

MB 9/89

ILLUMINATION - No longer a game, but a way of life.

** Forget ALL previously released games! Illumination has come, and next the thought is: "It can't be like this!" Read about the greatest game through the ages and cry yourselves to sleep.

"Illuminatus? What the hell Illuminatus?" That's what the undersigned thought raukka and mistakenly opened the tough package. When the cover read "Atari ST", and in the package I found a "Guide of the Universe" of almost two hundred pages, huge the star map, four different key diagrams and five floppy disks were forgotten work and the run home began. This world faded away, a new one took its place.

Illumi-Elite?

The beginning feels familiar. The player gets a weak spaceship and some money, which after that, the universe awaits. It already feels very familiar, but when plays for a while, admiration begins to raise its noble head. Such a good game CAN exists! The ultimate goal of Illuminatus is to reach at least a thousand planets to be emperor. There is plenty of choice, because the universe consists of 7 million pin from the planet, and anyone can visit. There are about a thousand planets different degrees of life, and a couple hundred civilizations. The player starts with the Cod Mk.I ship, which is nipa napa for cargo transport a suitable lightly armed and protected vessel. Enough money and Rassi changes As a Constellation-class battlecruiser, a Khartan merchant ship, or out of about thirty alternatives. The landing is by no means handled by the spacecraft itself, but for it is the Galileo MK-7 shuttle.

The surfaces of the planets are at their most sparse Virus-type point plateau, but fractal mountains help create realism. The Illuminatus universe works logically. Machine controlled ships also fight against each other, for example when the player escapes from two police sin Terminator and suddenly five pirates pop out of outer space Excalibur. And the other ships really seem to be piloted by an intelligent being, especially when they understand the "SURRENDER OR DIE" messages sent by ansible. No wonder Jurgen bragged about his AI routine. Both the platform itself and the shuttle can be armed or equipped with different weapons with engines, weapons, and accessories, of which there are a modest five checkered. Cheap radar-guided Shark missiles can be used for money allowing you to progress to, say, planet-destroying Shatter chain reaction bombs or to Novagenerators that will bring down the entire solar system. Particulate kits become cheap because they do not use energy as a fraction of the to lasers and collect their own fuel from interstellar hydrogen clouds, but on the other hand Morita lasers tear ships to pieces faster than the eye perceives. Owners of the robot controller card only need to give the firing permission. And this solitary flight is just the beginning. Money and influence as the player grows, he can hire mercenaries to escort him. The worst a pirate squadron or an Enerrean naval division will think twice before like ten robot lasers and particle cannons attack Attacking the Khartan ship protected by the best Hayden generators that money can buy. The player can try to increase his influence as a merchant prince, a politician na or simply as a space hound. The latter option might although it ends badly when the Imperial Navy decides to get out of the Yellow Beak get rid of Emperor Plant

When the power starts to increase, the player is no longer flying alone in space, but commanding his growing merchant/military fleet from the comfort of his office with excellent on the icon-driven screen. He can hire assassins to eliminate the dis- seditious opponents, establish secret mines on unknown planets- le, tighten the undeveloped solar systems with Novabombs with caution, however Imperial police and secret service. A few slips and former top- the puppeteer flies as an outlaw looking for a new planet to start from the conquest of the universe. It is therefore worthwhile, if funds allow, to equip the ship sa with everything possible and transfer enough initial capital in Alflofol's dark- le accounts.

I was very attracted by the opportunity to play with the other hand of the benevolent a politician and a ruthless Mafia boss on the other hand. Just like real life. And the wonders of the Universe don't end there. In addition to the sections mentioned above the game includes both strategic and tactical battles on both planets on the surface as well as in space. When the number of own ships grows so large that- if the ST's capacity is no longer enough to handle it, let's move to tactical combat- to the battle (usually around 30 ships participating in the battle) and later, when we are talking about maybe even thousands of ships, let's move to a strategic battle. The wars on the surface of the planets are very similar to Interstellar's Empire, which is a big plus. You can land a ready-made army on the planet, or a small ar- meija takes over the cities and starts producing military equipment.

Implementation

Note that so much time has been spent on the development and programming of Illuminatus like love. The game can be transferred to a hard drive and it works in black and white even in Nitori. Fast filled vector graphics in themselves look familiar So-test and other similar things, but as a very good idea let's mention the possibility the ability to switch to pure vector graphics, so twenty ships battles proceed at a commendable speed. The surface of the planets works well even when flying among fractal mountains. It can also be on the surface of the planets switch off the filling, then there is no speed problem.

Management of strategic, tactical and business screens is easy with the mouse and there are no complaints about them. There are few sound effects, which According to Jurgen, it was because the main focus was on the versatility of the game, no with sounds. Totally worthwhile. All tables, lists and tips can be printed directly on a printer or lo-ki file to disk. Since they are saved directly as ASCII, can texture using forget all notebook/pencil attempts. Lord British, take a lesson!

The best is yet to be mentioned. The game can be played via a modem against up to four friends at the same time. In real-time portions of the program always chooses the closest player, otherwise the machines will call each other whenever a player does something of wider significance. The transfer runs in the background ta drive, so you may not notice it except for the whine of the modem. Illuminatus requires a megabyte of memory and at least one double-sided disk position. No wonder, because the game is compressed onto five double-sided floppy disks. le uncompressed data reportedly takes eleven diskettes.

All in all, Illuminatus is a game where there is simply nothing to be found fault. Even this article can reveal only a little of the Illuminatus about the surface, jokes, humor, etc. etc. A complete game that to go down in history, God, I llove it!

Jurgen Sternreise at the end of the line

Of course, MikroBITTI, muted by desire, called Germany like a wolf and got a wire-himself Jurgen Sternreisen, the game's designer and main coder. The graphics and graphics routines were coded by Erik Dorf. And now Jurgen tells Illumi-birth of natus. Making Illuminatus started as early as 1986, when the Atari ST was still around new machine. Jurgen was an old Elite fan who was upset by the limitations of Elite.

While learning C and 68000 machine language, he programmed a couple of games from which supported Illuminatus' strategic shares. Jurgen is studying computer science at the University of Hanover, and so are he and Erik are on the game market for the first time. As the Illuminatus began to approach the sell-game, the boys decided to found their own company, Enterprise Games (Yep, Jurgen thinks Star Trek is "my religion". And you can tell. Familiar names ring out everywhere, for example heavy battlecruisers are Constitution-class yeah). The risk is not small. Both houses and cars are collateral for the debt,

"so don't copy our game".

Illuminatus is to be ported to PC with the US market in mind and maybe for the Amiga too. However, Jurgen and Erik do not intend to do the translation themselves. ritta, because according to what they say, they are sick for the whole game. Finally, Jurgen, what brought you to this mammoth undertaking? "I wanted to make the world the best game that no one can complain about". And that's JUrgen has to fucked up!

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What was ILLUMINATION

The time has come to reveal the secrets of the Illuminatus, now that this fun April Fool's joke is already in the past.

Betrayers

The Illuminatus idea started as a modest game review at an event on a list that, of course, would not exist, but that would be of interest to everyone. However, McGyver and Knightrider II were abandoned, and it was decided to "create" a game, which would change the gaming world as we know it. The main culprits are Nirvi, who designed the basic frame and wrote the text. Other delivery is responsible for additional ideas. The pictures were faked very or- usually Teittinen with the help of DPaint II. And then we had a game ni-from Illuminatus.

What happened then?

Naturally, after the publication of the magazine, most people believed that Illuminatus was true and it is said that there was quite a polemic in the pits about the topic. Two-mouthed There is no information about the stages of the gambling importer, but if a smaller the kemus are comparable, they were hardly laughed at. Eager Illumina buyers filled the lines and businessmen called around the world to get the game ordered. Apparently, for this reason, delivery the manager of the English

CRL called to ask for more information about this great pe-list. "I am impressed," he stated after hearing the truth and hung up. So if you got lost, at least you weren't alone.

Fair play

Originally, the table of contents was supposed to read "ILLUMINATION - this year's April Fool's joke" (who reads the table of contents anyway), but Murphy's Law got in the way. However, the observant reader should have wondered about the heavy Star Trek or kittens. "Jurgen Sternreise" for example is in English something like "John Star-trek", and older readers remember the TV series "Poltouhrit", which featured Erik A Nazi officer named Dorf.

What do we learn from this?

However, the actual lesson is this: Illuminatus would in principle be possible the list implements. Almost every part game has a predecessor. Vector graphics games are Elite and FOFT, three-dimensional fractal graphics were visible in Lucas- in the movie games Rescue On Fractalus, Eidolon and Koronis Rift. Tactical and strategic space battles have not been seen that much now, but tactical and strategic level war games, among other things, SSI is full of. And Empire is Empire. In other words, all that would be needed is a skilled group to gather together, to play different games with the key-pack it under the basic frame and Voila! we would have Illuminatus.