

Subject: : AmigaOS4

Topic: : Getting Napalm to run on AmigaOS 4.1.2?

Re: Getting Napalm to run on AmigaOS 4.1.2?

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Date: : 2011/5/2 8:47:57

URL:

@carvedeye

I've never heard of anyone getting it working. EDIT: I tried it again just now, and I can only get as far as the scrolling NAPALM logo (somewhat corrupted) using Blitzem, CIAgent & NallePUH.

It would be possible to run it under E-UAE (emulation), but it would be *horribly* slow, so I never bothered trying.

If you want to play a similar kind of games that IS known to work on OS4 (never played it myself), buy Earth 2140 [from AmigaKit](#).