

002d9ce8-0

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Chapter 1

002d9ce8-0

1.1 Aerial Racers Guide

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|                                     |
+  Aerial Racers v1.03 - Freeware!!!  +
|           Released: 22-June-97      |
+                                     +
|  ©Copyright 1995-97  Insane Software |
+                                     +
| Please read the Registration section. |
+++++
```

Created by Vaughan Roberts, Insane Software.

~Legal~Info~~~
Covering our asses.

~Requirements~
What you need.

~Installation~
Stick it wherever.

~Registration~
It's free!!

~Gameplay~~~~~
If you need the help.

Track Editor
Design your own tracks!

~Future~Plans~
You mean there's more?

~Thanks...~~~

Our thank you's & where to find us.

History!
How did it happen!

1.2 Legal Stuff

The usual Legal Mumbo Jumbo.

Disclaimer:

We make no warranties, either expressed or implied, with respect to the software described in this document, its quality, performance, or fitness for any particular purpose. Any risk concerning it's quality or performance is solely the user's. Should the program prove defective, the user assumes the entire cost of all necessary servicing, repair, or correction and any incidental or consequential damages. In no event will we be liable for direct, indirect or consequential damages resulting from any defect in the software.

You may freely distribute this archive as long as all files contained in the original archive(s) are included and remain unaltered.

Although Aerial Racers is freeware, no one shall make a profit through it's distribution. You should pay no more than the cost of the media upon which it is transferred. If included in a public domain library it is the responsibility of the PD library to always carry and redistribute the most recent version available.

If this game is to feature on any magazine cover disk then please contact me, Vaughan Roberts, incase any improvements have been made to the game since any previous releases.

Aerial Racers and all associated files are ©Copyright Insane Software 1995/97.

1.3 Requirements

Aerial Racers should run on a base A1200, however this might not be the case. If it does crash try freeing as much memory as possible, and please let me know of any difficulties.

Note: this version of Aerial Racers is not AGA specific, so it should run on a souped up A500 or A2000 (1meg chip minimum).....

I've heard that there is problems with Amiga's equipped with '060 processors, so if anyone has one of these could they please let me know if the game does or doesn't work... thanks.

I've previously stated that Aerial Racers would move to AGA only. However due to the many responses from people asking for it to remain ECS compatible I've endeavoured to keep it so. Although it won't be necessary to have an

AGA Amiga, your machine will have to be comparable to an A1200 - memory and speed wise.

1.4 Installing Aerial Racers

Aerial Racers Hard Disk Install

Firstly remove any old versions of Aerial Racers.

To install Aerial Racers simply uncompact all of the Aerial Racers archives to the same directory (possibly called "AerialRacers" ;-)

To play Aerial Racers, either click the Workbench icon, or start the game from a shell with:

```
AerialRacers
```

Easy huh?

Aerial Racers Floppy Disk Install

Uncompact each archive to a blank disk,

Label the first disk: "AerialRacers1"

Label the second disk: "AerialRacers2"

Label the third disk: "AerialRacers2"

To make the game bootable you must make the first disk bootable (of course!) and copy the following libraries to the libs directory of the first disk:

```
diskfont.library  
mathtrans.library
```

Then boot from AerialRacers1, and play the game.

1.5 Registration

Well I don't want much for this game just an e-mail or a postcard letting me know what you think of it. =)

As I'm working and going to Uni full time I don't have as much time to spend on Aerial Racers as I would like, so instead of just having it sit on my hard disk until some distant day when I might make a few small dollars from it I've decided to give Aerial Racers it's freedom...

So all you have to do to make both of us feel happy and contented is drop me a line.

Feel free to e-mail any tracks that you have designed and if I like them I'll include them in future releases and/or make them available from my web site.

If your feeling generous then why not see if I would like a registered version of something that you have coded, or you could redraw the background scenery (in the scenery drawer, just IFF files.), or you could.... =)

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vroberts@yoyo.cc.monash.edu.au

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<http://yoyo.cc.monash.edu.au/~vroberts>

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1.6 Gameplay

How to play.

As Aerial Racers is now freeware there will be no restrictions on its game play. However at the moment just the first five cars are included; the Camaro, the Monster Pickup, the Monster Beetle, the Formula One, and the Hovercraft. More vehicles will be include in future releases as I finish programming them in...

* Important *

When playing the game, you can only drive directly forward over cross-roads, therefore you cannot make left or right hand turns at the cross-roads.

Also it doesn't matter how you complete laps.... forwards (the direction you start facing), or backwards, or shortest route. As long as you don't do a U-turn on the track.

Game Menus.

There are a quite a few of them so.... just have a play around. As some combinations of options are illegal (particually in the race options menu), altering one option may change another option automatically. This should be fairly obvious and sensible.... I hope. =)

In Game.

Joystick controls:

Left - rotate car anti-clockwise.
Right - rotate car clockwise.
Up - Nothing.
Down - Brake.

Fire - Accelerate.

Keyboard controls (Right):

Left arrow - rotate car anti-clockwise.

Right arrow - rotate car clockwise.

Right Amiga - Brake.

Right alt - Accelerate.

Keyboard controls (Left):

Z - rotate car anti-clockwise.

X - rotate car clockwise.

Left alt - Brake.

Left Amiga - Accelerate.

CD 32 Game Pads:

I've just added these and as I don't own these controls I'd like to hear from you to see if they actually work...

The red button is the accelerator, should I change this?????

Esc: Kill current race, and return to menu.

P: Pauses the game, press P to resume.

1.7 The Aerial Racers track editor

At the moment the T-intersection tiles are unavailable, this isn't intended for any shareware crippling or such. At this time the computer opponents aren't smart enough to find their own way around all tracks and so it's possible to design tracks that the computer cars cannot finish. Therefore the T-intersections have been removed until the computer AI has been correctly implemented.... Stay tuned!!!

Track Editor.

You can now save and play your own tracks, and include your name so other people know who designed the best tracks.... See the Registration section for more details.

Well I haven't got time to write instructions yet... So work it out for yourself! =)

* Important *

When saving your track make sure you prefix the track name with "5.", "6." or "7." depending on the track size, otherwise the game will not recognize the track correctly.

Note: use the right mouse button on the track grid to select a tile to edit an existing piece, and the left mouse button to replace it entirely.

1.8 What's in store...

What will hopefully be included in near future release:

- Depth sorting of cars.
- Best of 3, best of 5, and championship competitions.
- Better and more varied car performance.
- Including the track editor into the game.

Ideas for the future:

- Computer opponents that can actually give a good race.
- Computer AI for path finding (will allow T-intersections in tracks)
- More cars. (of course...)
- Better gfx and sound.
- More track pieces. (bottle-necks for instance)
- Possibly null-modem link, hires displays....
- Damage to cars, oil slicks, mines....
- May re-introduce power-ups etc.
- give me ideas!

1.9 Insane Info

Not to many at the moment..... here's a chance to add your name!

Ruben Monteiro for donating his module for the intro music.

Brad Leffler for the Insane logo and the menu font.

And for contributing tracks:

- Dale Ruskin.
 - Cavina Marco.
-

Aerial Racers was developed with:

Blitz Basic 2 v2.10
Personal Paint v6.4
Imagine v4.0
ImageFX v1.52

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1.10 History of Aerial Racers

Well.....

Aerial Racers v1.03 22/06/97

Game:

- Added the Sports Car to the game.
- Added animated timer and lap counters.
- Fixed computer AI levels.
- Now displays car performance as a graph.

Editor:

- No change.

WWW: <http://yoyo.cc.monash.edu.au/~vroberts>

- Standard update.

Aerial Racers v1.02 16/06/97

Game:

- New music for the menu. Thanks Ruben!
- Added the Hovercraft to the game.
- Reinstated floppy disk support. Now on 3 disks, mmm...
- Added an installer script for moving between hard disk and floppy.

Editor:

- No change.

WWW: <http://yoyo.cc.monash.edu.au/~vroberts>

- Standard update.
-

Aerial Racers v1.00 09/04/97

Game:

- Saving of game setup.
- Added the Formula One to the game.
- Improved computer AI, now cars won't get stuck after collisions.
- Computer AI now has three difficulty levels: Novice, Standard and Expert.

Editor:

- No change.

WWW: <http://yoyo.cc.monash.edu.au/~vroberts>

- Standard update.

Aerial Racers v0.99 18/03/97

*** Now freeware!!! ***

Game:

- Removed a major ECS bug that stoped the game running on some Amigas.
- Fully rewrote the computer AI, much improved.
- Rewrote the collision subroutines.
- Added car skid marks, ala Acid Software's Skidmarks.
- Added the Monster Beetle to the game.
- Now displays the track's authors name at track selection.
- Caching of previous track and cars if enough Fast memory is available.
- Error reporting, ie. Out of memory, or file not found. No more Guru's???
- Now should always register completed laps.
- Can't play from floppy... for now.
- Lots of other little adjustments.

Editor:

- You can now save your own tracks!!!!
- Include author's name with each track.
- Removed T-intersections, for now. See Track Editor documentation.

WWW: <http://yoyo.cc.monash.edu.au/~vroberts>

- Updated web page, included on-line bug reporting.

Aerial Racers v0.98 19/11/96

Game:

- Totally revamped the fontend menus, should now make sense. =)
 - Can now have 4 cars racing simultaneously.
 - Up to 3 human competitors.
 - 1, 2, or 3 way split screen.
 - Added keyboard and joypad (hopefully) controls.
 - Can now be installed to floppy disk.
 - Altered the game speed and gravity marginally, for playability.
 - Removed arcade mode, may make a return in the future.
 - Revamped the car performace code.
 - Fixed the sound routines.
-

Track Editor:

- No change.

Aerial Racers v0.92 31/07/96

Game:

- Increased the track width by 33%
- Only three different map sizes however: 5x5, 6x6 and 7x7.
- Fixed error in the map file format.
- Slowed down car turning speed.

Track Editor:

- Revamped the track editor display.
- Added changes to handle new track format.
- Added a quick update function - speeding up track design.

Aerial Racers v0.90 04/07/96

- First Aminet release.
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