

THE WORLD'S BEST AMIGA MAGAZINE

AMIGA FORMAT



What a Relief!

All the Amiga-related
advice, answers,
tips and techniques
you'll ever need.
Every month!



COMIC RELIEF

WELCOME



Welcome!



And, indeed, congratulations! You've not only just laid your hands on the best home computer ever to appear in this country, you've also helped out in the amazing Comic Relief fund-raising efforts. Wow!

On behalf of myself (I'm Marcus Dyson, editor of Amiga Format) and Kelly Sumner (managing director of Commodore UK, who make the Amiga) I'd like to welcome you as a new Amiga owner. And, as well, I'd like to thank you for what you've done already for Comic Relief, and encourage you to maybe do a bit more.

Details of what will be happening on this year's Red Nose Day are on the opposite page, so why not have a bit of fun and raise a bit more cash? You know it makes sense!

And when the fuss is all over, you'll be left alone to play around with your Amiga. It's a computer of almost limitless potential – it's already used, for example, to do all the graphics on ITV's The Chart Show. And you'll discover all kinds of possibilities the Amiga can be used for.

We hope you'll discover it along with **Amiga Format**. Our magazine comes out every month and is read by more Amiga owners all over the world than any other. We'll help you when you're stuck and give you advice on exploring new areas – it's amazing!

Marcus Dyson,
Editor, Amiga Format

AMIGA FORMAT

Amiga Format is the world's best-selling Amiga magazine, and this special edition, is provided to give you an idea of what we're all about. Check out the real thing on the second Thursday of every month at a newsagent near you!

Commodore

Commodore Business Machines are the makers of the Amiga, Britain's most popular home computer. They've put together this special Red Nose Amiga 1200 pack which, if all goes to plan, will raise £250,000 for the Comic Relief charities. Great!



Ocean are one of the world's leading software publishers and it was their idea to put together a special Comic Relief game, Sleepwalker. From each game sold, around £5 will go to Comic Relief, so persuade all your friends to buy a copy!

COMIC RELIEF

Red Nose Day takes place on March 12 and you can help raise even more money by taking part in a sponsored game-playing event as well as by buying a red nose and watching the telly! Get hold of your sponsorship form and get going!

AMIGA FORMAT

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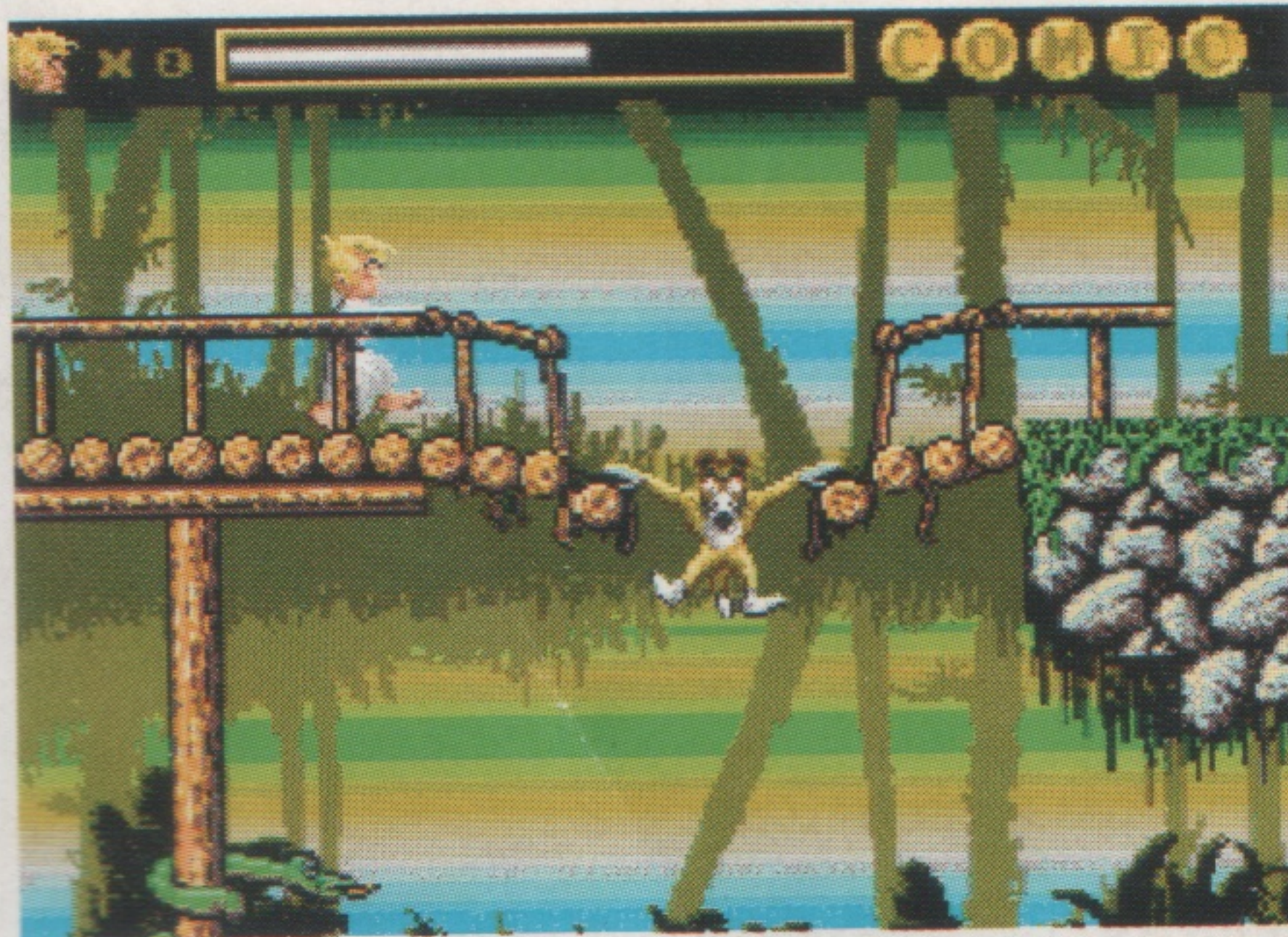
COMIC RELIEF

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THE HIPPY, HAPPY, DIPPY MACHINE

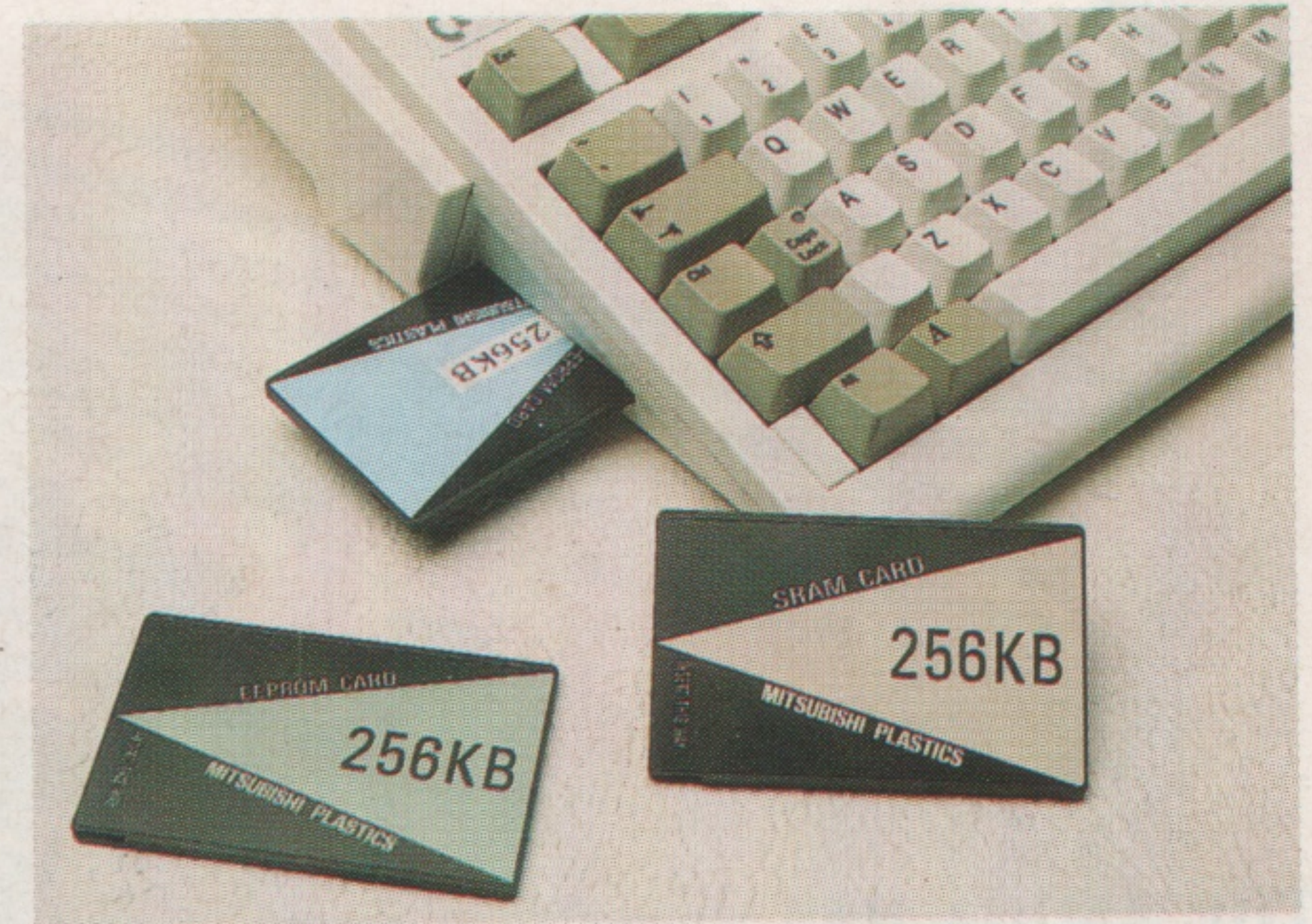
Where did the Amiga come from? Who made it, and why is it so good? And what's it got to do with Californian hippies meditating on surf boards, rock musicians and the artist Andy Warhol? Find out on... **Page 4**



SLEEPWALKING MADE EASY

In a GameBusters special, Comic Relief star Stephen Fry provides all the hints and tips you need to get well on your way with the official Comic Relief game. No excuses now!

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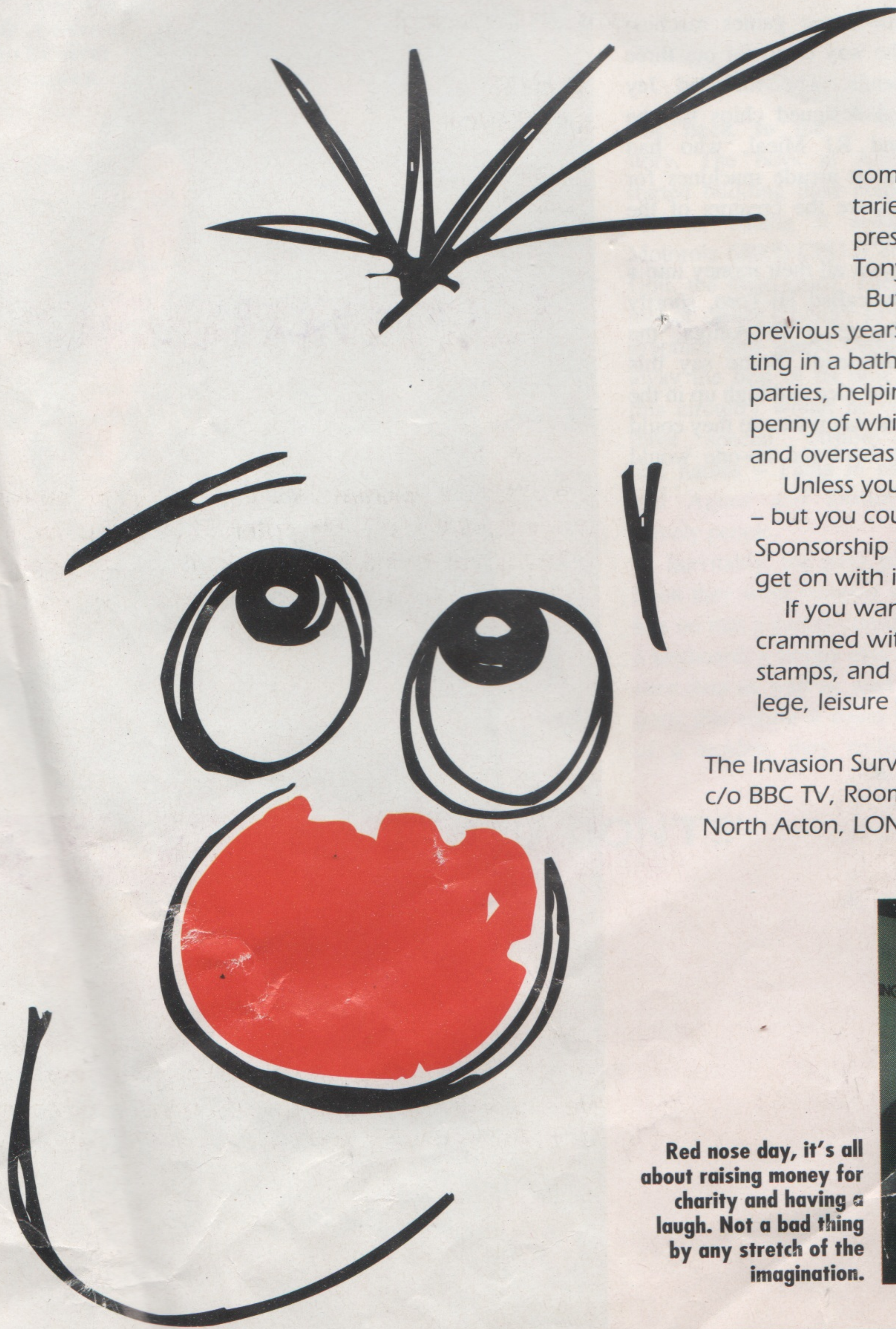


WHERE DO I START?

You can expand your hardware, you can discover all kinds of different software, and there's a whole world of games out there for you to discover. But where do you start? Well, try here...

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Red Nose Day 4 - The Invasion



This year's Red Nose Day takes place on March 12, with involvement from French and Saunders, Lenny Henry, Ruby Wax, Jonathan Ross, Griff Rhys Jones, Vic Reeves and many, many others. BBC1 will be showing a six-hour comedy special which will also feature short documentaries and films about the world's trouble-spots, presented by the likes of Joanna 'AbFab' Lumley and Tony 'Baldrick' Robinson.

But don't just sit there and watch – get involved! In previous years people have taken part in mad stunts such as sitting in a bath of maggots, or taking part in underwater dinner parties, helping to raise over £70 million in three years – every penny of which has gone to specific UK charities working here and overseas.

Unless you want to, you don't have to do anything that crazy – but you could do what you know best, and that's play games. Sponsorship forms for Sleepwalker-playing contests abound, so get on with it!

If you want other ideas, you can send for a fundraising pack crammed with ideas and stuff. Send a large SAE with 54p in stamps, and a note to say if you're applying from a school, college, leisure or sports centre, club or just on your own to...

The Invasion Survival Kit, Comic Relief
c/o BBC TV, Room AG17, 252 Western Avenue
North Acton, LONDON W3 6XJ.



Red nose day, it's all about raising money for charity and having a laugh. Not a bad thing by any stretch of the imagination.

Do you know how the Amiga came to be? And what on Earth has it got to do with surfboards? Well it's a strange tale of Californian-type weirdos, once-popular new-wave rock groups and lots of electronic doojamaflips...

Hippy, happy, dippy machine

THE AMIGA HAS always been associated with stars. Artist Andy Warhol, singer Debbie Harry of Blondie and seminal new-wavers the B-52s are all closely involved in its history. But the story really starts with a bunch of hippies in California.

Some time in the early Eighties, a gang of three people (who may not, in actual fact, have been crazy hippies but are always portrayed that way) set up a small firm in Silicon Valley, California – home of the booming computer industry. Their aim was to create the best computer games machine ever, for use in the home.

Computer games had really started way back in 1971 when a young chap by the name of Nolan Bushnell persuaded cafes and bars in Sunnyvale, California to try out a new kind of coin-op machine: something a bit different from one-armed bandits and pinball. It was *Pong*, a simple bat-and-ball game and the world's first-ever video game.

Black-and-white home *Pong* machines, with 43 variations on tedious games that were almost, but not quite, entirely unlike table tennis, were already becoming popular items at jumble sales the length

and breadth of the UK by 1977. Then something happened that would change the world forever: something that was called *Space Invaders*...

Space Invaders started a craze. Within a couple of years games like the late, great *PacMan*, *Defender* and *Asteroids* were all over the place. Then they started appearing in the home, an American firm called Atari – featuring that same Nolan Bushnell – cleaning up with their VCS consoles, which played games from plug-in cartridges.

By 1982, the home games machine seemed to be the way to go for our three Californian friends, who included Jay Miner, who had designed chips for the Atari VCS, and RJ Mical, who had worked on coin-op arcade machines for Williams, who were the creators of the *Defender* machine.

These guys sank all their money into a firm which they called Hi-Toro, shortly afterwards changing it to Amiga, the Spanish for 'girlfriend'. Some say this was because it was nice and high up in the phone book, some say it was so they could talk about it in bars and no-one would

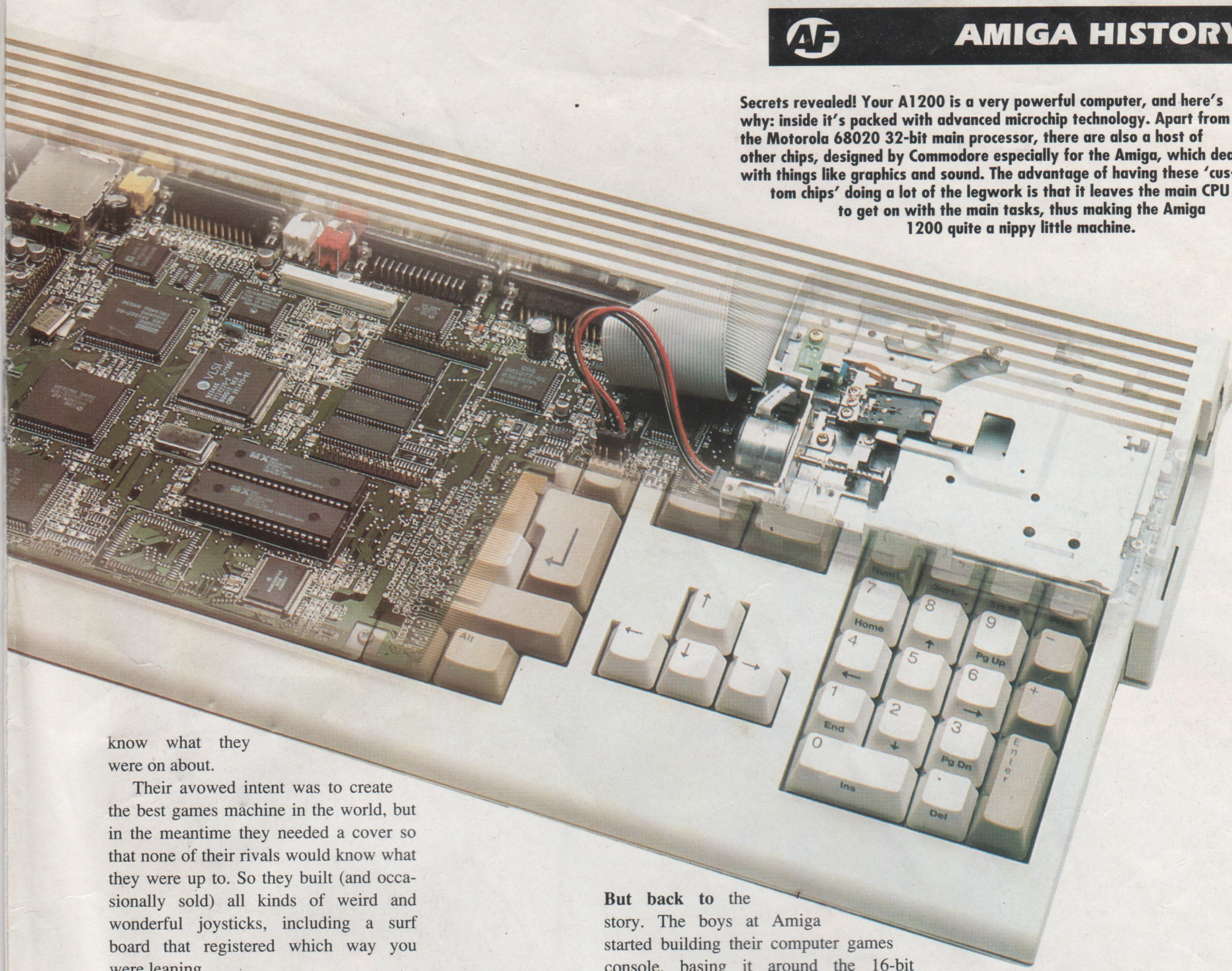
If this dude looks to you like the kind of Guy who would write many chart topping, surf-orientated hit records, you'd be right. But he's also just the sort of karmically influenced surfing dude that invents super-powerful. 16-bit home computers before breakfast. Next time you're tempted to poke fun at a hippy, remember, they invented the Amiga.

SETTING UP YOUR AMIGA (THE EASY WAY)

- 1 Take everything out of the box and spread it all over the floor.
- 2 Make sure you have a power socket, a joystick and a TV set handy.
- 3 Plug the lead supplied into the 'RF Modulator' socket on the back of the Amiga and into the aerial socket on your TV. You can't get it the wrong way round because the plugs won't fit if you do.
- 4 Plug the funny-looking squarish plug on the end of the power supply (the big, brick-like affair) into the 'Power-in' socket on the back of the Amiga.
- 5 Plug the ordinary mains-type plug on the power supply into an ordinary mains-type power socket.
- 6 Plug a joystick into the joystick socket on the back of the Amiga called '2. Game'.
- 7 Put the *Sleepwalker* game disk in the disk drive (metal end goes in first, label to the top).
- 8 Switch on the Amiga using the switch on the power supply, – and you're away!



Secrets revealed! Your A1200 is a very powerful computer, and here's why: inside it's packed with advanced microchip technology. Apart from the Motorola 68020 32-bit main processor, there are also a host of other chips, designed by Commodore especially for the Amiga, which deal with things like graphics and sound. The advantage of having these 'custom chips' doing a lot of the legwork is that it leaves the main CPU to get on with the main tasks, thus making the Amiga 1200 quite a nippy little machine.



know what they were on about.

Their avowed intent was to create the best games machine in the world, but in the meantime they needed a cover so that none of their rivals would know what they were up to. So they built (and occasionally sold) all kinds of weird and wonderful joysticks, including a surf board that registered which way you were leaning.

And thereby hangs a tale. As their prototype computer developed, it would frequently give up the ghost and crash, like all computers do (even finished ones). To control the frustration, the guys rigged up a feedback program to the surf-board joystick which, when they sat cross-legged on the board, showed how much they wobbled and therefore how 'mellow' they were.

Up until last year, when an Amiga crashed it would come up with a 'Guru Meditation' message on the screen in memory of those weird hippy days. What a crazy, eccentric, wacky computer, eh? Now it just says 'Software Failure'. Ah, well. The price of progress.

But back to the story. The boys at Amiga started building their computer games console, basing it around the 16-bit Motorola 68000 CPU (Central Processing Unit, the main chip). They also designed lots of clever circuitry to give it amazing graphics and sound capabilities, far and away the best of its time. Eventually all this circuitry would be condensed on to three special 'custom' chips which had names – Paula in charge of sound, and Agnus and Denise for graphics. Lovely people.

Inevitably, the guys got carried away. Soon they were bunging all sorts of extra bits on that a games console didn't need – a keyboard, a floppy disk drive that could save data as well as load it and interface ports that meant it could use printers. All of a sudden, they realised they had a

whole home computer. And it was very nearly finished.

But not nearly enough. The money had run out. What were they to do? Well, the only way ahead was to encourage someone else to invest in the project. So why not the big computer manufacturers?

Taking a prototype which they called Zorro, the Amiga boys whizzed off to the June 1984 Consumer Electronics Show, where the world's electronics manufacturers all met. Behind closed doors, they bared their all. And got some interest.

One firm threw them a million dollars to help finish the project, but foolishly didn't tie them in with a contract. Later

Continued overleaf

TOP TEN AMIGA 'DOS AND 'DON'T'S'

- 1** Never plug anything into your Amiga or unplug anything from it without switching off the power first – static electricity can do damage, to both your Amiga and the peripheral you're are (un)plugging.
- 2** Always make a 'back-up' copy of any disk you can copy: keep the original somewhere safe and use the copy.
- 3** If you can't copy a disk and it stops working, keep the box and manual and send the disk to the makers. They will send a new one.
- 4** Always write-protect a disk when in use by moving the tab in the corner so a hole is showing.
- 5** Protect your disks from viruses by switching off the Amiga for two minutes between each new program you run. If you have a virus checker, use it, but remember these don't often work on games.
- 6** Some programs will not run if you have extra hardware attached – some programs for older Amigas might not work on your A1200.
- 7** Don't ever switch off your Amiga, reset it or flip a disk out while the disk drive light is on – the disk and drive could be damaged.
- 8** Fill in your warranty card and send it off. If your A1200 goes wrong, they will then come round to your house and fix it.
- 9** Never leave disks near anything magnetic, like loudspeakers or a TV set, or in strong heat. Don't get liquids on your Amiga or your disks, but if you do, leave to dry naturally before using again.
- 10** Make sure you read *Amiga Format* every month! It's full of news, reviews, advice and help for Amiga owners and it's on the news-stands on the second Thursday of every month!

that year Commodore, makers of the successful PET and C64 computers, bought Amiga lock, stock and barrel. And pretty pleased with themselves they were too.

Commodore set up a new company called Commodore Amiga and a year later launched the first Amiga computer...

The A1000 had 256K of RAM (an eighth of what your A1200 has) and cost around £1,200 in the UK (three times as much as the A1200!). When it was launched at the Chicago CES in June 1985, punk queen Debbie Harry sang along to it to show off its musical capabilities and artist Andy Warhol played around with lots of pictures, doing on-screen variants of his colour-changing screen prints.

Apart from the famous names involved, the first Amiga impressed the public. One Commodore official recalls punters wandering up, watching a game demo running from a floppy disk in the machine's disk drive and saying, "No! That's not from a disk! Where's the laserdisc player hidden, eh?"

The A1000 was bought by a few enthusiasts but it was too expensive to become really popular. Only a year later, two new Amigas were introduced – the A500 and the A2000. Costing only £399 and with 512K of RAM, the A500 was set to become the most-wanted home computer in Britain.

Between 1986 and 1990, the Amiga 500 gradually became more and more popular. In early 1991 Commodore started giving away a free 512K RAM expansion with all A500s, because more and more software was being produced that needed at least 1Mb of memory to work in.

At the end of 1991 Commodore released a new version of the A500 called the A500 Plus, which came with 1Mb of RAM as standard as well as a couple of other new features, including the second major version of the operating system – Workbench 2 – and new versions of the custom chips Denise and Agnus.

Then, early in 1992, another brand new Amiga took over from the A500 altogether. The A600 was smaller and neater and had a number of advantages over the A500 Plus, including the fact that you could plug it straight into the telly –

HI, POP PICKERS!

What's the Amiga's close pop music connection? Well, etched on the circuit board of every Amiga ever made there's been the name of a song by the eclectic new-wave band The B-52s. Here's the Top Three according to the Amiga...

1. Rock Lobster (B-52s)
Amiga 500, 1986-91

2. June Bug (B-52s)
Amiga 600, 1992

3. Channel Z (B-52s)
Amiga 1200, 1992



Smashy and Nicey, who do a lot of work for charity (but they don't like to talk about it). Pretty certain they'll be there on Comic Relief Day, March 12... will you be there too? All together now... "You ain't seen nothin' yet..."



Wacky American popsters the B-52s have long been involved with the Amiga, though it's unlikely that they know about it. A fan of theirs at Commodore has been inscribing B-52s' song titles on Amiga circuit boards for the last six years.

the A500 had needed an adaptor called a TV modulator. The A600 was built using a construction technique called Surface Mount Technology (SMT), which meant that its chips could now be soldered direct to the main circuit board rather than clipped into sockets.

This not only made it more reliable – Commodore were able to offer a warranty that meant it could be fixed in your own home – but also made it cheaper to make. Sure enough, very soon the price came down to £299.

Then, in November last year, the big surprise happened. Out of the blue, Commodore launched a superb new brand of Amiga. Yes, we're talking about the A1200 – the machine you've just got your sticky mitts on. So why is the A1200 so widely admired? We'll tell you...

It costs just the same as the classic everyman's Amiga – the A500 – did only a year ago. Yet for that money you get a whole lot more than you did before. It's brought

back the excitement of owning an Amiga, making the 1200 as desirable as the Amiga always used to be – enough to turn your friends green with envy.

The A1200 uses a Motorola 68020 CPU – this is five times as fast as the old A500's 68000 but it also makes the A1200 a full 32-bit computer, a great step on from the older generation of 16-bit machines.

The A1200 comes with 2Mb of RAM, which is lots. And it also has two completely new custom chips, Alice and Lisa, which replace Denise and Agnus. These chips bring a whole new, improved graphics capability to the Amiga, making it possible to use 256 colours in game screens, for example – previously the Amiga was limited to 32.

All in all, it's a whole lot of computer and is setting standards for years to come. And you're lucky enough to own one! You swine! Well, we hope you enjoy it. And remember, do get involved with Comic Relief on the day!



TOP TEN AMIGA 'DOS AND 'DON'T'S

1 Regularly smear your Amiga with live yogurt (or creme fraiche), which acts as a lubricant for the moving parts.

2 Ensure you grease the nipples and grommets at least once a month and manipulate the sleeve valves with similar frequency. Non conformity with this requirement can result in a full-scale grollocks failure.

3 Don't let your friend David – the one who looks like Robert Smith out of The Cure – anywhere near the damn thing. You know what he's like with delicate instruments.

4 OK, perhaps you don't know what he's like. But I do. Don't do it.

5 On occasion, you may find a little ground frost accumulating in the side arms. Treat this with methylated spirits or oil of cloves.

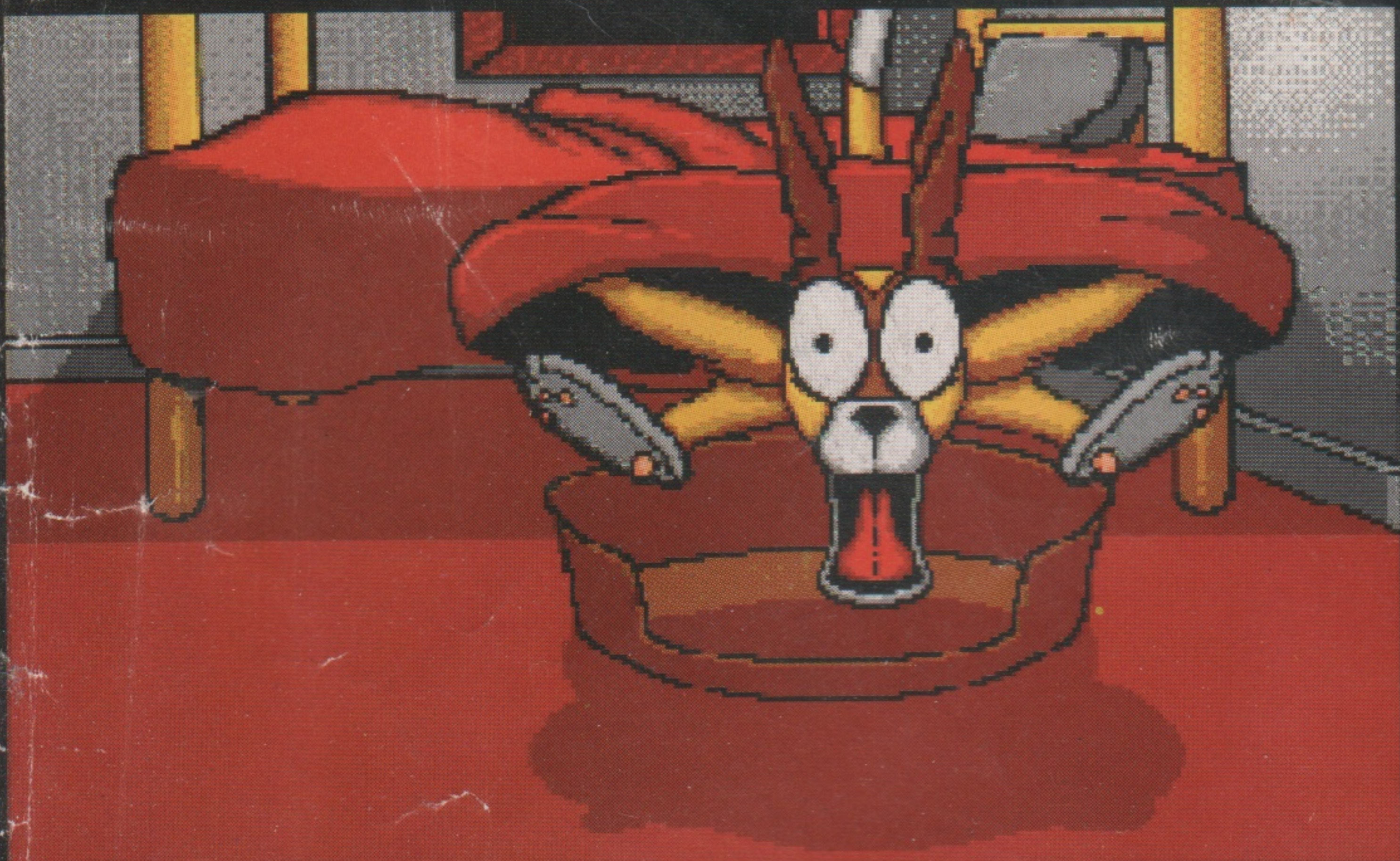
6 You may also encounter a build-up of scorpions in the back passage. On no account attempt to deal with this yourself – it is a job which calls for a qualified engineer.

7 Hey! Didn't I warn you about David!

8 If it should become apparent that a) the power surge factor is increasing, or b) the residual square wave is travelling, then retire to a safe distance and on no account return until a while later.

8 Don't be silly.

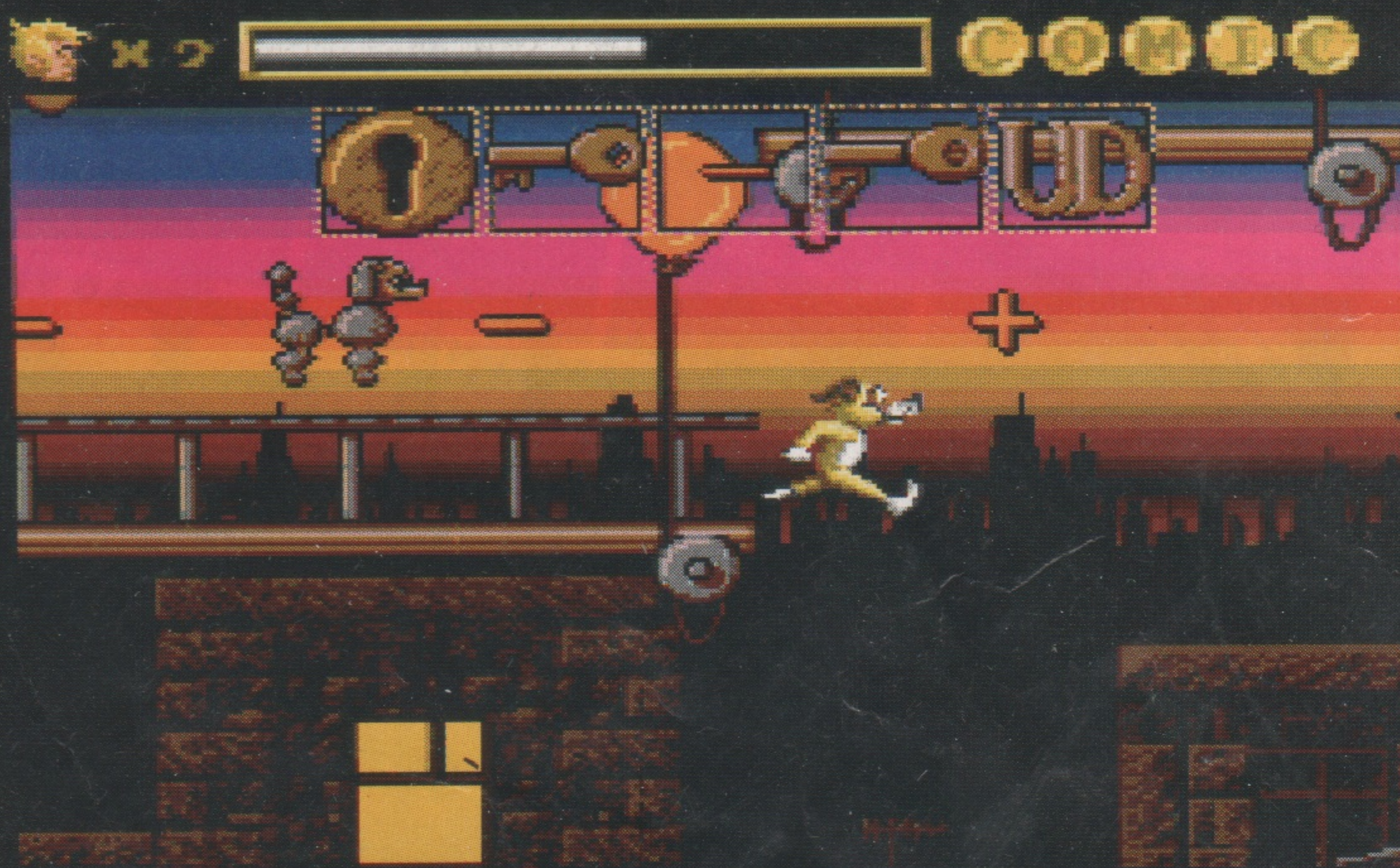
10 In extreme cases, your best course may be to telephone the Home Office and ask what they are going to do about it.



Ralph tries an interesting experiment whereby he attempts to sky dive off the bed into his doggy basket using a blanket as a parachute. It doesn't work of course, but then that's why dogs are our pets, and not fearless adventuring types who leap from light aircraft for a living. Needless to say, don't try this at home.



Ask yourself Ralph – is it worth it? I mean, sure you'd probably not be allowed around the house again if the kid dies, but you could always find another home. There's plenty of people willing to pick up stray dogs and look after them, and if all else fails there's always the circus. Or the Jeremy Beadle Show.



The caped canine – he's faster than a speeding train set, he's (seemingly) impervious to pain, and he can leap tall buildings in a single bound. He's also quite good at barking ridiculously loudly whenever anybody walks within 400 yards of the house and going to the toilet indiscriminately.

Playing tips for level one

- Don't jump while walking on telegraph cables.
- All objects have a use somewhere; it's not always easy to find out where though. (This is, unlike real life – take instant tea for example, it's not for drinking and I've tried it as a packing material, but it doesn't really work.)
- If you push Lee against a wall, you can turn him around without him walking away.
- Forming a bridge is much better than kicking to get Lee over a gap.
- Don't be afraid to let Ralph try the hazards, he's a 'toon and cannot die.
- Traffic wardens stop cars.
- And finally, feeling smug is perfectly OK – when you bought this game you helped Comic Relief a lot. Thanks. Be happy. Wear purple. Eat.

Sleepwalker – technical description.

Eight-way parallax scrolling in a frame with 32 colours on screen generally, with a potential of 256 colours on screen. There are 1.6Mb of full-screen animations and 2Mb of level and main character graphics. There are 160 sampled sound effects. There are six levels and five bonus levels, each with its own theme and puzzles. (In other words there are quite a lot of things in the thing which we've thingied in such a way as to make it really thingie.)

SUBSCRIBE!



Get the m your A

AMIGA FORMAT

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COMIC RELIEF



Power-up your games playing

Playing games isn't all fun and erm... games. Oh! go on then, it is, but there's more to it than that. Like keeping track of what the top development teams are up to, and knowing when the new blockbusters will hit the shelves. Then there's keeping up with all the new developments in game styles and programming techniques, so you won't be caught playing beat-em-ups when everyone else on the block is in virtual reality. And how will you know which games are worth your hard-earned cash, and which are just overrated trash? Then once you've dished your dosh, and you find that you're stuck on level one, you'll need a hand in getting the upper erm... hand.

So you'll be needing *Amiga Power*, the indispensable guide to everything to do with games on the Amiga. For the latest news, the greatest reviews and game-busting tips to be found anywhere (from the makers of *Amiga Format*).

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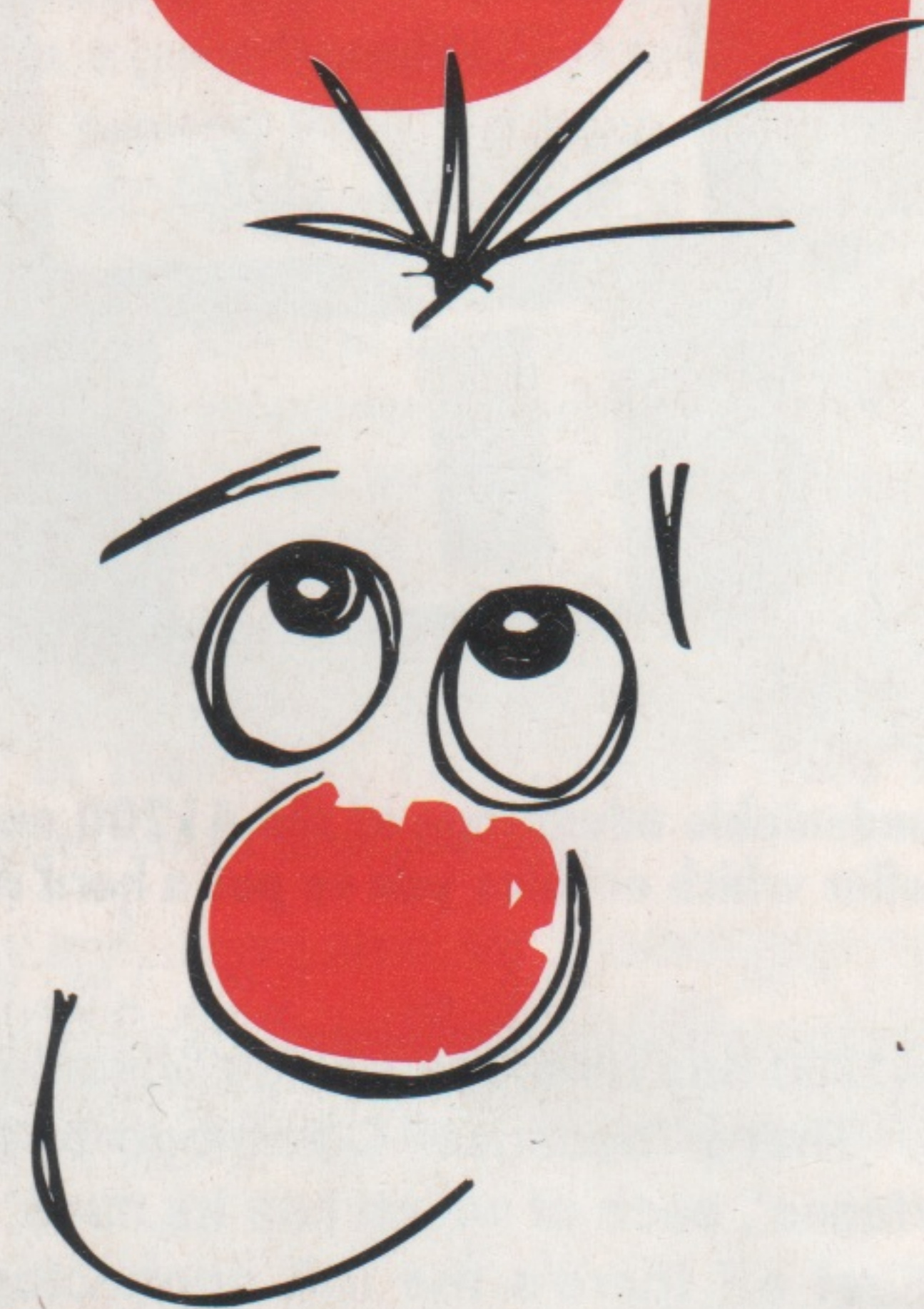
Why not get the best of both worlds, by subscribing to *Amiga Format*, the only magazine worth reading that covers the full scope of the Amiga world.

Whether you enjoy blasting aliens, or creating masterpieces of music or art, *Amiga Format* brings you the latest news, and the best reviews each and every month. But being the most reliable Amiga magazine in the world is not without its down-side! *Amiga Format* often sells out at the news-stands, but by subscribing you can ensure your copy is delivered by hand to your door every month, come rain or shine.

Just think about it – over 2,500 pages of magazine with reviews of 300 new games and over 150 items of serious software and hardware, plus stacks of information about how to get the best out of your machine, and all the latest news of what's going on in the Amiga scene – all for under £40. It's one heck of a deal.



Lost out of Amiga!



If you're gonna do it, do it right!

Now you've got an Amiga, you've opened the door to a whole new world. A world of fun and creativity, but before you begin to explore this vast new area you are going to need a guide. And there's no better guide to the 'serious' side of the Amiga than **Amiga Shopper** (from the makers of **Amiga Format**). Every month **Amiga Shopper** takes an in-depth look at all the new developments in 'serious' Amiga software and hardware, reviewing and rating a good deal of it too. What's more it gives detailed info on how to use the top utilities, oodles of programming tips and answers more questions in a single issue than you get in a whole season of **Mastermind**. This is a magazine written by the kind of guys who can tell a modem from a floating point unit, and know which way round to hold a screw-driver. And you get all this for the bargain-basement price of £2.25. You can't say we're not good to you.



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EXPANSION HARDWARE



One undeniable advantage of the A1200 and A600 over older Amigas is the built-in IDE controller which enables you to put a hard drive inside the case of the machine.

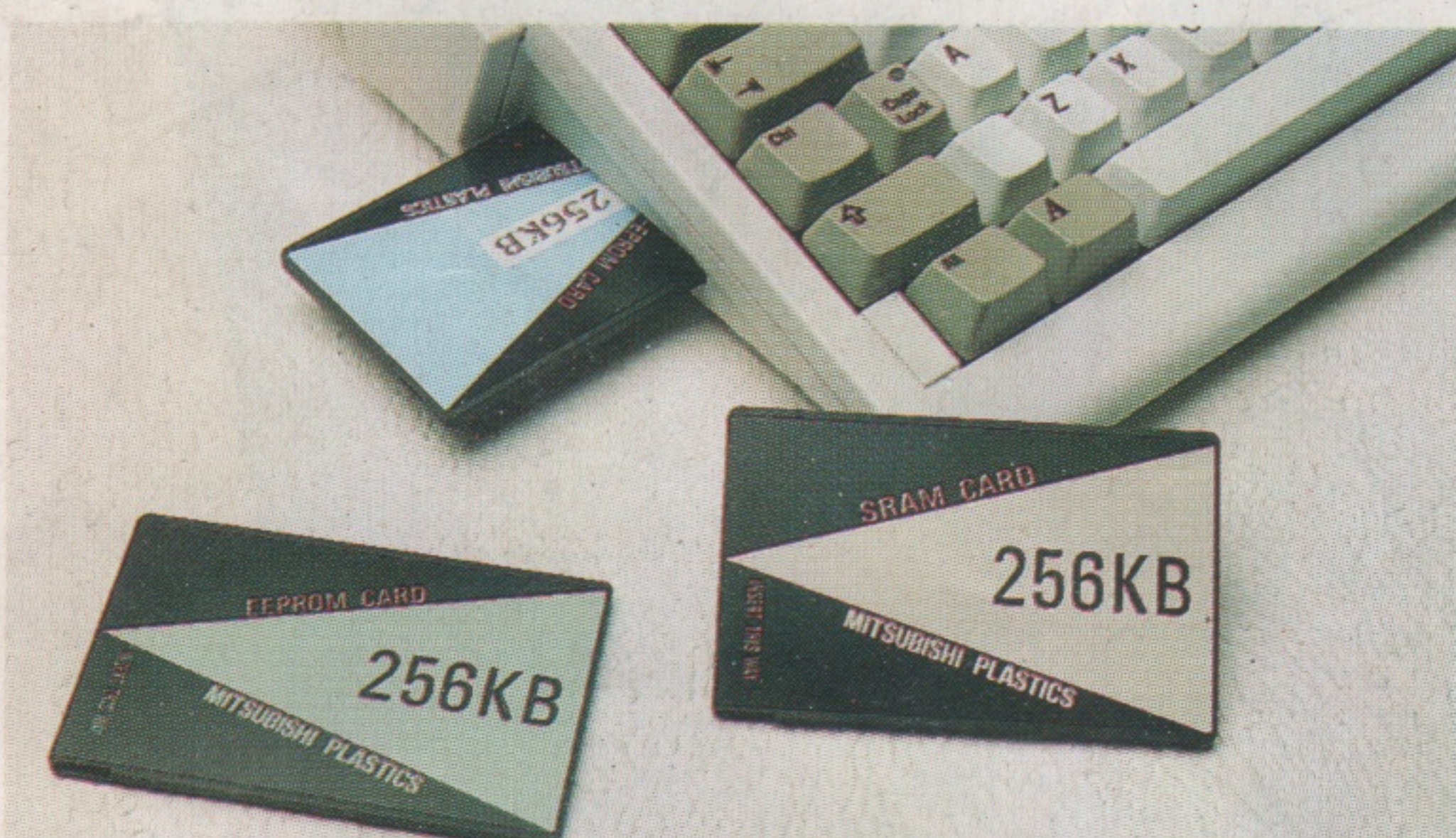
The A1200 has almost limitless possibilities when it comes to adding extra hardware. That's because Commodore have built into it several 'ports' and 'interfaces', each of which has its uses.

First off there's the IDE connector, which enables you to put a miniature hard disk drive actually inside the case of the Amiga. Owning a hard disk drive means that you can load and save programs quickly and with a minimum of fuss, and saves you having to constantly swap floppy disks. This makes it incredibly useful for software which relies heavily on disk storage, such as DTP and graphics programs, and some of the more complex games such as adventures and simulations.

Then there's the PCMCIA 'credit card' slot, which is mainly used for RAM expansions, though plenty of other possibilities are opening up, such as a FAX modem and a SCSI interface.

Finally there's the 'trapdoor' expansion under the machine, also known as the 'bus connector' - this is the most versatile of them all. Although it looks similar to the A500 trapdoor expansion, it's far more complex and will enable you to plug in such mouthwatering add-ons as a new processor (68030) or a PC emulator.

MicroBotics have just released an FPU chip which speeds up maths-related programs. This means with the chip plugged in to the trapdoor slot, graphics packages like *Imagine 2* (ray-tracing) and *Vista Pro* (fractals) will run at a faster rate. For the other expansions mentioned, we shall just have to wait and see what develops - watch this space very carefully...



A quick look on the left side of your machine will reveal an innocuous looking little hole. This is the PCMCIA slot, and you can put all sorts of things in here, most notably RAM expansion cards to give your Amiga more memory.

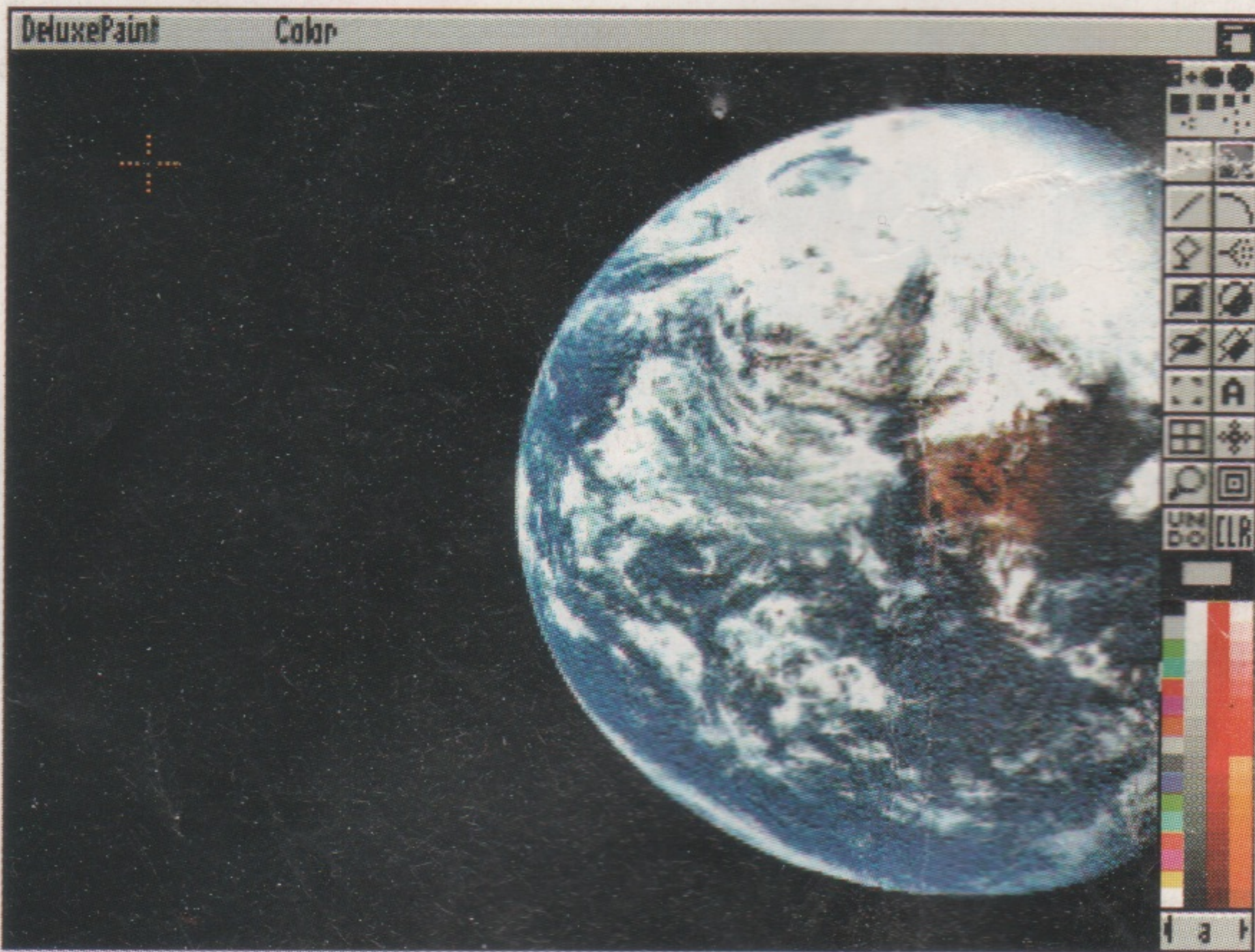
CREATIVITY

GRAPHICS - the most powerful area of Amiga usage is undoubtedly in graphics. Ever since the release of the A1000 back in 1985, the Amiga has been famous for the amazing pictures which it can produce and display. Your A1200 is capable of producing those graphics as well, and also offers several modes which can display even more awesome images.

No longer do you have to pay £1,000 for a plug-in card which can display 'true-colour' images, your A1200 can do that standing on its head. Without any add-ons, it is perfectly capable of displaying over 250,000 different colours at any one time.

Deluxe Paint IV AGA from Electronic Arts is the first piece of graphics software to take advantage of the A1200's power. This is pretty good because *DPaint IV* is the best paint package for the Amiga anyway, and the new version improves upon it. It's a powerful program with some stunning features.

As well as graphics creation, your A1200 can also be used to manipulate graphics. This is known as image processing, and a prime example of such software is *Art Department Professional 2* from ASDG. This is the most powerful image-processing tool on the Amiga, and will cost you around £200.



DPaint IV, traditionally the best Amiga paint package, has recently been updated to make use of the A1200's 262,144 colour mode.

Maybe you're new to the Amiga and maybe not, but either way there's a bewildering choice of hardware expansions and software decisions that lay ahead of you. Here's the briefest of brief introductions, to give you an idea of what's possible...

Top games

Obviously if you're not a games fan you can quickly skip this bit, but the chances are that at some point you will want to try your hand at some form of gaming with your Amiga. Whether you fancy an arcade-style game or the latest puzzle/adventure type, the Amiga has the largest games software base of any home computer, so you will find something to suit you.

With all these games available, how do you choose which ones to get? Never fear, *Amiga Format* is here! Knowing how difficult it is to pick out the goodies, we've compiled a list of the top games for you to peruse...

SENSIBLE SOCCER

Along with the excellent *Kick Off 2*, this is hailed as the best footie game of all time (on any computer). Mixture of arcade/strategy exactly like real football.



The fastest and most colourful platformer ever seen on the Amiga, *Zool* is a hot contender for the best Amiga game of all time.

ZOO

Zool is a ninja from the Nth dimension and he's in an arcade platform game to rival similar console games such as *Sonic*. Works very well, is slick to play and great to look at.



A racing game that is more of a simulator. You have to get all the factors right before you stand any chance of a Formula One victory.

FORMULA ONE GRAND PRIX

The nearest thing to actually sitting in a racing car, *F1GP* is a 3D simulation with all the thrills (and spills) of the circuit.

MUSIC – As well as graphics, the Amiga is also renowned for its incredible prowess in the sound department. As well as being able to synthesise sounds, it can store internal sound samples and play them back in stereo, so the possibilities for music creation are endless. Packages are available that not only enable you to control MIDI instruments, but they can also sequence the internal samples at the same time. This means that you can put together sequences of drums and bass samples, and add in parts from your external MIDI keyboard over the top.

To record samples into your A1200, you'll need a sampler. This is a piece of hardware which plugs in to your Amiga, and uses some special software so that you can manipulate your samples. The best value for money is *TechnoSound Turbo* from New Dimensions. This costs around £40 and comes with some excellent editing software.

To connect to your external MIDI keyboard you'll need a MIDI interface. This is again a small box that plugs into your A1200, and the best is the *MIDIMaster* from Datel Electronics. This is supplied with two MIDI cables, and costs £19.99.

Sequencing packages are available which enable you to sequence your samples and MIDI music, and these cover a wide range of Amiga users from beginner to professional. The package which is most easy to use is *Rave* from Software Business – a lot of power for a low price – £49.95. At the other end of the scale is Dr T's *KCS 3.5*, which is a professional sequencer and costs around £280.

'SERIOUS' SOFTWARE

When it comes to serious software, the Amiga has always had an extensive range available. With its advanced custom chips handling the graphics and sound, this means that the processor is free to do all the necessary number-crunching, so serious applications usually run quickly and smoothly.

Now the 1200 has arrived, with its previously only dreamed of power, the scope for serious applications has increased massively. Here we list only a few of the many categories of serious software that are available, and take a look at some of the best serious Amiga packages money can buy.

DESKTOP PUBLISHING (DTP) – the two top DTP packages for your A1200 are *PageSetter 3* and *Professional Page 3 AA*, both from Gold Disk. These packages make full use of the facilities offered by the new machine, such as 256-colour mode, and HAM-8 mode which uses a massive colour palette.

PageSetter 3 is aimed at the lower-end DTP user, for example people publishing fanzines and newsletters, but this doesn't mean that it has limited features. It is a supremely powerful package, offering enough facilities for most people, and has a very reasonable price tag of £69.95. *Professional Page 3* is on the opposite end of the scale. It is only useable by owners of a hard drive and offers highly professional results, but with a highly professional price tag to match (around £249.95).

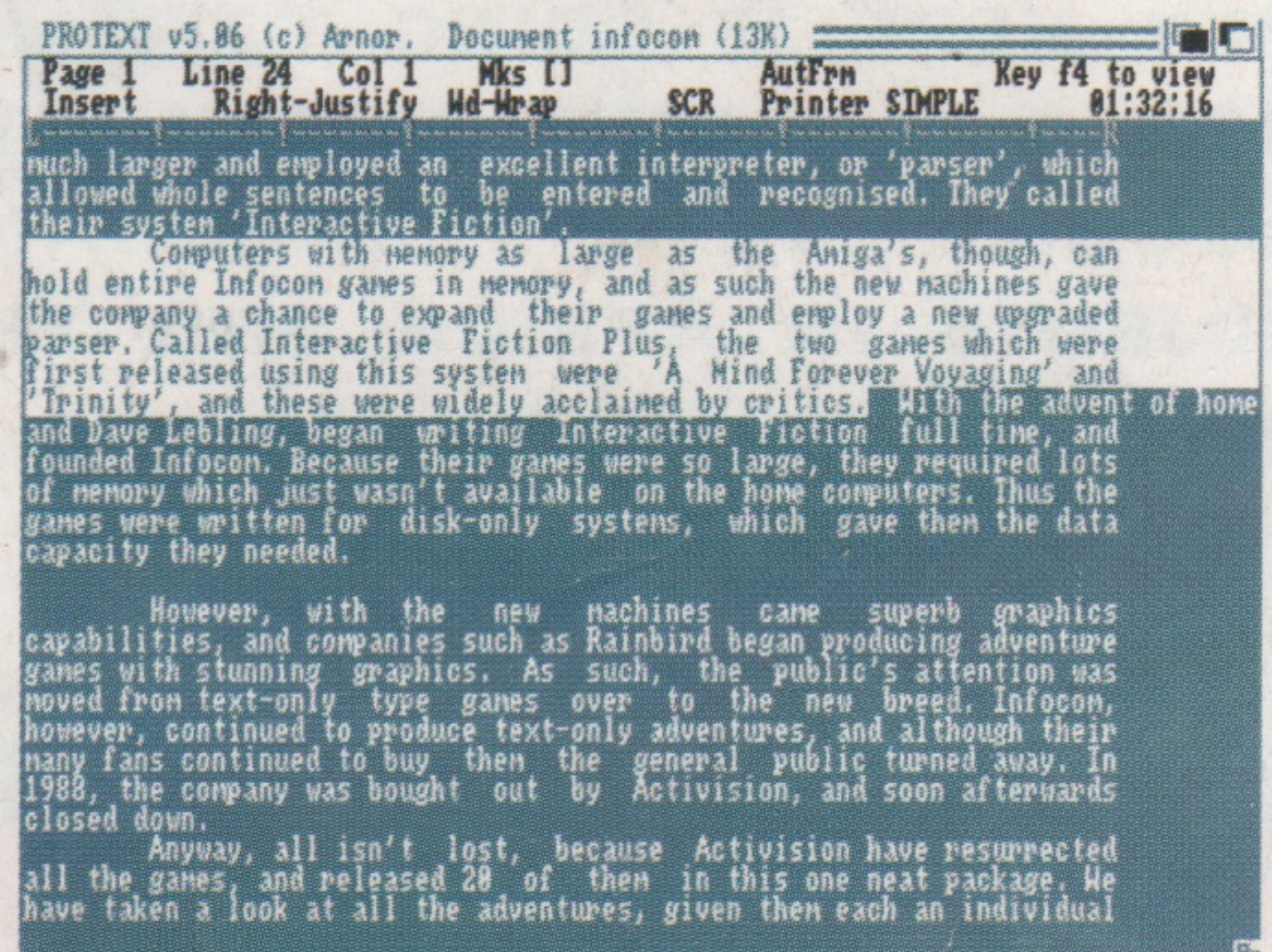
WORD PROCESSING – possibly the best word processor around at the moment is *Wordworth 2*, from Digita International. This enables you to create your letters and other documents using a range of typefaces (fonts), and insert images and other graphics. Although it will work perfectly happily on your A1200, it won't take advantage of its extra graphics modes. A new version is currently being prepared which will, and is due for release in late February. Current users can upgrade to the new version for free.

If you don't want all the frills of graphics and scalable fonts, but simply to enter text and print it out, we recommend *ProText 5.5* from Arnor. This is the writer's choice of word processor, and much of *Amiga Format* is actually written in this package. *ProText* is very quick and easy to use – but it really is meant for word-crunching only. Expect to pay around £150.

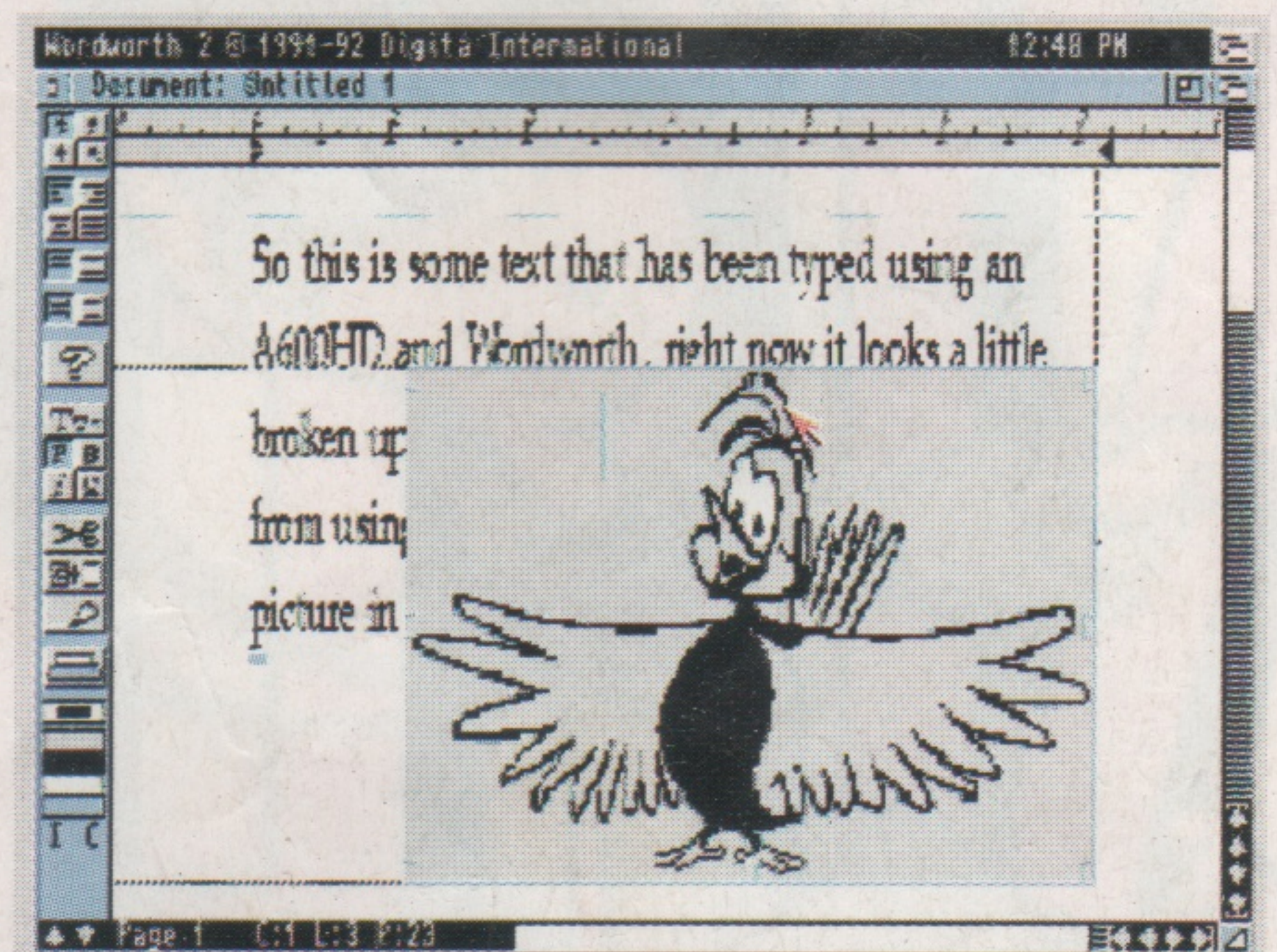
BUSINESS SOFTWARE – if you've bought your Amiga for business use, or you just want to do your home accounts on it, you won't be disappointed at the range of software that is available. For each of the applications you may need, there is a quality program to suit.

If you want a database program, get *Superbase Personal 2* from Oxxi-Aegis which will cost around £100. *Professional Calc* from Gold Disk is a good spreadsheet program, which is priced at around £160. To keep track of your accounts buy *Home Accounts 2* from Digita International, which is a steal at around £55.

If you want several applications, you could always go for an integrated package such as *The Works! Platinum* from Micro Systems Software. This costs around £90, but you get a word processor, database, spreadsheet and communications program. These are all tried and trusted programs in their own right, which have been brought together in one package.



ProText is the word processing choice of professionals, and even the journalists on *Amiga Format* use it from time to time.



Wordworth 2 is a word publisher (and a fine one). These programs combine the power of a DTP package with the flexibility of a word processor.

What happens next?



An adventure game with a difference, *Monkey Island* has quips for weapons, and enough puzzles to keep you captivated for weeks.

MONKEY ISLAND 2

Take control of Guybrush Threepwood, a swashbuckling pirate, in his quest to rid the world of the ghost LeChuck. Possibly the best adventure game ever.

PUTTY

Another platform game, this time there are puzzle elements involved. Guide a cute blob of putty on a mission to save his friends.

LEMMINGS

An infuriating puzzle game, where you must guide a suicidal tribe of lemmings (hell-bent on suicide) past a number of obstacles to safety. Inspired.

JAMES POND 2: ROBOCOD

Another platformer, with a fishy main character whose aim is to destroy the evil Dr Maybe. Lots of laughs, cute graphics and playability.

CIVILIZATION

The mother of all strategy games, this puts you in control of a large race of people, and your task is to develop them to compete with rival tribes.

EYE OF THE BEHOLDER 2

This is undoubtedly the best computer role-playing game ever to be released. Bags of atmosphere as you guide four players through monster-filled dungeons.

JOHN MADDEN'S AMERICAN FOOTBALL

You can play this as an out-and-out arcade game, or as a strategy game, but it is best played against your mates. A real blast and a favourite in the *Amiga Format* office.

INDIANA JONES & THE FATE OF ATLANTIS

The follow-up really to *Monkey Island 2*. Guide Indy around the world in his quest to find the secret of Atlantis, with his sidekick Sophia. Plenty of laughs and superb action.

GET READY 4 THE INVASION

PLAY THE GAME FOR...

COMIC RELIEF HAVE AT LAST GRASPED THE FACT THAT ALL THE PEOPLE WORTH COMMUNICATING WITH THESE DAYS BUY COMPUTER GAMES - AND IT'S A REVELATION WHICH THEY HOPE IS GOING TO MAKE THEM A BLOOMING FORTUNE TO PLOUGH INTO BRILLIANT PROJECTS IN AFRICA AND THE UK.

COMIC RELIEF

SLEEPWALKER



HERE ARE SOME IDEAS ON HOW YOU CAN GET ONTO THE SLEEPWALKER SPONSORSHIP TRAIL:

- BUY SLEEPWALKER - A DECISION YOU WILL NEVER REGRET - THE GAME IS VOICED BY LENNY HENRY, AND WORKED ON BY SOME OF BRITAIN'S FINEST COMIC MINDS (and a couple of gits who happened to be round that evening). FOR EVERY GAME BOUGHT £4.32 GOES TO COMIC RELIEF
- TAKE PART IN THE GREAT SLEEPWALKER CHALLENGE, WHICH WILL BE INVADING ALL THE BIG RETAIL CHAINS DURING THE WEEKS BEFORE RED NOSE DAY - MARCH 12th 1993.
- ORGANISE YOUR OWN SPONSORSHIP CHALLENGES LIKE: BEATING YOUR HIGHEST SCORE - TAKE ON YOUR DAD, OR YOUR TEACHER, OR EVEN YOUR SCHOOL IN A SLEEPWALKER CONTEST. DREAM UP YOUR OWN HIDEOUS CHALLENGE TO HARRANGUE YOUR FRIENDS.



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