandia	69336776	24H	14V32b	Fatman	Excalibur	OK
Fatlandia	#2 69337829	"	"	"	"	"
!Forum	22213389	24H	28D34	Vidar Sørensen	None	DOWN
G						
Gabber House	69343120	24H	14V32b	Marsh Mellow	None	OK
Global Issue	56599920	24H	14V32b	Magnus Nygaard	Unknown	OK

Datakompaniet på InterNet

Datakompaniet ANS har nå fått InterNet - tilknytning, og sier selv at "vi er Norges første kombinerte Amiga og PC firma med offisiell InterNet - tilknytning".

Datakompaniet tilbyr følgende tjenester via InterNet:

1) Elektronisk postadresse
Kan brukes til å sende inn spørsmål om priser og produkter, eller for eksempel tekniske spørsmål. Bestillinger kan sendes inn per e-mail.

Adressen er:
datakompaniet@interlink.no

2) World Wide Web
Web - serveren vil inneholde priser, bilder og tekniske spesifikasjoner på Datakompaniets produkter. On-line bestilling vil være mulig. I tillegg vil det bli satt opp linker til de mest aktuelle sider for Amiga og PC saker.
<http://www.interlink.no/datakompaniet>

3) Mailingliste
Datakompaniet har allerede opprettet en mailingliste for kunder. På denne listen sendes informasjon om nye produkter, pressemeldinger og endrede priser. Utsendelser på denne listen skjer 1-2 ganger i måneden, og "vil ikke fylle postkassen med unødvendig reklame".

Apollo 1240

Apollo 1240 er det første 68040 - kortet til Amiga 1200, og det eneste som passer inn i ekspansjonsluken under maskinen. Amiga 1200 skal med dette kortet bli raskere enn en Amiga 4000. (!)

Tekniske detaljer:

- 25 ganger raskere enn Amiga 1200
- 68040 CPU på 33 MHz
- Opptil 32 Mb RAM med standard 32/36 - bit SIMM (1 sokkel)
- Autoconfigurerende RAM

I tillegg kan leveres SCSI-II kontrollert med overføring opptil 4 Mb per sekund, ifølge Datakompaniets pressemelding.

Pris var pr. 11. juli 1995 ikke klar, men Datakompaniet kan nåes på tlf. 72 555 149 (12 - 18). Kortet er leveringsklart i august.

NAM' - lista del 2

Norwegian Amiga BBS List

BBS bulletin version

01/07/95

NAME	PHONE	OPEN	SPEED	SYSOP	GROUP	STAT
H						
Halloween	32121535	24H	28VFC	Hunter	SMS	OK
Hidden Island	71523348	24H	14V32b	Per Tøllefsen	None	DOWN
Hobbit, The	61263826	24H	14V32b	Geirr Winnem	Unknown	OK
Home Alone	70040294	24H	28V34	iT!	CRB^BDZ	OK
Hot Shot	63830710	22-07	14V32b	tHE bARtENDER sHOT		OK
House Of Pain	71241303	24H	28VFC	Anders Nygård	Unknown	OK
!Hydraspeed	61176740	24H	28VFC	Mr.Puke	Reaction	DOWN
*Hyperstate	32750639	24H	28V34	mR. nO gOOD	Unknown	OK
I						
Ice-Cave, The	74331177	24H	28VFC	Kai E. Wågheim	None	OK
K						
Key Stroke, The	78471042	24H	28D34	Dr. Ice	exxON	OK
Konge	71242907	24H	28VFC	Robert Westad	None	OK
L						
!Last Action	62576538	24H	96	Jon A. Strand	None	DOWN
Living Underworld	53761295	24H	28VFC	Rune Jensen	None	OK
M						
Matrix	38046718	24H	28D34	Dissector	NeuroNet	OK
Matrix	#2 38044766	23-08	14V32b	"	"	"
Mediafoto	22372038	24H	14V32b	Bjørn Melbye	None	OK
Mediafoto	#2 22371797	"	28VFC	"	"	"
Micropolis	33467359	21-07	14V32b	F. Schulstok	ZDScan	OK
Milliways	51521775	24H	14D32b	Justin Case	Session	OK
Mordor	57730119	24H	14V32b	Stein Jonsson	None	OK
Muppet-Show, The	38260015	21-08	28V34	Kim Amouche	Suspiria	DOWN
N						
NES	62353406	24H	28VFC	Exlex	Ancient	OK
Nostromo	55916244	24H	28D34	Johnny Bjørkly	None	OK
Nuke	32124161	23-06	14V32b	Wiz Saints	Saints	OK
P						
PartyZone	22251283	24H	14V32b	ChipMunk	Unknown	OK
Pompel & Pilt	67076803	24H	28VFC	S. Østmobekken	None	OK
Pompel & Pilt	#2 67RNGDWN	23-07	14V32b	"	"	"
Premiere Data Tea	69318299	24H	28D34	Jan Erik	PDT	OK
Proletar	63812138	24H	14V32b	Vidar Hokstad	None	OK
R						
Rock Lobster	75152528	WKEND	28V34	Sverre Larson	Unknown	OK
S						
Shadowdale	56333995	24H	28VFC	Ecstasy	Unknown	OK
Shadowdale	#2 56333705	"	"	"	"	"
Shaolin Temple	56356069	24H	14V32b	Shaolin	Lisence	OK
Silicon Graphics	35555363	24H	14V32b	Rune Myrland	DS	OK
!Silverhawk	64934100	24H	14V32b	Stian Olsen	BDZ	DOWN
!Silverhawk	#2 64934180	"	"	"	"	"
Sins	56177062	24H	28VFC	Mystique	Lisence	OK
Star Shot	63981955	24H	28VFC	Geir Haukland	None	OK
Sumpen Café	22732385	24H	28VFC	N.Dragnes	AmiNor	OK
Sumpen Café	#2 22733385	"	"	"	"	"

Apollo 4060

68060 er endelig klar fra Motorola, og nå kommer Apollo med akselerasjonskort som benytter denne prosessoren. 68060 er den første prosessoren i 680x0 - serien som leverer Pentium regnekraft (og mer på flyttall) og dermed levere regnekraft til Amiga - applikasjoner som raytracing, videobehandling, bildebehandling, multimedia og lignende. Apollo - serien finnes også med en mer prisøkonomisk 68040 variant.

Tekniske spesifikasjoner 4040/4060:

- 3 - 6 ganger raskere enn A4000/040
- Passer i Amiga 3000, 3000 Tower, 4000 og 4000 Tower
- 68040 på 40 MHz, eller
- 68060 på 50 MHz
- Klargjort for raskere CPU
- Opptil 128 Mb Burstmode FAST-MEM med standard 32/36 - bit SIMM (4 sokler)
- Autoconfigurerende RAM
- High-speed SCSI-II kontroller med overføring opptil 8 Mb/s inkludert

Apollo 2040/2060:

Samme spesifikasjoner, men tilpasset Amiga 2000.

Priser er per 11. juli 1995 ikke klare, men levering kan skje blant andre fra Datakompaniet fra juli / august 1995, og ordreservasjoner kan tas imot nå.

Mangler du nyheter?

Vel, den situasjonen er det meget begrenset hva vi kan gjøre med. Som du ser har vi trykket NAM' - listen i denne utgaven av AG, dette er en liste over norske BBS'er for Amiga-brukere. Dette er egentlig for å fylle ut nyhetsspalten, men listen har stor verdi for de som besitter et modem.

Redaksjonen kunne tenke seg en eller flere ildsjeler som er interessert i å oversette artikler i CU Amiga for oss (NAF), det vil si oversette engelsk til norsk og skrive dette inn i et tekstbehandlingsprogram eller en tekstfil av annet format. Tenk deg nøye om før du avslår tanken om å hjelpe oss! Vi trenger all hjelp!

Du bør selvsagt ha nogenlunde engelskkunnskaper, ganske bra norskkunnskaper og ha tilgang til en datamaskin, Amiga eller PC spiller ingen rolle. Ring oss for nærmere detaljer.

Norsk Amigaforening v/ Tommy
Tlf. 75 13 13 59

- red.

NAM' - lista del 3

Norwegian Amiga BBS List

BBS bulletin version

01/07/95

NAME	PHONE	OPEN	SPEED	SYSOP	GROUP	STAT
T						
!Temple of Dreams	78414403	24H	28VFC	Ren Depth	Unknown	DOWN
!Total Destruction	75171136	24H	28VFC	Whizzclaw ==	None	OK
Trashcan	22257478	24H	28D34	Terje Hagen	Epidemic	OK
Trashcan	#2 22258822	"	28VFC	"	"	"
Twilight	75690208	24H	14V32b	Tom Krist.	Heads	OK
U						
Ultima Thule	77681999	24H	16Z	Petter Nilsen	UT Softw.	OK
Ultima Thule	#2 77613205	"	28VFC	"	"	"
Ultima Thule	#3 77639830	"	"	"	"	"
V						
ValHall	22609084	24H	28VFC	Mr.Man	SMS	OK
W						
!Wild Magic	22614455	24H	14V32b	Mad Guru	Heads	DOWN
Wild Palms	64925834	24H	28VFC	DnA prod.	Destiny	OK
Y						
Yggdrasil	51551211	24H	28D34	Vebjorn Forsmo	CeDET	OK
Yggdrasil	#2 51RNGDWN	"	"	"	"	"
Z						
Zest, The	78442051	24H	28VFC	Cyan	GMS	OK

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*Amiga
rulez
forever...*

ReadMe.First

Amiga Technologies GmbH

Ja, dette er faktisk navnet på det nye selskapet vi Amiga - freaker sorterer under nå. Egen logo for Amiga er også laget, men grunnet tekniske problemer fikk vi den dessverre ikke inn i AG nå (feil i IFF - strukturen).

Jeg må få beklage den gedigne feilen som har sneket seg inn i ekstrautgaven angående beløpet som Commodore ble oppkjøpt for. Det skulle være millioner dollar, og ikke milliarder. Beklager..

Men vi i AG var først ute i Norge med nyheten på trykk, og opplysningen gitt forøvrig stemmer nokså bra, sjekk nyhetene fra InterNet på sidene lenger bak. Den nye Amiga 1200 med CD-ROM vil visstnok kalles Amiga 1300, og ikke 1800, som vi meldte, men ingen er perfekte...

Jeg hørte for noen dager siden den første versjonen av prisen på nye Amiga 4000 T, og etter den informasjonen skulle prisen ligge på rundt 15 til 20 tusen norske kroner. Men etter de opplysningen som står i Amiga Report, ser det dessverre ut til at denne toppmodellen vil ligge på rundt 35 tusen (£ 3500).

Om den første opplysningen hadde vist seg å holde stikk, kunne vi nok forventet et prisras på brukte Amiga'er utover høsten, men det ser beklagelig nok ut til at prisene nok vil holde seg nokså stabile etter denne prisenbommen.

Vi Amiga - eiere vil være taperne, idet inngangsprisen for en Amiga vil holde seg kunstig høy.

Etter det Databladet skriver, så har Escom allerede opprettet

kontorer i Sverige, Danmark og Finland. Det er ennå ikke avgjort akkurat hva som vil skje i Norge, men det loves at det garantert vil finnes Amiga'er i norske butikkyller når tiden er inne.

Det skulle etter min mening bare mangle, også, ettersom Norge antagelig har et større antall Amiga - maskiner pr. 1000 innbygger enn de andre skandinaviske landene. Så det er ingen grunn til å være redd for at man ikke får kjøpt Amiga i Norge.

Det har vært lang ventetid for dere som ventet på denne utgaven av AG. Skylden får legges delvis på det døde Amiga - markedet, lesernes labre interesse for brevskrivning og redaksjonens giddesløshet.

Men fotballen er fremdeles rund, og Amiga lever enda.

Så lenge det er strøm, er det håp, og så lenge det finnes noe å skrive om, vil nok Amiga Guiden dumpe ned i postkassen din som (u)vanlig. Vi gir ikke opp med det første.

Jeg får forresten ønske leserne og AG til lykke med vel overstått 3 - års - jubileum for NAF, som verken ble eller vil bli feiret. Vi får heller komme sterkt tilbake til femårsjubiléet...

Til slutt: Alvorsordene til høyre er ikke ment som noen spøk. Jeg håper inderlig at

postbunken er høyere til i september.

Og helt til slutt: Dere gjetter aldri hvem karen over er! Dere skal få tre forsøk... Men ingen alternativer...



Tommy Rølvåg Strand

Du ju ønderstænd englisj???

Jeg håper du forstår engelsk. For i denne utgaven er det massevis av engelsk språk...

Og hvem i sva... hul.... heit... hel.... har skylden for det?

Jo, DU!!!

Og litt oss selv....

For hvem har ikke skrevet inn til AG det siste året?

Og hvem har ikke bidratt med ett eneste leserbrev, engang?

Jo, DU!!!

DU HAR SKYLDEN!

Og kanskje litt oss selv, som har ligget litt på latsiden i det siste....

HJELP OSS MER!

Så får vel vi også arbeide litt mer, også, da....

ENGASJER DEG!

Så tror jeg vi i redaksjonen også får pågangsmot, og DA VIL:

1. Amiga Guiden komme ut oftere
2. Vi blir flere fordi vi får et bedre blad
3. På grunn av dette får vi bedre råd til reklame, og da:
4. Blir vi enda flere, og så:
5. Får dere lesere enda flere goder som for eksempel:
6. Ofte medlemsdiskett, og
7. Ofte nyheter, og
8. I tillegg vil dette faktisk bli Norges største Amigaforening med tiden

OG:

9. Hvis du klarer å lese dette, trenger du ikke bekymre deg for dette er skrevet med 4 - punkts tekst

Så nå håper jeg at det blir andre boller. I fall dere ikke klarer å lese deadline - datoen under, står det der at fristen for bidrag til utgave 3 1995 er: **1. september.**

Da gjenstår det bare å minne om at til dere har neste utgave i postkassen, så vil Amiga nok en gang være i salg igjen. Kryss fingrene, folkens, for at salgskurvene vil slå gamle rekorder nok en gang...

Tjalabais...

- red.

Amiga Guiden ble utskrevet på laserskriver hos Norsk Amigaforening, Mo, trykket hos XPressTrykk, Mo og sendt av Postverket, Mo. Ansvarlig utgiver: Norsk Amigaforening, Hammerveien 130 B, 8600 MO I RANA. Tlf.: 75 13 13 59. Redaktør: Tommy Rølvåg Strand. Redaksjonen avsluttet 21. juli 1995. © Copyright Norsk Amigaforening 1995. Det er forbudt å kopiere eller ettertrykke hele eller deler av denne publikasjonen uten skriftlig samtykke fra utgiver. Brev eller artikler til utgave 3 1995 må være redaksjonen ihende innen 1. september 1995. Abonnementspris: 100 kr. pr. 4 utgaver. Postgirokontto: 0825 0456868.

Bestill et abonnement idag!

Amiga News direkte fra InterNet

Amiga Report Online Magazine #3.13 --
July 11, 1995

THE Online Source for Amiga Information!

by Jason Compton

SPEAKING of marketing, here's some news. The Amiga 4000T, 040/25, 6 megs of memory and 540 megs of hard drive space, is being set at an initial street price of \$3500.

Now that you've picked yourself up off the floor, let me explain.

Ed Goff, legal counsel for Amiga Technologies, former legal counsel and VP of Commodore, and de facto head of North American operations for Amiga Technologies, was the "bad guy" who got to declare this price. In a phone conversation with me, he claimed it was due to production costs, and that the price could/would drop after 1995. I was not the first to point out to him the fact that it put the Amiga in a very uncomfortable price position against the competition, which can deliver more raw horsepower for much less money.

I don't know where it goes from here. Goff and Amiga Technologies certainly haven't heard the last about this price, as it is not a good sign. Of course, if they sell all their inventory at this price the day they release the machines, they're utter geniuses and will have raised copious amounts of operating cash. Still, I'd like to see a 4000 that I might be able to afford, maybe, someday...

Jason

AMIGA PRODUCTION TO BE RESUMED IN U.S.

By DAN STETS
Knight-Ridder News Service

PHILADELPHIA -- In a surprise move, Escom AG, the German computer company that bought the remains of Commodore International Ltd., plans to start manufacturing Amiga computers in the United States by August.

The Amiga, a sophisticated personal computer that had multimedia capability years before competitors, has been out of production for more than 18 months.

Edward Goff, who works for Escom as a consultant, said he hoped to have Amiga 4000 model towers, which contain the main workings of the desktop computers, available for distribution by the end of

August.

Escom had planned to restart making Amigas in China, or possibly Europe, but so far has been unable to work out a manufacturing agreement with a Chinese company. A European company has agreed to do some Amiga assembly.

The circuit boards for the computers will be produced by Zober Industries Inc., a contract manufacturer, in Croydon, Pa. The computers themselves will be assembled by Quikpak Corp. of Norristown, Pa.

Executives of the two firms said details of the manufacturing had not been finalized.

Goff was vice president and general counsel of Commodore. He and two former Commodore engineers now are working as consultants for Escom, with the assignment of starting production here.

Commodore, which had its North American headquarters in West Chester, Pa., went into liquidation in May 1994. Escom paid \$10 million for the company's core assets and technology in April.

At that time, Escom President Manfred Schmitt said he wanted to resume production of all Commodore products in China if possible. Commodore had last done its manufacturing in the Philippines.

However, Petro Tyschtschenko, general manager of a newly formed Escom subsidiary, Amiga Technologies GmbH, said the Chinese would not be ready to begin manufacturing for at least a year.

Tyschtschenko said in a telephone interview last week that Escom wanted to produce 22,000 Amiga 4000s this year. The circuit boards for all the computers will be made in the Philadelphia area, and about 10,000 of the machines will be assembled near Philadelphia for the North American market, he said.

The remaining 12,000 circuit boards probably will be shipped to Scotland, where the computers themselves will be made by a contract manufacturer that used to assemble some machines for Commodore. These 12,000 machines will be sold in Europe, he said.

"I think we can start production in July or August," said Tyschtschenko.

The company also hopes to manufacture 100,000 to 120,000 of the smaller Amiga 1200s this year in Europe for the European

market, he said.

Escom has formed a separate Commodore subsidiary that will begin making multimedia computers based on Intel's Pentium microprocessor this year, Tyschtschenko said. These machines will be sold in Europe under the Commodore label. "It is completely separated from Amiga," he said.

Goff said Escom was looking for alliances with companies interested in licensing Amiga technology for other applications, such as set-top boxes for television.

Escom also will be seeking the best way to further develop Amiga technology, Goff said. In the past, Amigas have appealed to the higher end of the computer market and have been used for video processing, especially in North America.

Amiga Technologies Press Release

Amiga Technologies
Together with ESCOM in the new
Multimedia age.

A bit of history :

1985. New York. A new computer is presented to the amazed press by Commodore. What journalists saw there was the beginning of a big adventure for millions of people worldwide : The Amiga was born !

Its incredible features in video, sound and animation, thanks to a smart design of custom processors, bundled to a fully multitasking OS and the powerful 68000 processor from Motorola quickly made the Amiga the system of choice for all computer fans.

The first Amiga had 256 Kilobytes of Memory and an 880 Kilobyte 3,5 inch disk drive. Ten years later, hundreds of megabytes of memory can be used and the latest 68060 processor from Motorola is 100 times faster than the original 68000.

Through this computer, a real community of users has been created, software and hardware suppliers quickly joined the bandwagon to create a true environment for those who new from the beginning that the Amiga was more than just a tool to type letters and to run spreadsheets.

The Amiga also had its detractors : "Animation and sound ? that's just good for games, no need of that for serious applications". This is what could be heard

and had some years ago, when the competition was still struggling with multitasking and monochrome systems. These same people are now saying that they invented Multimedia...

The keyword Multimedia : an important keyword for those who know that Amiga actually invented Multimedia. ESCOM knew that from the beginning and recognized in the Amiga a valuable technology, the key to future computing and entertainment, a key to success.

In April 1995, after a long period of latency it finally happened : ESCOM took over the complete technological and intellectual property of Commodore in a spectacular auction in ... New York. Amiga users, professionals as hobbyists were very worried ; what was going to happen to their computer of choice, what would ESCOM's plans be ? ESCOM received hundreds of user letters from all around the world, asking to continue manufacturing and development of the System.

This is actually a phenomenon that can only be observed very rarely for a product : commitment and even attachment of a devoted international community. Support by dozens of dedicated magazines : More than ten magazines for Germany and the UK alone ! And several more in other countries.

All these factors made Manfred Schmitt, President of the executive board at ESCOM, decide to buy AMIGA and create a new daughtercompany : AMIGA Technologies. The commitment to the technology and its future was brilliantly demonstrated in Frankfurt, at a major international press conference on May 30, 1995, only one month after the takeover.

OPERATIONS AND COMPANY PHILOSOPHY

AMIGA Technologies is a 100 % daughtercompany of ESCOM. We are located in Bensheim, 40 miles southwards of Frankfurt and a few miles away from Heppenheim, where ESCOM has its offices.

Our team

To be good in making, selling and promoting the Amiga, one has to like the Amiga and stand behind it. We at AMIGA Technologies think that our team has to be made of Amiga specialists who believe in what they are doing and that's the way we go. Once completed, our staff will be of about 50 people, working in sales, production, marketing/PR, accounting and finances, human resources, support and especially development of new hardware and software. We think internationally because we are an international company. People from all parts of the world are joining our young and dynamic team. In our offices, English is more often spoken than German.

Production

Production and quality control are high priorities to ensure total customer satisfaction; We only work with the best part providers and most reputable assemblers to assure the high degree of reliability we want for our systems.

Distribution

Distribution and logistics are also important keys to successful operations for us. Our worldwide distribution is centralized in the Netherlands where we have the infrastructure needed to provide Amigas to the world. In each country, we have a distribution unit to assure the relay and proper support needed locally. This can be as a subsidiary or with a distribution and sales partner, depending on the needs.

Our Market

The Amiga market has a high potential and first of all is a worldwide market. The multimedia market is even bigger and it is our market of choice. With the high potential of our technology in this aspect, we know that we have the best chances to become an important player very soon. In the United States, where the number of local Cable Televisions is increasing rapidly, the Amiga is an appreciated system for broadcasting applications. Amigas are used in Hollywood to make films and productions like Babylon V or Seaquest DSV are some examples among others. Companies use our computers with multimedia authoring systems, which quality and power is unmatched on other platforms.

Our partners

Third party support on the Amiga is excellent and numerous. We know that we have creative and productive partners who make the Amiga a better system every day. We want to work together with these people and build up fruitful partnerships with them. We already have signed agreements with SCALA software to bundle our systems with their outstanding multimedia authoring system. The Amiga can now be used as a powerful multimedia workstation out of the box.

Our technology, development and what we can make out of it.

Power to the user is our goal at short and long term. Going RISC is a priority for us. Porting our operating system to a new generation hardware technology in a user-friendly manner is the best way to keep our loyal customers and gain new ones. For the short term, implementing the fast 68060 processor from Motorola is an evident move we will do quickly. Again, here we hire the most excellent technicians and have the best partners to achieve this ambitious

endeavour. The future of home computing resides in intelligent and integrated high-technology devices like set-top-boxes which combine user friendliness, powerful hardware, communication skills and online services. All we need is coming very soon : the communication highways, the online service providers, pay TV and home shopping. All this bundled to our technology will enable us to bring new and exciting products to the customer at extremely attractive prices.

OUR PRODUCTS

From the entry level AMIGA 1200 to the high-end AMIGA 4000 Tower, our product range is suited for everyone, from the computer freak to the professional user.

The AMIGA 1200, thanks to its low price is a perfect home computer and its expandability will give the user many upgrade possibilities for faster processors, more memory or new storage medias.

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The Amiga 4000 Tower is perfectly suited for the professional video and multimedia market and has sufficient connectors and free room to host any kind of internal expansion device. For more computing power, the 68040 processor can be replaced with the new 68060 from Motorola.

An exciting device for multimedia and interactive applications are the new Virtual IO glasses. distributed and promoted in cooperation with Amiga Technologies. With virtual IO, the Amiga user will have a closer relationship to his computer !

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Har du ikke komplett samling?????????

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Amiga Game Guide

God Is an American:

COLONIZATION AMIGA

The day's when you could fight your way across the globe in a wooden ship, discover a continent, exploit the hell out of it, commit genocide, and still be home in time for the British Empire are long gone. Or are they? Harry Attrill is in broadly favour of a nice bit of Colonization.

Sid Meier's Colonization. With a 'zed' though, dear reader's. I just want you to know that i have noticed, even if for the purposes of this WiP, I have to let it go. Infernal Americans. Mind you, first there was Sid Meier's Civilization, also featuring that 'rogue' 26th letter, I wonder if by any chance they are related? After all, as the Great Holmes said to me: 'My dear fellow, once you have eliminated the impossible, whatever remains, however improbable, must be true.' Or something. Colonization. 'A game of exploration, trade, diplomacy and military struggle, set against the background of discovery and development of the Americas, (it says here)... a game that is definitely not 'Civilization II', but 'another product in the same style and product line'. Hm... that sounds a bit like 'exactly the same, only different', to me. Or, to paraphrase Tony Ford, the 'quite good' West Brom striker; "You can have any color you like, so long as it's black, but i'll change the upholstery and bung in a free air-bag" Or was it Henry Ford? I know i'll ask MicroProse, after all, it's the merrie men from Chipping Sodbury

...a nice
bit of
Colonization..

Skriv din egen spilltest for Amiga Guiden!
Om du vil ha teksten feilfritt trykket, kan du levere teksten på en vanlig, AmigaDOS-formatert diskett. Du må lagre som ASCII - tekst, dette gjør du vanligvis ved å klikke i en boks som heter "ASCII" eller "text". Send inn din spilltest til Amiga Guiden, Hammerveien 130 B, 8600 MO I RANA. Disketter blir returnert uten omkostninger. (De som har sendt inn før, får en tom diskett nå. Beklager ventetiden...)Hva i all verden venter du på? Finn fram favoritt - spillet og skriv!!! Husk GLSVV - verdier! Og husk at prosent - tallet egentlig er summen av poengene x 2!

who will be publishing the game. Laurie Sinnet, Software Engineering Manager, is the chap in charge, and so he should be, readers, having been responsible for the conversion of Civilization. So come on then Lol, mate, what's the difference? "The mechanics of Colonization are quite different, though anyone has played Civilization won't have any trouble finding their way around the game." Remember Civilization, chums? DIY Roman Empire etc. absolutely from scratch? Little map thing gradually unfolding square by square and turn by turn as your 'civilization' grows into something huge? As i recall, you have to master everything from the discovery of writing and the invention of the wheely-bin feed, your population, master the natural sciences as well as the other... er, sciences, oh and there was trade, religion, art, politics, the complete lot all served up in a massive resources mangement fest with soldering-shaped knobs on. I'm talking War. Conquest. Pillage etc... Remember? Of course you do.

A NEW GAME TO ADD MEIER?

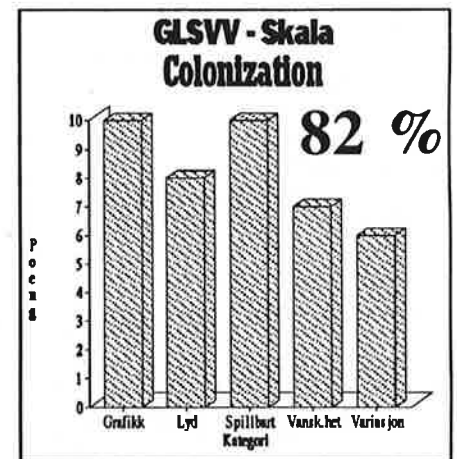
Everyone loved Civilization, then, did they Laurie? "If there was any criticism about Civilization, it was that it was just a straight port from the PC, rather

We converted Civilization from the PC in just eight weeks, we've already been working on Colonization for about five months.

than proper conversion, and didn't take full advantage of the Amiga's capabilities. We converted Civilization from the PC in just eight weeks, whereas so far we've already been working on Colonization for about five months. We've worked very hard this time to, er... Amigerise the product. Amigerise? Nice idea, Laurie, but what the hell does it mean? "Well for example, with Colonization you will be able to have all your stuff in moveable windows,

just like you do in Workbench. What it mean is we've tried use the functionality of Amiga to the full." Oh, I see [Balls you do, Haz! - Matt.]

Invitably, though, I suppose there have been some heavy losses for the game, in crossing from the PC to the Amiga? "Nothing has gone from the gameplay. The intro and the outtro had to go, and we've made use of the Amiga's multi-



tasking, but otherwise the game is the same." Phew! But I bet it won't be available for all Amigas will it? Colonization will be far to big and juicy, surely.

"It'll be a three disk game", explains Laurie, "but any 1Mb Amiga will be able to run it. AGA machines will run higher resolution graphics, and there's a chance that we have a CrossDOS function, though we're still thinking about it, and might have to leave it out". Oh good. Great. CrossDOS. Er, what is that exactly Laurie? "It means you'll be able to play saved games from the PC on an Amiga". Of course it does.

So virtually everyone will be able to play Colonization, but leaning Sid Meier's reputation gently to one side for a moment, why should they want to? I mean, yer turn-based strategy game is not exactly revolutionary is it? And even if the graphics look quite nice, it's not up there jostling with the space cadets at the edge of ccybertechnology, now is it?

"Playstations, polygon graphics and that stuff are all very well and good, but I say, look guys, where's the game?" And what's more Laurie, you say it with passion. But go on.

Amiga Game Guide

"People don't want something that looks great, cost's a bomb, but which you can play right through in a couple of days. At MicroProse we have a reputation for producing games with a long shelf-life [what, like Impossible Mission 2025? Aha-ha-ha] and I think that it's important that if you're spending say, £40 (ca.400 Nkr.) on a game, that you get value for money". I couldn't agree more with you, Lol.

"You might even call that our philosophy". I've got to stop you there, Laurie. You might call that a 'philosophy', but I'm afraid I know it isn't. I recognise a

*All Sid's
games have
this special
quality about
them...*

bit of PR tosh when I hear it. But you reckon it'll sell okay, then, Colonization? Despite the fact that it's a bit, well, American? (Actually, it's quite a lot American, Haz-Andy.)

"All the indications are that there's an enormous market for this type of game at the moment. Look at the success of Sim City or Theme Park Colonization is huge in The States, and there are two handbooks published already.

"I don't think it's fair to say that the game won't appeal to the UK audience, just because it's about the discovery of America. I will say that it might have been a bit more difficult to sell the game, were it not for the Sid Meier name".

There surely is a lot of competition about at the moment. Voyages of Discovery leaps to mind, and then there's High Seas Trader, which has got seafaring in it. Sim City 2000, that's got building a civilisation in it, (mind you, though, only about six people have got Amigas with enough memory to play it

properly). Is it all coincidence, then? "No it's not coincidence," says Laurie, "people want gameplay, and these things tend to go in phases". Wise words, Lollie. Remember when there were no decent beat'em ups on the Amiga? Then along came Elfmania, Shadow Fighter, Mortal Kombat II, Rise of The Robots and now Super Street Fighter II. Now you can't move for the bloody things.

Hmmmm, it's a cyclical business, me-thinks.

*...looks
like being
a pretty big
game...*

DEEP IN THE MEIER

Well, I suppose we can't ignore the bugger any longer. Sid Meier: a guy with 'Success!' tattooed across his knuckles (or knackers, even. - Matt.); a man, as Shirley Bassey said, 'with the Midas touch'. A guy who is by all accounts, a bit of a gaming god. And in the beginning there was the void and then there was A-Train. On the third day there was Civilization, and on the fourth day, Sid saw that what he had made was good and so he rested. Until now, when there is Colonization. But, look Laurie, what makes a Sid Meier game so bloody special? What makes him so clever? Come on, tell us.

"All Sid's games have this special quality about them. There's something in the gameplay that sort of gradually pulls you in slowly and then holds on to you," intones Laurie almost reverentially. Gradually drags you into the 'mire' as it were? Aha-ha-ha-ha!

"Obviously, I've worked quite closely with him, and he's very down-to earth. But he has this unique vision of what gameplay should be about. You can think that you've got it all sussed, and then suddenly you do something in the game that opens up entirely new areas. I remember looking at some early A-Train screens. Just a few bits of track and things. I could never have dreamed what he would turn them into.

"Sid's games have this unique learning curve that starts gently but just keeps going on and on." So, Colonization, which will be out on the A1200 in early June, looks like being a pretty big game, then, if old Laurie is to be believ-

ed. And, aside from Laurie here, who do we find programming the game for the Amiga but Scott Johnson of Hired Guns and UFO fame. Can't be bad, eh? And if you've ever fancied being Cortez, Captain Cooke, Vasco de Gama or one of those explorer colonising sort of blokes, then I suggest you tune in for the review.

Nå på litt norsk..

Colonization til PC var en stor suksess. Nå er spillet klart for Amiga markedet, og alt peker i retning av at det blir en like stor suksess på denne plattformen. Colonization tar for seg historien fra årene 1500 til 1800, når det

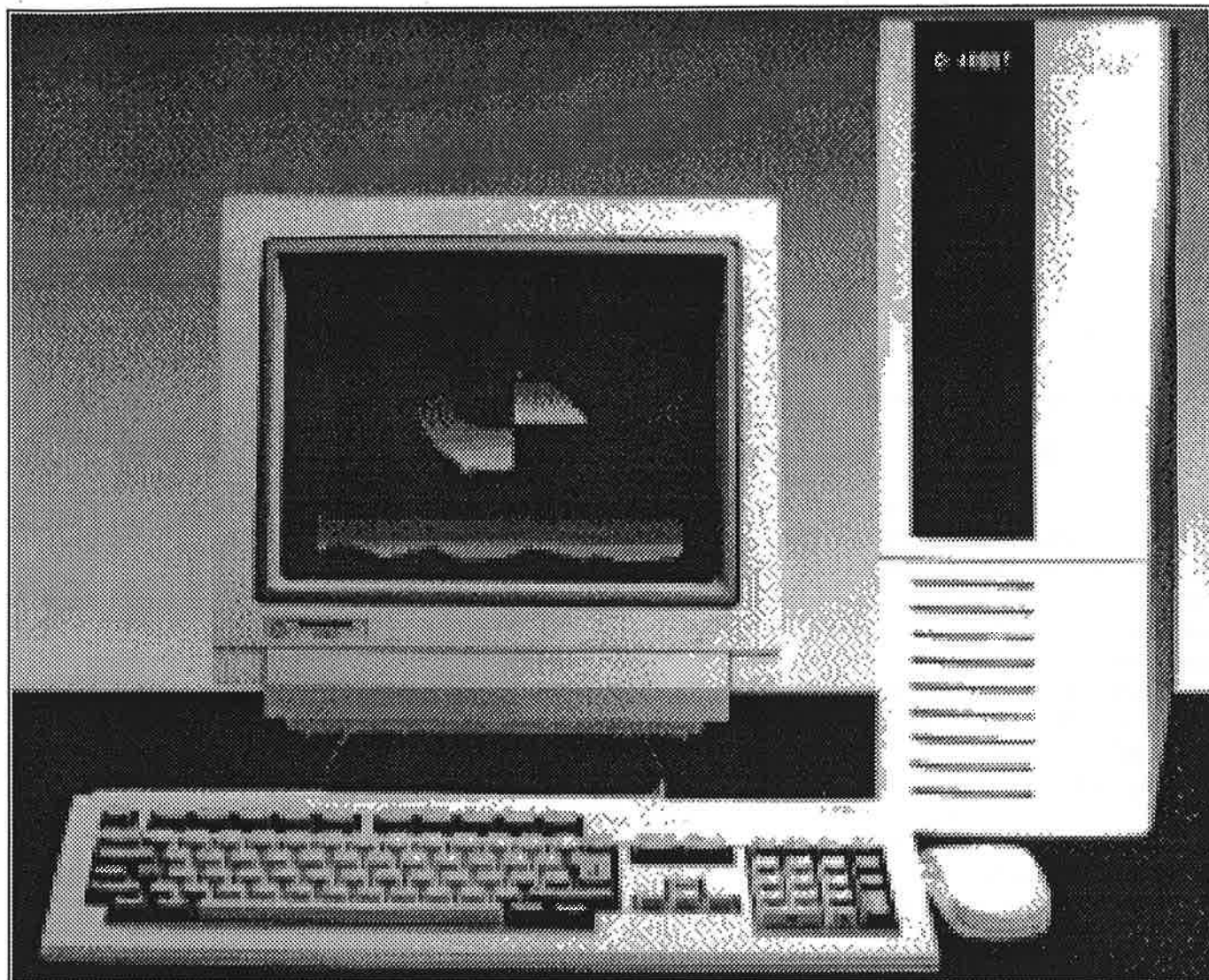
*Colonization til
PC var en stor
suksess. Nå er
spillet klart for
Amiga
markedet...*

amerikanske kontinentet og mulighetene for ufattelig rikdom lå tilgjengelig for alle som var sprø nok til å foreta en liten sjøreise over Atlanteren. Oppgaven i Colonization er å kolonisere den nye verden, og å oppnå uavhengighet fra de europeiske kolonimaktene.

Spillet har samme bruker interface som du kjenner fra Civilization. For å oppnå målene dine, må du bruke handel, utnytte dine diplomatiske evner, krig, og velferd. Du kan spille som en brite, franskmann, spanjol eller nederlander og konkurrere med rivaliserende makter. Du har også valget mellom å bruke tilfeldig genererte kart eller mer realistiske senarioer.

Colonization er ikke bare et av de aller beste strategispillene på markedet, det er også et spill du kan lære noe av. Dersom Colonization til Amiga er like bra som PC versjonen, noe det sikkert er, så er dette et MUST for alle strategi spillere som bruker Amiga. Lurer på hva Sid Meier finner på neste gang?! Spillet er i butikken NÅ!

Geir Haukland



Midtsidemaskinen:

Amiga 4000 Tower

Amiga Game Guide

La comentatore

Hvorfor i all verden klarer vi ikke å fylle disse spillsidene med spilltester? Spørsmålet kan spørres, men mon tro om ikke svaret er bedre enn spørsmålet: Fordi vi ikke har nok stoff. Føler du at du har dårlig samvittighet? Gjør noe med det! *Send inn en spilltest til Amiga Guiden, vær så snill...*

Skoen trykker egentlig mest på nyhetssiden, det vil si nye spill. Har du et nytt spill? *Send inn en spilltest til Amiga Guiden så snart som mulig...*

Nye spill til Amiga idag er mangelvare. Og jeg tror personlig ikke situasjonen bedres før noe fast og sikkert skjer med Commodore. Du kjøper vel de spillene som kommer ut til Amiga? *Send inn en spilltest til Amiga Guiden...*

Finner du et bra spill på spillisten her som vi ikke har skrevet om? *Send inn en spilltest til Amiga Guiden, selv om spillet er gammelt...*

Finner du et dårlig spill på spillisten her som vi ikke har skrevet om? *Send inn en spilltest til Amiga Guiden...* Vi kan ta din test med under logoen "Månedens slakt"...

Og hva kan vi så konkludere av ovenstående setninger? Jo: *Send inn en spilltest til Amiga Guiden... Vi trenger ALT...*

- red.

Det har til tider vært stor forvirring internt i redaksjonen når vi skulle skrive om et spill. Har vi skrevet om dette fra før av eller ikke? Til redning for alle frustrerte redaksjons - medlemmer og medlemmer av AG som deler denne sorgen, bringer vi nå en ajourført liste over spill testet gjennom NAF's historie. Listen bringes i AG fra tid til annen. - red.

Utgave	Spilltittel	Kommentar	Side
<i>HOBBITTEN</i>			
1 - 92	Lotus II		3
1 - 92	Gods		3
1 - 92	Ports of Call	Spilltips	4
1 - 92	Space Quest 1:2	Adventure - spalten	2
2 - 92	Space Quest 2:2	Adventure - spalten	10
2 - 92	Operation Stealth 1:2	Adventure - spalten	11
1 - 93	FA / 18 Interceptor		6
1 - 93	Sword of Sodan		6
1 - 93	Batman - the movie		7
1 - 93	Shadow of the Beast		7
1 - 93	Project X		8
1 - 93	Striker		8
1 - 93	Marble Madness		9
1 - 93	Great Gianna Sisters		9
1 - 93	Afterburner		9
1 - 93	Operation Stealth 2:2	Adventurespalten	10
<i>Amiga Guiden</i>			
1 - 94	Eye of the Beholder II		7
1 - 94	Civilization		7
1 - 94	Flashback		8
1 - 94	Lemmings II		9
1 - 94	The Patrician		9
1 - 94	Super Space Invaders		10
1 - 94	Shadowlands		10
1 - 94	Huckleberry Hound		10
1 - 94	Grand Prix Circuit		10
1 - 94	Future Wars	Adventurespalten	11
1 - 94	Indiana Jones & the L. C.	Adventurespalten	13
2 - 94	Ork		13
2 - 94	Mortal Combat		13
2 - 94	Empire		13
2 - 94	Premier Manager 2		14
2 - 94	Hunt for the Red October		14
2 - 94	Champion Manager '93		15
2 - 94	The Patrician		16
2 - 94	War in Middle Earth	Adventurespalten	24
2 - 94	It Came from the Desert	Adventurespalten	25
3 - 94	Micro Machines		12
3 - 94	Combat Air Patrol		13
3 - 94	Airbus A320		14
3 - 94	Syndicate		15
3 - 94	Agony		16
3 - 94	Death Masque, Dawn Patrol og Lital Devil	Førsteintrykk	17
3 - 94	Simon the Sorcerer 1:2	Adventurespalten	23
4 - 94	Morph		12
4 - 94	Settlers		13
4 - 94	Premier Manager III		14
4 - 94	Aladdin, Crystal Dragon og Tactical Manager Italia	Førsteintrykk	15
4 - 94	Tag Team Wrestling, Amiga Karate, Amoeba Invaders, Arkanoid, Out Run	"korttester"	16
4 - 94	K240		17
4 - 94	Simon the Sorcerer 2:2	Adventurespalten	22
1 - 95	Starwoids		12
1 - 95	Cannon Fodder		13
1 - 95	Cool Spot		14
1 - 95	Pinball Illusions	Pinball 3	16
1 - 95	Larry III	Adventurespalten	20

- Brev til bladet -



Brev fra en leser

Takk for et bra blad. Her er noen spørsmål til dere:

- 1) Hva er egentlig den store forskjellen mellom Amiga og PC?
- 2) Er det like mye programvare og like bra programvare til Amiga som til PC?
- 3) Hvilken maskin har den kjappeste prosessoren og den største "mulige" harddisken?
- 4) Og hvilken maskin har best lagringsmulighet på disketter?
- 5) Og til slutt: På hvilken maskin er de beste muligheten til multitasking, multimedia, CD-ROM?

Hilsen "Ny og usikker"

Takk for brevet!

Jeg skal forsøke å svare så godt jeg kan på dine spørsmål:

1) PC er basert på et operativsystem som ble "født" rundt 1970, Amiga på et som kom rundt 1984. Det er nok en stor forskjell. Amiga er dessuten skreddersydd for multitasking, noe en PC ikke er. Nå vil jeg ta et lite forbehold om nye Windows 95 for PC, men jeg har til dags dato ikke sett en eneste PC der du kan gjøre noe så enkelt som å åpne 10 - 20 klokker samtidig på skjermen (!).

Ellers er det en vesentlig forskjell at det er PC som har blitt industristandarden i datamaskinens verden. Derfor faller PC'er fortere i pris, det satses mer på nyskaping, og alt dette gjør at tallet på PC'er idag på verdensbasis er så høyt at det er

komplett umulig å beregne. Men jeg har hørt de som har tippet 100 millioner stk. totalt. Til sammenligning utgjør Amiga - klanen tilsammen rundt 5 millioner enheter.

Et tredje moment er nok det at Amiga blir (dessverre) betraktet som en spillemaskin hos de "seriøse". Dette urettmessige stempelet får nok Commodores elendige markedsføring ta sin del av skylden for. En Amiga kan fullt ut brukes seriøst, det er dette bladet et av de beste eksemplene på. Dette bladet, med unntak av de fleste annonsene vi har hatt, og med unntak av dårlige (kopierte) bilder, er ellers totalt laget ved hjelp av Amiga hardware og software (selvfølgelig unntatt skriveren).

Dette temaet kunne jeg skrive side opp og side ned om, men jeg håper du har fått en forståelse av de viktigste forskjellene mellom Amiga og PC.

2) Det finnes selvfølgelig, på grunn av det store salget av PC'er, betraktelig mye mer programvare til PC enn Amiga, og dessverre vil nok seriøse applikasjoner på Amiga stort sett falle gjennom i forhold til ditto på PC.

Men det finnes lyspunkt! Scala Multimedia, som nettopp nå har lansert Scala MM100 til PC (et multimediaprogram) startet utviklingen av Scala til Amiga, og Amiga - versjonen av Scala er nå kommet til MM400 (i hvert fall). Scala - utviklerne fortalte selv om PC-programmet Scala at de måtte gjøre alt som kunne gjøres for å unngå MS-DOS (operativsystemet til PC) under programmeringen av Scala. Og dette var så vanskelig at man heller laget et eget lite operativsystem til programmet. AmigaDOS (operativsystemet til Amiga), derimot, kunne brukes direkte.

Vi vil i neste nummer trykke en liten artikkel om Scala MM100 til PC i tilfelle interesse hos leserne...

Et annet gyldent eksempel som kommer opp mot PC - program, er Final Writer. Den norske versjonen hadde ord i ordlisten som ikke finnes i Microsoft Word 6.0. (!)

Ellers kan nevnes at en PC dessuten lett faller gjennom i forhold til Amiga når det gjelder seriøse, "tunge" applikasjoner som raytracing, animasjon, 3D - modellering (vektor - behandling) og lignende.

3) Jeg vet ærlig talt ikke hva som er

kjappest av Pentium og Motorola 68060, men Pentium finnes helt opp i 120 MHz, så selv om klokkefrekvensen ikke er direkte sammenlignbar mellom Amiga og PC, så vil jeg tro at Motorolas 68060 "bare" kommer til Amiga i 50 MHz versjon. Så da vil nok Pentium 120 MHz være den raskeste.

Både Amiga og PC støtter SCSI harddiskkontrollere, og det er opp til denne kontroller - formen hvor stor harddisk som tillates. Jeg vet ikke sikkert, men i hvert fall selges det SCSI harddisker på 9 Gb idag. Altså: Like store harddisker til PC som til Amiga.

4) Det er faktisk Amiga som har størst lagringsmulighet på disketter, i hvert fall når du sammenligner samme disketype. DD (double density) disketter blir formatert av PC som 720K, av Amiga som 880 K. HD (high density) disketter blir av PC formatert som 1.44 Mb, av Amiga 1.68 Mb. Nå skal det dog sies at det er langt fra alle Amiga - eiere som har HD diskettstasjon, men nå finnes det ihvertfall slike for alle Amiga - typer.

5) Multitasking og multimedia: se 1) CD-ROM: Det er like gode muligheter for CD-ROM stasjon på Amiga som på PC, idet disse vanligvis skal tilkobles en SCSI kontroller. SCSI er faktisk mer vanlig på Amiga enn på PC, vil jeg tippe. De fleste harddisker til PC støtter IDE - en annen kontroller. MEN: Software på CD-ROM til Amiga finnes det svært lite av, ihvertfall tyngre software. Men det finnes uhorvelige mengder bilder (PC - bilder kan også brukes, bare CD'en støtter et ISO - format), musikkmoduler, spill, Public Domain program osv. osv. på Amiga CD'er, men det virker som om de mer seriøse programmene nøler med å gå over til CD-ROM.

Skriv inn til:

**Amiga Guiden
Hammerveien 130 B
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**Vi vil vite din mening
om tilnærmedesvis
hva som helst!**

Adventure -

Vél, vél... Siden vi ikke har fått ett eneste bidrag til denne siden fra noen av medlemmene siden vi startet denne blekka i 1992 (!!!), og siden vår (håtil) trofaste adventuramedarbeider har gått lei av denne situasjonen, ser redaksjonen seg dessverre nødt til å trykke en løsning på engelsk.

Dette også for å spare leserne for enda mer ventetid på denne utgaven...

-red.

THE COMPLETE SOLUTION OF "PERSONAL NIGHTMARE"

FIRST SOME RULES FOR THE GAME

1 When you leave a room, just close any door you've opened

2 OBJECTS signed with <POLICE> must be delivered to police at least at the 4th day. Its better to do it rightaway when you find the things

3 Opponents who are there only for information i didn't mention coz the list would be too long

So now take a nap of your drink and lets start the bloody game

THE FIRST DAY.....

FIRST WAIT TILL jimmy leave the PUB. Do follow him. JIMMY is lay down on the street. When you've examined him. You find in ROOM a key. A FILM and a PLATE WITH A NUMBER. Take it all with you. Go back to the pub and wait till MR. ROBERTS leaves. Examine COAT and take KEY. Now go to REGISTRY OFFICE. READ PAINTING on the wall. Open the safe with DIAL 1815.

Take PAPERS and close SAFE. In the ROOM you find a CERTIFICATE <POLICE>.

Now go to IVY COTTAGE. In the kitchen go WEST to the PHOTOLAB. Here LOOK under TABLE and find a PHOTOMAGAZINE. Click this one in INVENTORY and a VOUCHER will be to seen.

Put MAGAZINE back. SOUTH of the kitchen there is a TOOLBOX. You find

in ROOM a SLEDGEHAMMER, SECATEURS, MUZZLE, and with LOOK BEHIND PAINT PODS an OILSTONE. Now go to the CHURCH. enter the OFFICE and open desk by HIT DESK WITH HAMMER. Take the KEY. And now go to the CHURCHYARD.

At the STATUE where the FAMILY-VAULT is go down type.. LOOK IN WEEDS (its near the big statue) and GET GARLIC. Go now to the PRESBYTERY (pastorie). On the floor HIT WALL WITH HAMMER 3X! The built in woman you see now CUT FINGERS WITH SECATEURS to get fingers of here. Now you can take PRAYER BOOK. And READ PRAYER BOOK. And put it back. Back in the livingroom examine CHAIR and take WOOL. Go to the first floor and just enter the BOXROOM. Here LOOK IN BOOKS. And find in ROOM the book TREASURE ISLAND. Click on it and the SAVINGS BOOK you see. TAKE IT with you. Go now to the CHURCHYARD again and go down into the FAMILY-VAULT. Here you find a COFFIN. What else do you expect to find in a family-vault?

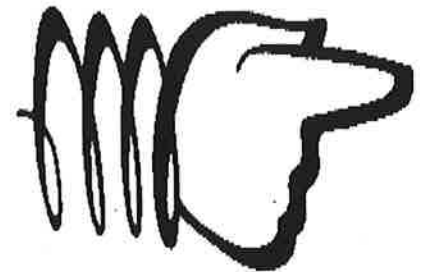
And here lives the vampire MICHAEL WILLIAMS (we kill him later!) OPEN the door behind the coffin. UPSTAIRS and DROP SHOES. You are now in HONEYSUCKLE COTTAGE! Enter the left room and type EXAMINE ALICE, GET KEY, LOOK UNDER BED. Get out and take on your shoes again and DROPP LADDER. GO UP THE LADDER. Open the doors to the GARRET. GET JUG. And FILL JUG WITH WATER and POUR WATER over SUIT The WITCH is dead? Free the woman by UNLOCK JUDY. First go now to MANOR HOUSE. Here from 23.00 hours HIT DOG WITH STAKE. When the beast gets closer just kill it with RETURN. Now enter the house and jump over the hole in the ground by SWING OVER HOLE. Upstairs and get into the room. EXAMINE the coat of the BODY. TAKE the BOTTLE. And get back to the PUB. Go to your room and PUT into the WARDROPE the next things.. BRASS KEY, STAKE,

SHINEY KEY, YALE KEY, VICARAGE KEY, MUZZLE, SECATEURS, CERTIFICATE, BRIEFCASE and LEI. Go to the PUB again. TAKE BUGLE and go to the kitchen. IMMEDIATLY type PUB PLUG IN SINK, Otherwise you can get a knife into your BRAINS. IF YOU HAVE NO BRAINS IT DOESN'T MATTER. LOOK IN WASHING MACHINE. Herein you find JEANS. GET KEY.

Get back to your room and BUGLE IN WARDROBE and get some SLEEP. AINT HAT MUCH DOING ON ONLY ONE DAY??

THE SECOND DAY.

First we EXAMINE the room in the PUB. And than we (YOU) go to JONES' ROOM. Its the room nextdoors. GET MIRROR. ROOM. Click PILLOW and GET DIARY. UNLOCK DIARY. <POLICE>. Find the policeman (he is probably near the postoffice) And GIVE DIARY TO POLICEMAN. Now go to the GARAGE and wait for MR. MASON opens the doors. LOOK IN BIN. And here you find the SECOND PLATE WITH A NUMBER !! <POLICE> Your first way is to go now to the POSTOFFICE. Hand the SAVINGS BOOK over to the POST - MISTRESS. And BUY STAMP. Than LOOK IN DISPLAY STAND and take an ENVELOPE. Put stamp on envelope and PUT FILM and VOUCHER INTO it. And outside warp it into the



spalten

POSTBOX. Now you go to the **FAMILY-VAULT** to kill the vampire. The **MIRROR MUST** be in your **INVENTORY!!**



In the family-vault you've to wait till the **COFFIN LID** opens. Now go **W-W-W-W** and wait till the vampire reaches just at your nose. And type **REFLECT LIGHT WITH MIRROR** and **COUNT DRACULA AINT NOMORE ALIVE**

Go to the street somewhere and wait till the clock hits **0:00 hours** Go back to the **PUB** and wait on the **FRONTDOOR**. Now **MR.MASON** has to come and wants to **OVERRIDE** us (**YOU!**). Immediately when the car arrives go to the **N-E**. Do this as long as the **CAR HITS THE TREE**. Get into the car and **OPEN GLOVE BOX** and **TAKE KEY**. Now back to your room and **GET BUGLE** and go to **SLEEP.PHUUUUHH ANOTHER DAY.**



THE THIRD DAY.

The third day starts with a **SUPPRISE**. **TONYS TINNSOLDIERS** wants to **SHOOT** you! As they arrive in the picture just type **SUND BUGLE** and they **FUCKOFF**. Infront of your door you'll find a **POPGUN** and **TONYS CATS** in **ROOM**. Get the gun and **DROPP** the **WOOL**. Type **SHOOT POPGUN** and **TAKEOFF CORK**. Put away **POPGUN** and **CLEANBOTTLE**. Get the shortest way to the **CHURCH**. Go rightaway **INFRONT** of the **ANGLE** and **PRAY**. The angle gets to cry and type **PUT TEARS IN BOTTLE**. Close the bottle

by **PUT CORK IN BOTTLE**.

Get out and go to the **GARAGE**. Here you've to go to the **DESK** and **LOOK OLD PAPERS**. **GET BILL**. **<POLICE>**

Get back to desk and **LOOK IN BENCH** and **GET SPANNER**. Get behind to the car and **PUSH RED BUTTON**

to **ACTIVATE** the **HYDRAULIC-LIFT**. Get under the car and **CLEAN SUMP NUT** and **TURN SUMP NUT** to open it. Now **PUT OIL - STONE IN OIL** and **GET OIL- STONE** for oiling the stone.

POLICEMAN. **CONTROL NOW FOR ALL THE OPPONENTS TO BE AT THE POLICE**. Only don't take the **CERTIFICATE**. Back to the **PUB** to **INVENTORY SUIT, SHOES, RAINCOAT, OILSTONE, SLEDGEHAMMER, ROBE, BOTTLE, MUZZLE** and... **REMOVE HANDLE FROM MUZZLE**. And put back muzzle into **WARDROBE**. Go to the **MANOR HOUSE** and **WAIT** till **23:00 hours**. Go to the front of the house and go **WEST** to the **MAUSOLEUM**. **HIT MAUSOLEUM WITH HAMMER** to **ENTER**. Now **GET AXE, PUT HANDLE ON AXE, SHARP AXE WITH OILSTONE**. **WEAR ROBE**. **MOVE COFFIN** and get down. Go to the door and wait. Short after **12:00 hours** arrive **TWO ACOLYTES** out of the room. **CLICK** on the door when they have gone. When arrived at the other room immediately **HIT ACOLYTE WITH AXE**. When the message come **"YOU REALIZE THAT THE CHIEF ACOLYTE IS YOUR FATHER"** Kick on the **RETURN KEY**. Now you stand infront of the **DEVIL HIMSELF!** Do fast **HIT DEVIL WITH BOTTLE**. And now you think all place is clean? **DON'T YOU THINK?**

Now get your ass to **ROSE COTTAGE** and find a **ROBE** in the **BEDROOM-WARDROPE**. **CLICK** on the **FRUITS** in the livingroom. And now a **NOTE** appears. **<POLICE>** Get your bloody **ASS** together and go to the **PUB** again.

Wait till it is **18:00 hours** and **SLEEP**. **!%!*#@!! ANOTHER BLOODY DAY ALIVE !!**

THE LAST DAY.

Get down at the bar and **WAIT** as long as the bar opens. Now you get a kind of **PHOTOBOOK** from **MRS.JONES** **GET PHOTOS** and give'm to the

*Hvis dere har spesielle ønsker som dere vil jeg skal skrive løsninger på så skriv til:
Amiga Guiden
Hammerveien 130 B
8600 MOIRANA
Merk konvolutten :
"Adventure"*