



Your turn!

How to program your own games in assembler

If you've ever wanted to become a games programmer, now's your chance. A complete assembly language on the coverdisk, plus a 'beginners' kit' of code and a complete tutorial from Bullfrog coder Scott Johnston. Don't think you can learn from a magazine article? Believe it – that's how Scott learnt!

What better way to learn to program than from experts like Bullfrog, the programming team behind the legendary *Populous 2*? And, what better person to learn from than a coder who now works on the Bullfrog team, and yet learnt how it's done from a magazine article?

Bullfrog leader Peter Molyneux explains: "A year or so, when *ST Format* (Amiga *Format*'s sister magazine for the Atari ST 16-bit computer) ran the series we wrote for them teaching people how to program, Scott had applied for a job as a trainee with us."

Bullfrog regularly takes on trainees and teaches them how to code, as well as taking youngsters on work-experience placements, which is why they have a well-established

training system that forms the basis for this series. Anyway, back to Peter...

"We didn't have a job for Scott to do at the time, so we couldn't take him on. Anyway, Scott went away to college and taught himself how to program from the series in *ST Format*. A year later we were able to take him on, and by then he already knew how to code." Which only goes to show that you can do it too.

What we've got for you is the assembly language *DevPac 2*. Assembly language is used in nearly all professional Amiga games, because nothing else is quick enough. We've also got a code 'shell' provided by Bullfrog, which is exactly as used in *Populous 2* and handles a lot of the tricky setting up of the

Continued overleaf

The **AMIGA** Collection
FORMAT

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From HiSoft

COMPLETE PROGRAMMING PACKAGE!
Take some tips from *Populous II* creators Bullfrog as they tutor you to games-writing prowess with this fully-featured machine code package. Go on, beat the softies at their own games!

● A 500 Plus Compatible ● 1Mb Recommended ●

Above are four members of Bullfrog, the people behind this tutorial. Ever heard of *Populous 1* and *2*? These are the people responsible. Bullfrog don't go in for really complicated, in-depth programming techniques – they like to keep things simple.