

# **WB-Colony**

Chris Haynes

**COLLABORATORS**

	<i>TITLE :</i> WB-Colony		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

## WB-Colony

### 1.1 WB-Colony Version 1.2 Guide Documentation

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WB-COLONY  
Version 1.2

By Chris Haynes  
(C)10-06-98

- Introduction
- System Requirements
- What Do I Do?
- Errors You Might See
- History / Future
- Disclaimer!
- CD-Single Ware!

## 1.2 introduction

INTRODUCTION...

Who needs that PC rubbish -Moan-sweeper or -Slow-itaire?...

NOT ME, AND NOT ANY OTHER AMIGA USER!

Welcome To WB-Colony! This is a great little Workbench game I've written. It's a game of skill and forethought, so this'll be a real treat!?

FEATURES...

- Now has Artificial Intelligence! (Thanks Amiga Format!)
- Gadgets now use GadTools features!
- Utilises those lovely ReqTools requesters
- Will now fit on a lowres screen! (Thanks Amiga Format!)
- THIS IS THE  
    »FULL« VERSION!  
    Click on, find out more...

## 1.3 What Do I Need?

SYSTEM REQUIREMENTS...

- Any Amiga 2.04 and above
- The  
    ReqTools  
    library
- Your Workbench in 8-colours or more

The program has been tested on the following:

- A1200 ROM3.0 - Blizzard 1260/50MHz - 2MB Chip - 16MB Fast RAM
- - 2MB Chip RAM
- A1200 ROM3.1 - Blizzard 1260/50MHz - 2MB Chip - 16MB Fast RAM
- - 2MB Chip RAM

I don't think there are any bugs in the program, but I can only do so much. I rely on the end user to tell me of any problems they encounter. So please, if you find a bug, write me. I have tested WB-Colony quite a lot myself, but they can crop up anywhere. If WB-Colony doesn't work on your system, write me.

---

Chris

## 1.4 So, Tell Me More...

WHAT DO I DO?

If the game has loaded correctly (see Errors if it hasn't), then you will be presented with a window in the centre of your Workbench screen. There are four buttons which you can press:

- '1 Player' - Press this to activate the NEW One Player mode (Thanks AF!). This lets you play against the computer. The Artificial Intelligence isn't too brilliant, it will often miss an opportunity to make loads of chain reactions, but hey, for an hours programming, it's not bad.
- '2 Player' - This activates the Two Player mode (unchanged from previous versions). Each player takes turns to fill up the board and wipe out the other player.
- '?' - About. Brings up a requester with some details about the program.
- 'Q' - Pressing this whilst playing a game will display a requester asking if you want to quit the current game.

You can press the '?' and 'Q' buttons at any time (whether playing or not). You can quit the game at any time by just clicking the 'Q' button. Quit WB-Colony using the close gadget in the top-left corner of the window.

Destructions...

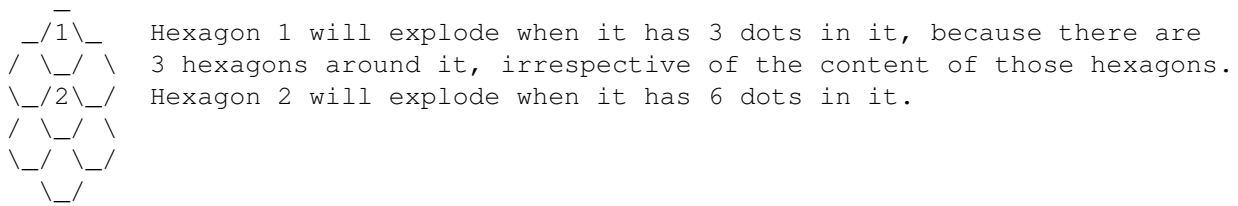
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The idea of the game is to wipe out the other player by stealing their pieces.

Click on one of the player mode buttons. WB-Colony will display a grid of 25 hexagons. The board is completely cleared. Players take it in turns to place one of their dots onto the board in any of the spaces. Player one is the Pink dots, player two (or computer) is the Blue ones.

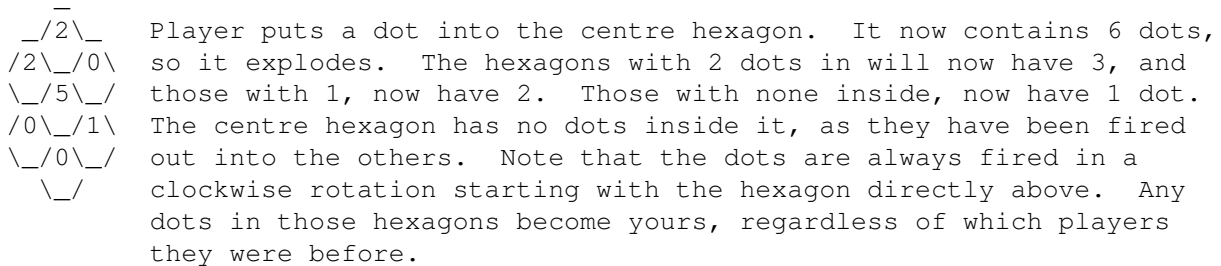
First to play is Player 1. Click once on any of the spaces with the left mouse button. One of your dots will then appear in that space. Note that you can only put your dots into any empty hexagon, or one which already has your dots in. If you click on any space which has the other players piece in it, then you will be told that you can't do that.

Once you put a dot into a hexagon, if that hexagon now contains the same number of dots as the number of hexagons around it, then it explodes! E.g:

---



When a hexagon explodes, it fires each of the dots out into those hexagons that surround it. E.g:



If you make a hexagon explode and the action of firing a dot into another hexagon makes that other hexagon explode, this is a chain reaction! You cannot do anything whilst this is happening. You'll notice various dots disappear from the board while a chain reaction happens, only to return in a few moments. THIS IS NOT A BUG. It is because WB-Colony cannot predict which hexagons will have whatever number of dots in them, until it runs through and changes them. Actually, I can't do this either. I have tried, but ESP isn't one of my strong points. Yet.

Get it? If not, then just play the game, you'll soon understand!

HOW IS THE WINNER DECIDED?...

The winner is the player who manages to wipe out the other player!

## 1.5 Errors, arrggghhh!

ERRORS I MIGHT SEE...

When loading the program, a number of things can go wrong (\*but I would that they don't!

'Unable To Initialise ReqTools!'

WB-Colony requires the ReqTools.library file in your current LIBS: assign. It should be where you found this game (on the AFCD in Libs/).

'Your Workbench Hasn't Enough Colours!  
Sorry, But WB-Colony Needs 8 Colours

So That It Can Look Really Cool! '

WB-Colony needs at least 8 colours (preferably in the MagicWB palette :) to look neat. Change your screenmode.

'Sorry, Cannot Find The Graphics File!  
It Must Be Called 'WB-Colony.GFX'  
And Should Be In The Same Directory  
As The Main Program File! '

Included in this release is a file called 'WB-Colony.GFX'. It's a data file for the graphics. It must be located in the same directory as the main program file. Note my use of the PROGDIR: directive in the programs icon. This MUST NOT be changed or you won't see any graphics!

If all is well, you'll see a lovely ReqTools requester showing you what the program is. This is the About requester. Click on the 'Continue' button.

## 1.6 What Happened A Number Of Years Ago To Someone I Don't Know...?

HISTORY...

Version 1.2:

- Incorporated a new Artificial Intelligence routine just like Amiga Format suggested (did this on the day after I got my subscription copy!);
- Now has One and Two Player modes;
- Optimised the code a bit. Took out some silly mistakes;
- Created this guide file because the old Doc file was a bit naff.

Version 1.1: (Released on an Amiga Format Cover CD)

- Changed the program to open it on a lower resolution screen. This was suggested by Amiga Format, and caused me many hours of desperation because I had to change all the graphics, all the positions of the graphics, all the zones for the mouse, etc... Still, I think it looks better!
- Fixed minor bugs;
- Updated the doc file to reflect the new changes.

Version 1.0: (Released on an Amiga Format Cover CD)

- Very first conversion from my original AMOS source code;
  - Had to create the graphics file and convert loads of the code to use the Blitz equivalents;
-



- Fixed minor bugs and quirks;
- Created the doc file.

THE FUTURE...

Have you got an idea for something I could add or change in WB-Colony? If so, tell

me

. All constructive ideas will be considered.

## 1.7 Hey, Write Me...

Bug reports? Cash donations (££ cheers!), CD Singles etc. to:

Chris Haynes,  
5 Trench Close,  
Trench, Telford,  
Shropshire.  
TF2 6QY  
ENGLAND, UK.

E-Mail: AMIG4@aol.com (remember cash and CD's cannot be sent in this way ;)

Cheers!

## 1.8 You Like It, You Buy It!

WHAT ON EARTH IS CD-SINGLE WARE?

CD-Single Ware is a lot like Postcard-ware, or Giftware. If you like the program and intend to keep using it, you should send the author a postcard or a gift to show your appreciation. In CD-Single ware, you should send me the \*WORST\* CD-single you've ever bought, or ever been bought. It's a simple way of getting rid of those trashy CD singles you bought when you were younger. You know the ones I mean, Mike Flowers Pops, Doop, anything by one-hit-wonders.

Please note that although I accept trashy old CDs as payment, they must be in good working order, and ABSOLUTELY MUST NOT BE BY RICK ASTLEY!.

Thanks,

Chris

HINT: I'm looking for the following CD-singles... ;)

```
*****
"Insensitive"          by Jann Arden;  I want this one urgently!
*****
"You"                  by Ten Sharp;
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"The Way It Is" by Bruce Hornsby & The Range;  
"Ships" by Big Country;  
"15 Years" by The Levellers;  
"Pure" by The Lightning Seeds;  
"Where Flowers Fade" by The Lightning Seeds (not sure it was released).

## 1.9 I Didn't Do It, Nobody Saw Me Do It, Can't Prove Anything!

### DISCLAIMER

-- YOU USE THIS PROGRAM AT YOUR OWN RISK --

I WILL NOT BE HELD RESPONSIBLE FOR ANY LOSS OF DATA  
ON YOUR SYSTEM BECAUSE OF WB-COLONY

BY USING THIS PROGRAM YOU ASSUME ALL RESPONSIBILITY  
FOR YOUR ACTIONS AND THE OPERATION OF THE PROGRAM

DO NOT EXPECT ANY COURT CASE TO BE SETTLED AMICABLY  
OUT OF COURT WITH A LARGE CASH PAYOUT FROM ME  
BECAUSE IT'S JUST NOT GOING TO HAPPEN

By distributing this software, I am not relinquishing the copyright of the program, nor am I implying any transfer of the rights to this software.

This version MUST be distributed complete with no files missing  
or altered in any way

This version of WB-Colony including the documentation is copyright  
©10-06-1998 by  
Chris Haynes

## 1.10 Fantastic Stuff!

THE REQTOOLS LIBRARY...

The ReqTools library is copyrighted to Nico Francois (and by the way is such a great invention!)

Cheers!