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Demos and the Apple IIGS

The time before the mideighties was the time of C64. Though back then an another machine was quite popular too it was apple II. Then came amiga and the atari st line. In 1996, **Apple** rolled out their **Apple IIGS**, the last of the apple II line. Unfortunately, they did not support it at all because of the macintosh. Also, as with all their products, it was quite expensive. **Apple IIGS** (henceforth – GS) has a 65816 processor, making it a switchable 8bit/16 bit apple II still completely compatible with the old apples. It has two video resolutions: 320x200 and 640x200 in 256 colours, 16 colours per pixel line, 32 voices **Ensoniq** sound chip but only 2.8 mhz CPU and even slower graphic bus at 1 mhz.

Due to all these circumstances the machine was born to die. Nevertheless, some talented programmers and graphicians emerged and created some very nice software. In particular, games like **Rastan**, **Task Force**, **Zany Golf**, **The Immortal** and others show the real capabilities of GS. Much later technically stunning version of **Wolfenstein** was released. You can find these and many other games at the **Gaming Memory Fairway**:
http://www.inwards.com/~fairway
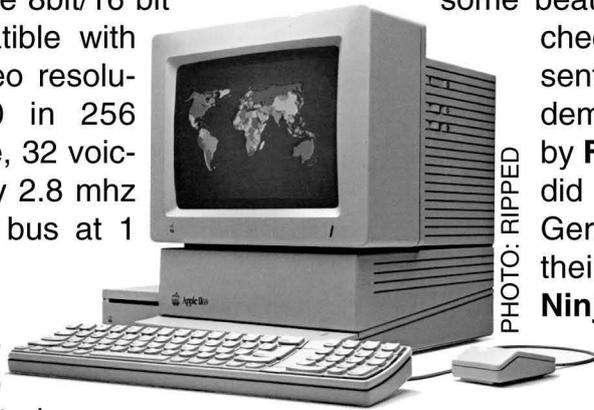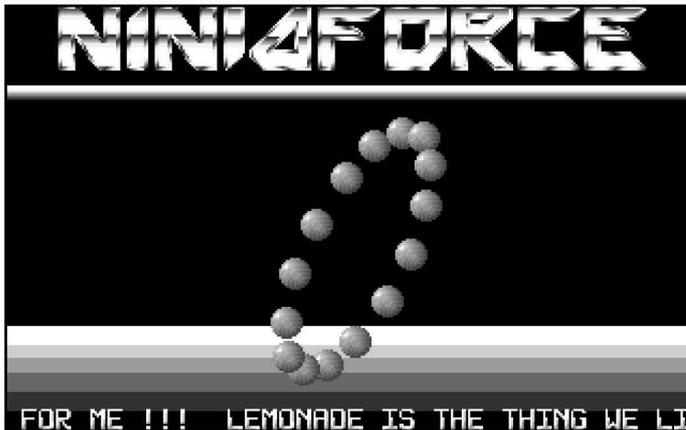

SNAP: DELTA BY FTA

PHOTO: RIPPED

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i t . Most owners of GS were and still are Americans and they are not known as great demo programmers on other platforms and thus also not on GS. Small as the European **Apple IIGS** scene was, only very few demos were created. The most active group was the French group **Free Tools Association** (**FTA**), who made some beautiful demos you might want to check out. Even **Apple France** presented the GS with one of their demos, named **Nucleus**. Inspired by **FTA**, some American groups also did less attractive demos. In 1994, German group **Ninjaforce** finished their second demo simply called **Ninjaforce Megademo** which even won **Mekka Symposium'1997** party! Other names worth mentioning are **Digital Exodus** and **GS Association**.

You can find all the GS demos and reviews of them at our website:
http://www.ninjaforce.com
(look under – special – demoscene). Nowadays it is quite hard to get hold of a real GS so you might want to pick up an emulator and have a look. Links to emulators for PC and macintosh can also be found at the **Ninjaforce** website.

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To give proper credit, apple's own **GS/OS** operating system has a lot of good ideas and features with