

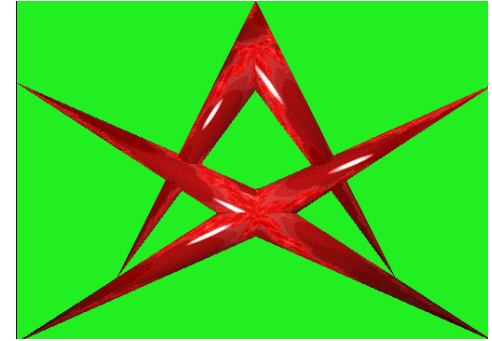
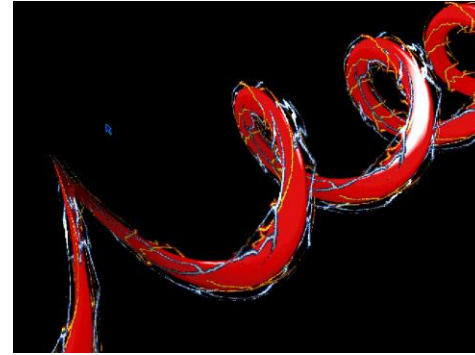


NATHAN AND RISC OS

Some period between 1995-2003 something or other

**Brief intro of how I
entered the RISC OS
world**





FULL SCREEN GRAPHICS

Pre-1995



NORSOFT
(CHRIS COE)

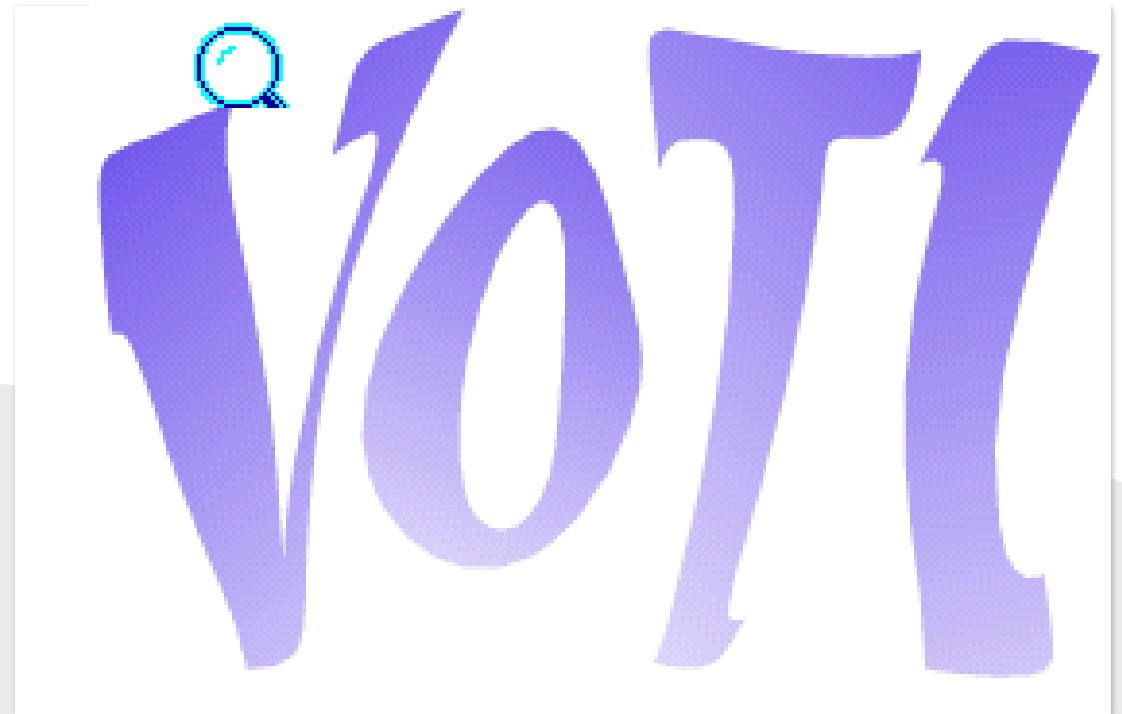
1995

VISIONS OF THE IMPOSSIBLE
(VOTI)

JOINED IN 1996



VISIONS OF THE IMPOSSIBLE



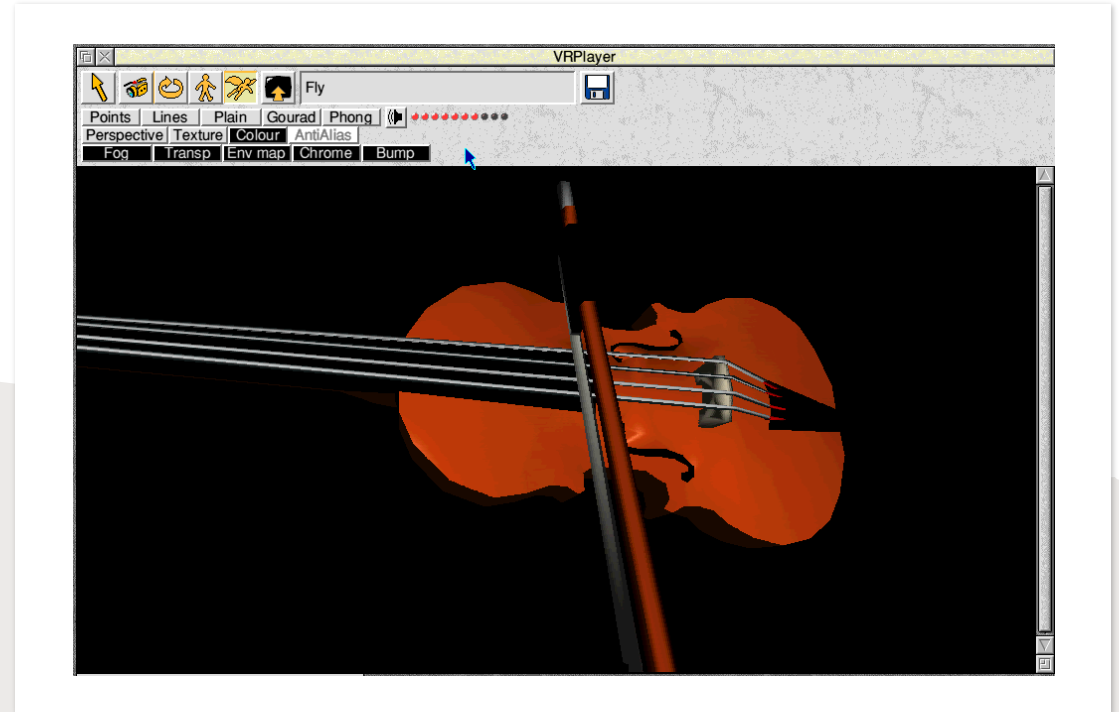
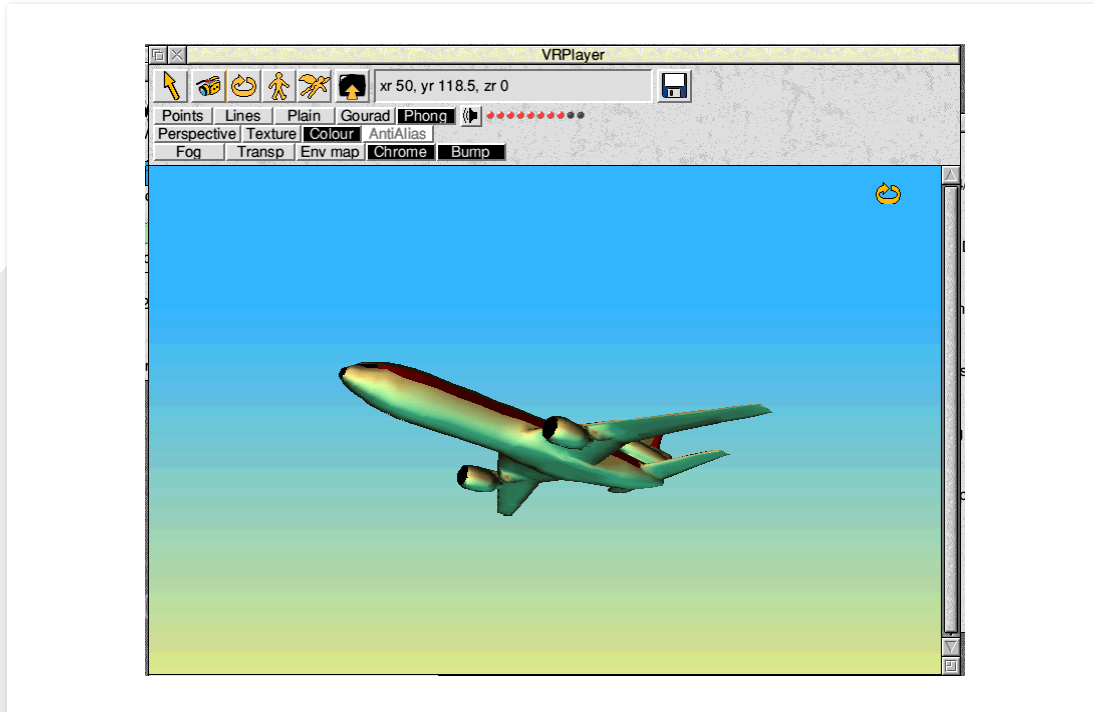
1996 ->

SCORPIUS (I TRIED)

1996 & 1997



ASPEX SOFTWARE – DAVINCI/VRML



1998

SUNBURST



1998

Game Completed

VOTI: SUNBURST

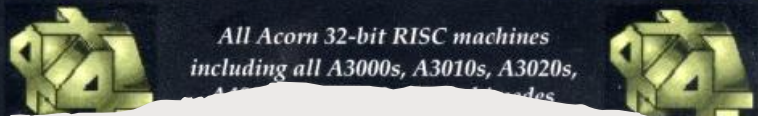
1998



STAR FIGHTER 3000



Chocks Away Compendium



All Acorn 32-bit RISC machines including all A3000s, A3010s, A3020s, and A3030s.

Stunt Racer 2000

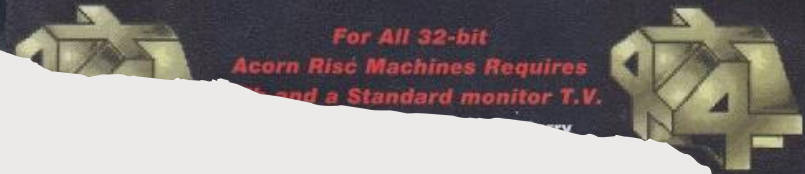
'A game ahead of its time!'

= 2 Player RACE -

Player	Kris	Mel
Result	CRASHED	CRASH
Avg Speed	94.99 Mph	97.64
Distance	5.92 Miles	6.08 M.
Cash Award	Nil	Nil
Best Lap	01:23.3	01:18.8

RACE SUSPENDED

Features
2 PLAYER
and
SERIAL LINK
Options



For All 32-bit Acorn Risc Machines Requires a Standard monitor T.V.

FEDNET SOURCES
1998



EARLY STARFIGHTER

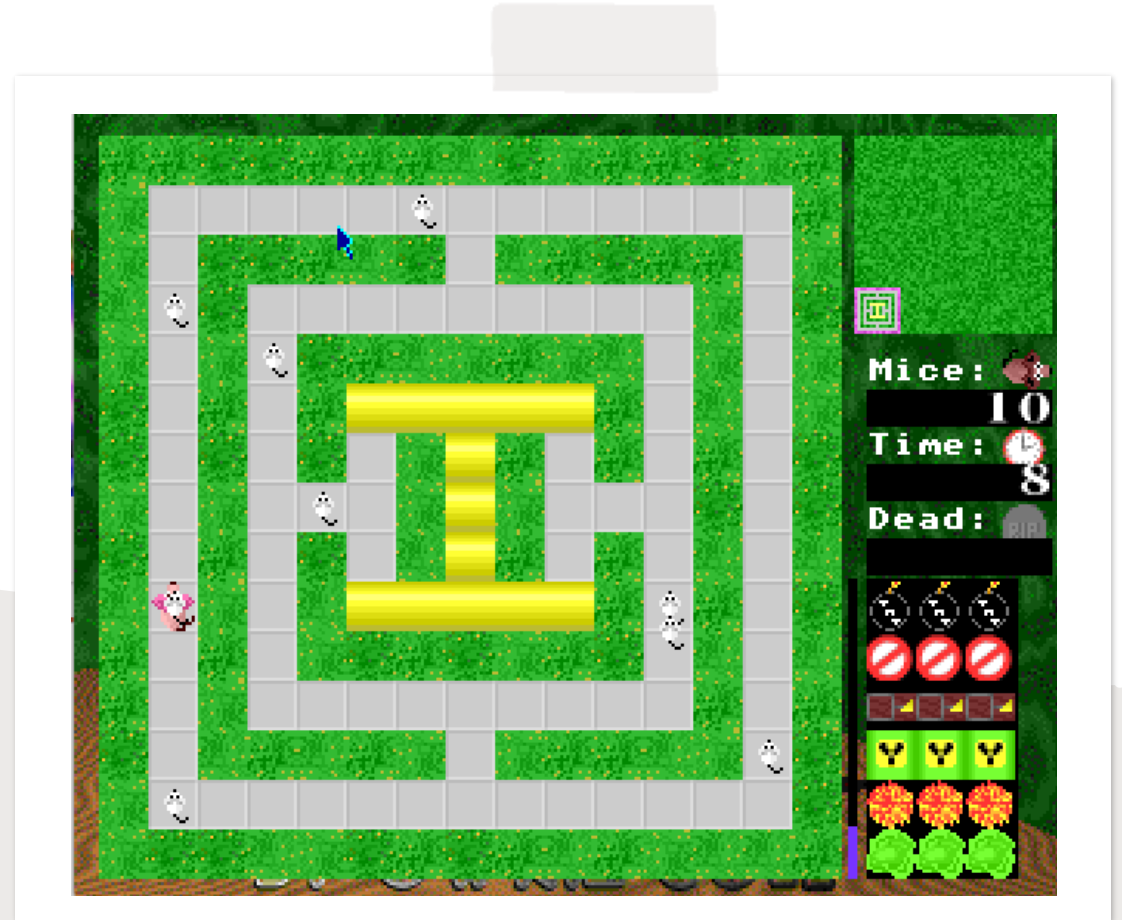
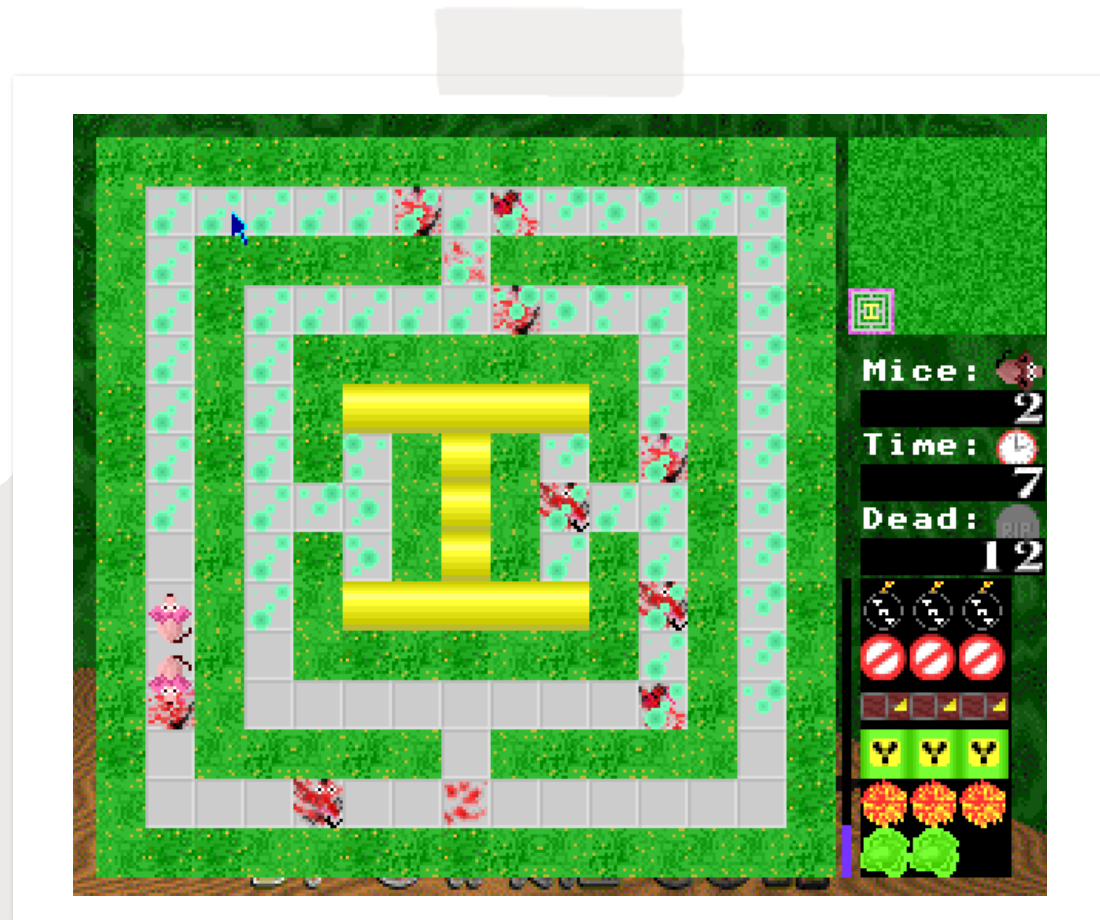


STARFIGHTER HAVE WAVES?



DFI JOINED VOTI

1998



WHO REMEMBERS MICE?

1998

OTHER OWAIN BITS - BLOOD

OTHER OWAIN BITS- BLOODYHANDS

OTHER OWAIN BITS - WOLFY

OTHER OWAIN BITS- HOUSY

OTHER OWAIN BITS - MINIPET



OTHER OWAIN BITS- SQUABLE

OTHER OWAIN BITS - VIRTUPET

OTHER OWAIN BITS - SFE -
RABBITPATCH

17TH SEPTEMBER

1998

Acorn leave the market.

operations, it is implementing a fundamental restructuring programme which will enable the Company to become more focused as a digital TV and thin client services company. The programme will also allow Acorn to establish key strategic alliances focusing on profitability and growth in these markets.

In August, the Board's interim results statement reported that the Chief Executive had been empowered to create quickly a focused and sustainable business for the benefit of all shareholders. The new management team also made clear its intention to take early steps to reduce the losses and cash consumption in the non-ARM businesses. This was to be achieved through a combination of disposals, increased focus on targeted revenue-earning activity and a related cost reduction programme.

As a result of completing its strategic review, Acorn is cancelling its Risc PC 2 project, and is realigning its infrastructure and support costs so that they are appropriate to the new company structure and size. Acorn will continue to supply existing desktop computer ranges, notably the Risc PC, but it will be postponing its annual show for the specialist market and is planning to transfer its logistics and systems activities to Xemplar, its 50% associate.

As part of the infrastructure realignment, Acorn will be reducing its non-engineering staff by around two-thirds, and will be reorganising its engineering staff onto direct revenue-earning design and consultancy work. The overall effect of these changes will be to reduce



Sources Available

Applications ~ Games Related

Applications

!App

This is another application launcher but it works in a different way that others. It got inspired by web browsers which guess the URL you would like to visit if you only enter the first characters. So if you enter "drobe" they know you mean www.drobe.co.uk.

This is a version for applications. This version of the program works so far but it could be expanded.

Freeware.

Click [here](#) for the application [7K].

Apps

[!App](#)

[Jeux](#)

[Kino](#)

[Merlin](#)

[POPStar](#)

[RenaMe](#)

[SNES](#)

[Syslog](#)

[VOTI Bin](#)

Games

[Biohazard](#)

[Blast](#)

[Jaw Wars](#)



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[About ROJO](#)



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Current Vacancy Information

BEEBUG Ltd

Computer Engineer - Trainee - Full time - St Albans

BEEBUG are based in St Albans and install computer networks in schools mainly in London, the Northern Home Counties.

We are looking for an enthusiastic person to join the team. Work involves the design and physical installation of the network infrastructure, the supply, installation and configuration of computer workstations and servers. We also provide on-going support by telephone and on-site.

The operating systems that we work with include Windows 95/98/Me/2000, NT 4, Linux and RISC OS. Experience in at least one of these is required.

... will be provided on any of the above as necessary.

... but not essential:

Supporting Companies

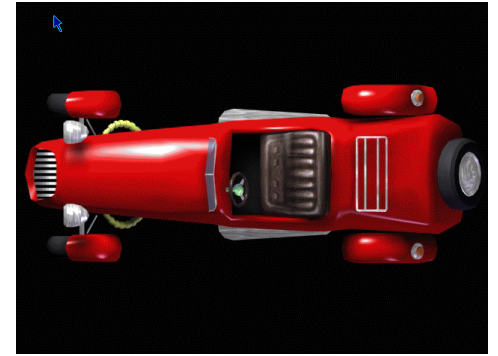
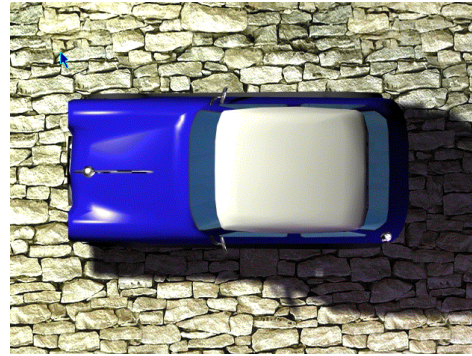
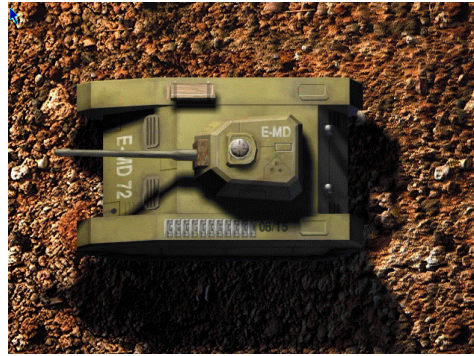


CODING VAULT, ROJO
1999



EAT MY DUST (EMD)

1999



DANIEL AMEND – EMD GRAPHICS

SCORE

0009100

CREDITS

0000400

5

0000000



VOTI/GEK: SUMISU SAN
1999

THE
CHAOS ENGINE

© THE BITMAP BROTHERS 1992-3

2000



CHAOS ENGINE
1998-2000



M E R C

Original Dan Malone sketch
(2023)

A dramatic landscape featuring a cloudy sky with a bright light source breaking through the clouds. Below the sky is a low, grey stone wall. The foreground is a paved area with rectangular tiles. The bottom edge of the image is torn, revealing a white background.

NEW HORIZONS

NC Commercial Tester of SFENet

Tester 1. 18/4/2001

Please read the Purpose and Points to note below

Purpose of the Taster

- 1) To see if SFE works on an NC.
- 2) To see if there are more optimum key sets (ie which keys do what) than currently set up.
- 3) To provide feedback about network games of SFE to VotI.

Points to note:

- 1) This software is NOT to be distributed in any shape or form without the express written permission of Owain Cole, VotI, owain@totalise.co.uk
- 2) This software has a basic over-internet game if an internet stack is available. Currently, only a one o one link is available. To start an internet game, click on the player two icon until it turns into a web sign. When you click start game you will be prompted for an ip address, or you can listen for another incoming connection. The game play is currently jerky and there appear to be some bugs. (This is VERY welcome to Owain at the moment.)

VotiNet Help

Introduction

Welcome to VotiNet. VotiNet is a module designed to make writing network applications (particularly games) easier. Features include a simplified API compared to raw sockets with specific support for client-server gaming architectures.

For more information see the Docs directory.

VOTI: SFENET

2001

FLAYMZ: STARFIGHTER: 3DO

1998- 2002





FLAYMZ: STARFIGHTER: 3DO

2002

Finally got it all into a single absolute file! The source needs about 4mb
of wimslot to assemble (subject to unknown asm mnemonics :-)

Hit escape or hold space to exit.

Have a good Christmas and all that, and good luck with the game... I'm out
of here.

Paul Thomson

Parallel 24bpp



Flaymz: Starfighter – pT Test - 2002

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Password:

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[meeting on... Hughes and](#)
[Peter Richmond](#)
[- July](#)
[The Icon Bar: News and features: VOTI call it a day](#)

VOTI call it a day

 Posted by [Tim Fountain](#) on 15:11, 18/5/2002 | [Games](#), [RISC OS](#)

Nathan Atkinson has posted an official statement about closure of coding group Visions of the Impossible. VOTI have been responsible for a number of great RISC OS games over the years, my personal favourites are tetris-variant Super Foul Egg, and space game [SunBurst](#). More recently they've been working on racing game EMD, although have been struggling to find a graphic artist to help them finish off the game. Nathan has been quite public about his lack of confidence in as he puts it the "head factions" in the RISC OS world.

Here's a quote from the press release:

This is an official statement to inform you that VOTI is now officially closed and will not be developing software. The reasons for this are two-fold:

- 1. Owain (main programmer) now has a job with a software firm and like Paul Thomson he does not want to write software around the clock.*
- 2. Owain and the rest of us feel that the market will not recover from its current situation and our enthusiasm has gone due to the "head factions" in the RISC OS world.*

What about our software? Our software will remain under the conditions of each respective program original documentation.

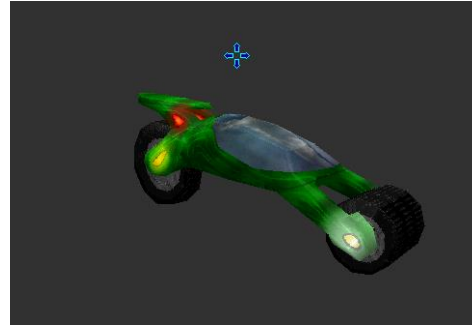
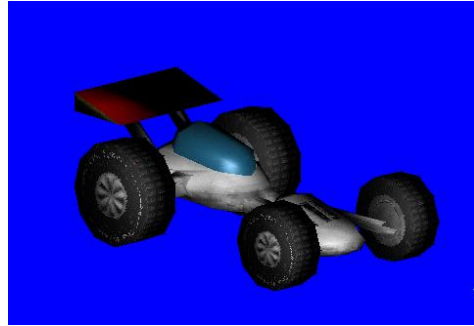
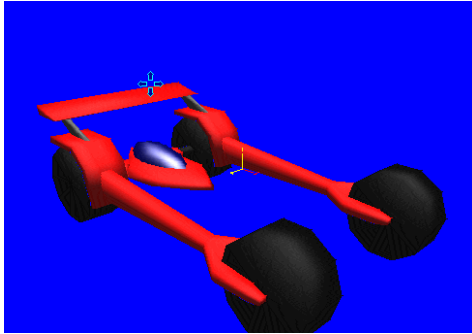
EMD and all other projects (bar one, see below) are cancelled and we will not be releasing the code to the public domain for the foreseeable future.

As mentioned above there is still one project being worked on, the reason for this is that it is set for a commercial release so we are being paid. Like Krisalis software many years ago they left the market after releasing the brilliant Alone In The Dark VOTI will leave with a bang. I cannot and will not mention any details about the project but it is big and if/when finished will show what a real organisation

VOTI CLOSURE: MAY 2002

The background features the words "DEATH RACE" in a large, stylized, 3D font. The letters are outlined in a bright purple/pink color and have a glowing, metallic texture. The word "DEATH" is on the top line, and "RACE" is on the bottom line. The letter "Y" is positioned between the two lines, acting as a central vertical element.

DEATH RACE: 4000



UNFINISHED: DEATHRACER 4000

Graphics: Joe Burmeister

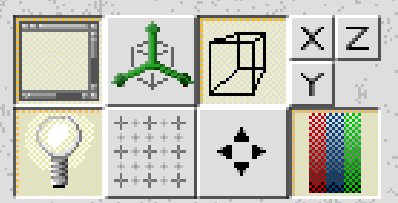
DEATHRACER 3D ENGINE



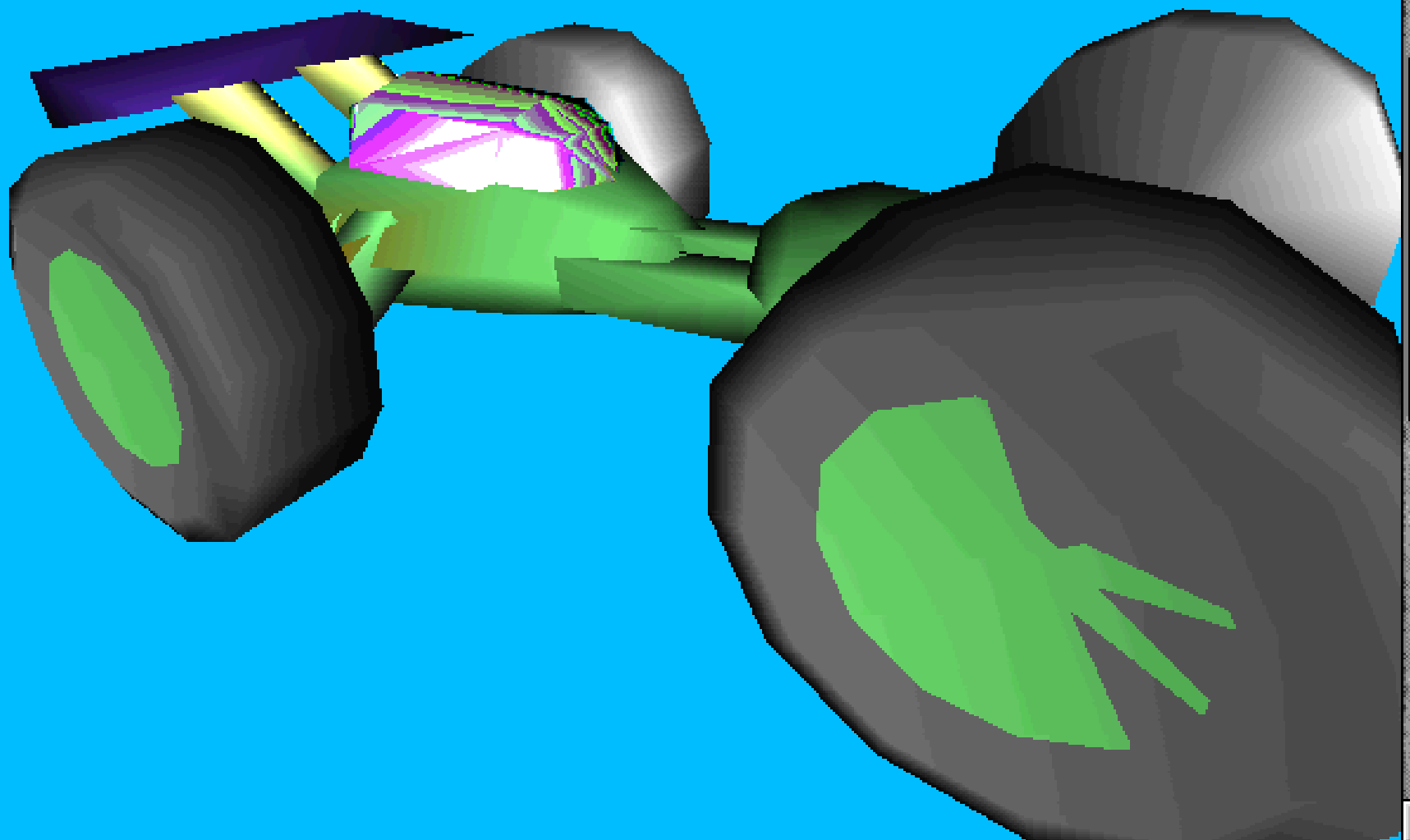
Manual Ship StoneCube Toolbox ToriInter

Views:

Camera view
Top



Zoom: + 3.00 -



test

V2file

Acorn

Pa
Tex

DR
sf

THE END

