amigaguide

COLLABORATORS

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REVISION HISTORY

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amigaguide

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1.2 Introduction

welcome to the world of interactive fiction!

So how many text adventures are there around the world? mmm... let me

count. 1.2.20.145..214... Okay, so there's a hell of a lot of them, and

just about all of them are pretty boring, and with most text adventures you

are given some text and a rather sad text input requester for you to type

`Go north' or `Go south' countless times.

EAC is not like that at all. There's no typing, and the adventure possibilities are endless, with it's AmigaGuide style programming language.

By using a simple text editor such as Ed or Transwrite, it is possible to easily create wonderful text adventures for PD release.

so what can EAC do?

With EAC it is possible to include IFF ILBM pictures into your text adventures, which quickly remap to your current workbench palette. Standard

tracker modules can also be added into your adventures to give them that

extra bit of atmosphere. You can also place items such as keys, weapons and

treasure in your adventures by using a simple variable system.

so why EAC?

One of my first games ever was a text adventure. Andrew Fitzgerald and I

produced a game called `Skool kids revenge' for the ZX Spectrum, and the

idea of it all was to walk around school and bash as many teachers as

possible. Although the game was never finished, and caused us great

trouble with the staff department, it was still kind of fun to play.

A few years later I got hooked on text adventure books by people such as

Steve Jackson and Ian Livingstone, and it was their work that was a great

inspiration to me.

Having looked at lots of text adventure games, engines and interpreters

such as Inform, TADS, Hugo and Level 9, I felt that there was something

missing from them all. Although most of the adventures were okay, the

interpreters were not very impressive at all. One thing which I hated

most about these interpreters was the fact that you had to type north,

south, east and west hundreds, even thousands of times just to get any

where, making the whole thing just a big waste of time and very boring,

so I designed EAC in a way that adventure books are created, by giving

the player a limited amount of options to go somewhere or do something.

Another thing which I could not really understand about these

interpreters, was why the authors made the language for them very complex,

almost at a C++ level infact. Surely, a person wishing to write a text

adventure game would not spend days or even months. trying to figure out

how to code in the language first. EAC (I hope!) has a fairly basic

language, which can easily be understood. I like to think of it as a cross

between AmigaGuide® and BASIC.

1.3 System Requirements

system requirements

To run EAC you will require a system with at least the following

specification:

OS 2.00

1 MEG of RAM

Hard drive Reccomended

1.4 The EAC Environment

the eac environment

This section briefly describes what each menu item and button does,

however you should be able to learn how to use EAC quickly as it has

been designed for ease of use.

`Adventure' menu

Restart adventure : Allows you to restart any loaded adventure.

Load adventure : Loads an adventure file.

Reload adventure : Mainly for people developing adventures.

Simply reloads the entire adventure.

Save position : Allows you to save your current adventure

position.

Load position : Load back any saved game positions.

About : Gives information about the program and the

currently loaded adventure code.

Quit : Quit from EAC

`EAC' menu

Edit Prefs : Brings up the preferences menu, which

allows you to alter the music volume,

colour remapping modes and other various

preferences. Note that image remapping

time takes longer if selected as BEST.

Save Prefs : Saves your preferences. Prefs are saved

to ENVARC: as EAC.prefs. Your ENVARC

should be an assign to:

Sys:prefs/Env-archive

or something similar.

`Info' menu

Score : Displays score information (If available)

Health : Displays health information (If available)

Inventory : Displays inventory information (If available)

Status : Displays your current status (If available)

Help : Displays ant help information (If available)

`Program' menu

Break : If you are stuck in a loop situation, then you

may use the Break menu item to stop EAC

processing the script.

the buttons

The only thing you will be needing to play a text adventure is the

six buttons at the bottom left hand corner of the window. Use these

buttons to go to different places, pick up items, activate switches

etc. A list telling you what each button will do or what affect it will

have on the adventure will usually be given.

the `More' gadget

The more gadget is used for adventures which have a lot of text, and is

used to un-pause scrolling text. A and onscreen prompt will usually inform

you that there is more text.

commodity information

EAC is now a commodity, meaning that you can make the interface appear

and disappear when ever needed. Simply use the hotkey: `LALT , LSHIFT and

E'. EAC will also appear in the Exchange listings.

1.5   Disclaimer

disclaimer

EAC has been released as shareware, and is not a commercial product.

You may freely distribute this program as long as the EAC archive REMAINS

intact. no files may be altered, deleted or added without prior permission

from Matthew Briggs.

Matthew Briggs and anyone else related with ENGiNE NiNE DESiGN are in

no way responsible for any damage caused to your system due to usage of this program.

font sensitivity bugs?

Where possible, I have tried to make EAC 100% font sensitive. v1.0 of EAC

had several bugs if the font size was over 8 points, I have now hopefully

fixed all of these problems, but however, if you do spot a bug in EAC, try

using an 8 point screen font - it might go away!. Please feel free to send

bug reports to us.

1.6   Creating your own adventures

creating your own text adventures

Hopefully, if EAC is a success, lots of different people will create

adventures for you to play with EAC. If this will happen, I don't really

know. I'll just have to wait for any feedback from this version. If you

would like to create your own adventures look in the Developers drawer,

and hopefully there should be all the information there about programming

them.

If you create an adventure for EAC please do not hesitate to release it

into the public domain for other people to play, or you could even send

us a copy of your adventure(s), which we may include along with the next

version of EAC.

You'll find a good few tutorials in the Developers drawer, which you

can load into a good text editor. Also read the UserManual.Guide

carefully for details about the EAC programming language.

1.7 EAC Credits

feed back

" Hello there Matthew Briggs!

This is Roy Krister Ellingsen (from Norway) speaking regarding "EAC". I've just started using this great piece of software and I would like to tell you that already now I like it:-)

It's a very good solution for the non-programmers (though it's a bit programming in), so I would like to thank you for developing this program. "

- Roy Krister Ellingsen, Norway

" At present I am experimenting with your program and it looks very promising and it certainly makes a welcome change from the usual "type everything in adventure creator" Keep up the great work. "

- John Adair, Northern Ireland

" Once again, thank you and keep up the good work. As long as enthusiasts like you are around, the Amiga will not die."

- Chris Moorey, Greece

your comments please!

If you would like to comment about EAC or any other of our software developments, then please do not hesitate to contact us and tell us what you think!

1.8 EAC Credits

credits

Programming,

Graphics &

Design : Matt Briggs

Testing : Mick & Gaz

Andrew Fitzgerald

Robert Livesey

Net : Andrew Fitzgerald

Support & Ideas : Roy Krister Ellingsen

Play16 1.8 020 : Thomas Wenzel

matt says hello to the following chums.

Amiga Format : Ta for reviewing the Super Anagram Solver!

Roy Krister

Ellingsen : We look forward to seeing some great

text adventures from ya!

Dave Green : Long time no sea. Sorry to hear about the

Amiga user group closure :(

Nick Raymon : Mobile phones suck!

Goody : Mr E , Mr Cee , & Mr Assembleeey.

Rob : Scalos Compatible! (I think !)

Andy : Still waiting for your god damn PPC? . Shame

the postal service isn't as fast!

1.9   Contacting ENGiNE NiNE DESiGN

contacting ENGiNE NiNE DESiGN

ENGiNE NiNE DESiGN

Matthew Briggs

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Rotherham

South Yorkshire

S66 7LB

U.K.

E-Mail: engine9@onlineamiga.demon.co.uk

1.10   Further EAC development plans

further EAC development plans

Okay, lets get one thing straight. Any further developments of EAC will NOT

be released unless I get any kind of response from this version. So if you

like this program please contact me and say that you do! So at least I know

I am on to a good thing. If you don't, then I'm sorry, but EAC will most

likely die forever, and I will do something else :(

coming soon... (maybe)

FONT : Hopefully I will add BOLD, ITALIC and UNDERLINE

TEXT GADGET : To allow you to speak to people.

`OR' : `OR' extensions to all the IF commands.

DEBUGGER : A much better internal debugger system.

TONS MORE

COMMANDS AND

EXTRAS : Lots more commands and extensions will be added.

your ideas please!

If you have any ideas or suggestions, then please contact me!!!

1.11 Other title from ENGiNE NiNE DESiGN

coming soon from ENGiNE NiNE DESiGN...

Although I can't give too much away, I am currently working on absolutely

amazing 3D adventure game. Watch out for a demo coming soon!

1.12 EAC history

EAC history

v1.0 * First release to Aminet on 12 September 1998.

v1.1 * Several bugs fixed, mainly font related problems.

* RND: command added.

* Gadget `flicker' fixed.

* Preferences added.

* Adventure file no longer copied to RAM: , EAC

now uses `proper' memory locations.

* Improved page jump tables.

* Adventure file sizes can now be over 32k !!!

* Page limits raised to 3500.

v1.2 * Startup font bug fixed.

* RED: GREEN: BLUE: and YELLOW: commands added.

* WRITEIF: ENDWRITE: commands added.

* VERSION: command added.

* New about requesters

* AND extensions added to IF commands

* EAC-2 file format support.

v1.3 * LET extension. It is now legal to do:

LET:[VariableName]=[VariableName]

* GETRESULT: command added

* Info menu added.

* Settings and main EAC window now function together :)

* A few more bugs fixes.

* Said goodbye to `Unpause the program first' requester.

* New groovy funky busy bar!

* Program break function, to get you out of nasty loops!

v1.4 * More bug fixes :)

* New encryption format, which allows you to

include ILBMs and MODs into the encrypted

code. (Advanced EAC-2 format)

* Latest version of AmiWelcome 2 included with

the EAC suite.

* Scalos/DOpus compatible.

v1.4B * Tracker handler de-bugged, which caused problems on

various machines (apparently).

* DIV: (Divide) and MUL: (Multiply) commands added.

* Extensions to ADD: , SUB: , DIV: and MUL: . It is

now possible to do: ADD:[Variable]:[Variable] :)

* Bloody hell! The `Ignore colour' option now works

properly!

* EAC is now a commodity, allowing you to make the

interface appear and disappear using the hotkey:

`LALT, LSHIFT and E'

* The Default text and background colour can now be

altered.

* Improved IFF ILBM scrolling :)

* New `DEBUG' mode, which forces EAC to use only chip

memory. This may solve any incompatibility problems

with various accelerators.

1.13   Other products from ENGiNE NiNE DESiGN

other engine nine design productions

Out Now...

Blocks......................Mega Columns clone.

Perplexity..................A Smart puzzle game.

Splat Races.................A Strange racing game.

Slither.....................Super snake gane.

Lost Islands................An *extremely* weird maze game.

The Footy Game..............A litte footy spectator game.

ENGiNE Diary 1.2............Great diary program.

AmiWelcome 2................Greets you when you boot up your amiga.

Super Anagram Solver........One of the best anagram solvers ever!

4 Megs Demo.................See a 4 meg simm take a good bashing!

Kill........................Kill you opponent using a car or plane :)

ENGiNE Player...............Nice little module player.

Blues Party Tricks..........Great Doggy demo. (Yeah!)

EAC.........................Create amazing text adventures.

Visions.....................Myst type game creator.

Coming soon...

The Cure....................Breathtaking 3D aventure game.

Ordering information

The above titles are available from either the Aminet, CU Amiga Cover

disks or Amiga format. You can also buy any these titles direct from us.

Please write to us for more information.

1.14 Shareware note

shareware note

Please note that this software IS shareware. This means that if you like this program and or any of our other programs you are kindly requested to consider sending us a donation for our efforts. By registering our software you are giving us the incentive to CONTINUE developing software for the Amiga. Please send donations to the below address.

ENGiNE NiNE DESiGN

50 Thicket Drive

Maltby

Rotherham

South Yorkshire

S66 7LB

U.K.

If we receive a donation from you over £4.00 we will send you our latest

software productions, as well as the registration code for EAC-2. If

sending cheques please make them payable to Matthew Briggs.

Please make sure that you give us details about:

Your name,

Address,

Day time phone number (if available)

your system spec and configuration

and whereabouts you found this software.

Thanks for taking the time to read this. Long Live Amiga!