Wriggle

COLLABORATORS

	TITLE : Wriggle		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		April 18, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Wriggle

1.1   Wriggle documentation

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                           W R I G G L E   v2

        Made by Jesper Wilhelmsson   1996-98
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1.2   Installation of the game

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    INSTALLATION

Hmmm... Not much to say aboute it. You have obviously
already unpacked the archive, so just see to it that
all files remain in the same directory.

The package should (only) contain the files:
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Wriggle
Wriggle.info
Wriggle.hi   (created the first time you run the game)
Wriggle.dat
WriggleABC.dat
Wriggle.gfx
Wriggle.Guide
Wriggle.Guide.info
```

The file Wriggle.hi can be deleted if you want to
erase the hiscore. A new file will be created next
time you run the game.

1.3   Requirements of the game

                    REQUIREMENTS

The game will run smoothly and errorfree on any
Amiga using OS 2.0 or higher.

If it doesn't work on your machine it probably
is the result of a not entierly systemfriendly
commodity you have in the background. If you
find out what program that causes the problem,
please let me know so I can name the program
in this documentation.

            How to contact me

1.4   How to play

   HOW TO PLAY

It is almost the standard worm-game except for
the controls. You control the worm with the
mouse, which can be tricky at first, but after
a few rounds you'll se the advantages with a
'non square' worm. Move freely around the
board and pick up food. There is, ofcourse,
no danger involved in crossing your own tail.
Have you ever seen a worm that dies just
because he stumbles on his own tail?

When you start the game for the first time you
will be able to select the first three levels,
(if the leveldata file contains three levels).
To get to the rest of the levels you have to
play and get there. After playing to a later
level you will be able to select this level in
the menu.

Hint: Since the lid apple don't give any rocks
      or other bad things, but do give all the
      good things like x-tra life etc. It might
      be a good thing to take the apples in
      that special order.

 Tool types - Started from WB

In the games icon there are two tool types:

WINDOW=TRUE - Open the game in a WB-window

NOFADE=TRUE - Don't change the colours in the WB-palette

                All colours are restored when the game
                exits, but if you want to work on the
                WB while the game is runing you might
                want to have your standard colours.

                Observe the function of the 'c' hotkey!!

DEFDATAFILE - Name of file with leveldata to be loaded
                The default file is 'PROGDIR:Wriggle.dat'
                Only datafiles created in Wriggle LevelEd
                are guarantied to work!

 Arguments - Started from CLI

The template looks like this: WINDOW/S,NOFADE/S

 Hotkeys

There are hotkeys to all buttons on the menu:

S   -> Start game
E   -> Go to the LevelEd
Q   -> Quit game
ESC -> Quit game
1,2 -> Change Human/Amiga player
+,- -> Change Level
T   -> Change Gametype
C   -> Swap between the game colors and the
        standard WB-palette (not active when
        NOFADE is used)

 In the game..

.. You can pause the game with 'p'
.. Abort the current game with 'esc'
.. Still change colors with 'c'

The bricks that will turn up on the board are:

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the Apple: Eat these to complete level. There are
           some advantages in taking them in the
           right order...

the Worm:  Gives you another chance

the Diamond: Increase worm length and gives you
           1000 points. A longer worm gives more points.

the Ruby:  Decreases worm length and gives you
           1000 points.

the S:     Gives you superpowers - eat rocks to
           get to trapped pices (only five
           though..)

the Teleport: Run into one of them and come out thru
           the other.

the Rock:  Just there to annoy you

the Skull: Instant death...

the Wall:  Exciting levels with different walls

the Grave: A memorial over lost worms.
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1.5 Build your own world

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                    WRIGGLE LEVELED

In v2 of Wriggle a new door opened when the
Wriggle LevelEd was introduced.
To make your own levels in Wriggle there are just
a few things to remember:

* Don't fill the screen with pices.
  The game randomly places the food pieces and
  some rocks on your level, there has to be enough
  room for them!!

* Don't leave closed rooms empty.
  If you make a closed room, fill it with empty
  pices. Othervise the random food might end up
  inside the room and be out of reach for the worm.

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 The hotkeys

E   -> Exit LevelEd
S   -> Save Track data
+,- -> Change levels
N   -> Insert new level
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D   -> Delete level
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When you exit the LevelEd the tracks won't be saved
automatically, but the changed levels will stay
until the game ends. This gives you the oppurtunity
to test the levels before saving them, but don't
forget to go back to the LevelEd to save them!

 The pices

You can't place Apples or Graves, but the rest is
up to you.

The Diamond, Ruby, S, Worm, Teleport, Rock,
Skull and Wall are explained in
        How to play
             .

There are one more pice though: The Empty pice.

The empty pice is placed where you want to assure
that no random pice is placed, i.e. in doorways or
corridors.
A good thing is to place some empty pices by the
start points so that the players don't run into a
rock directly at the start. All new levels are
initialized with these empty pieces.
It is also a good thing to place
an empty pice by the teleport so that no random
rocks make it impossible to use it.

 When you're finished

When the tracks are finished, tested and saved and
you have checked that all levels are playable,
send the datafile to
        me
          and I'll
include it in the next release.

1.6 Some info about the game

    INFORMATION ABOUT THE GAME / BUGS

Wriggle were my first program written in E.

After v1.5 was released my harddrive crached
and I lost the source. But since I liked the
game, and several other users asked me to update
the game, I decided to rewrite the entire thing.

While doing this, with the help of a printout of
v1.2, I improved and optimized almost every
single part of the program so it became a faster
game with a smaller bin-file.
After adding some new functions like the
computerplayer, keyboardshortcuts and the option
to start the game in a WB-window, I decided to
release the game as v2 ß.
I then made the biggest update ever made to this
game: Real graphix and a Level Editor. A few
other new features were added too. I accually
made all the changes that were sent to me by
eMail, so don't hessitate, if you have any ideas
let me know!
I have killed all the bugs around. So I hope I
tell the truth when I say:

   - There are no bugs in Wriggle! (only worms..)

1.7 History and News

                        HISTORY

v1.0 Released: end of october 1996

v1.1 Released: 3:rd of november -96

    Bugfix: Iritating miss that alowed the player to
            press the setupbuttons while playing,
            removed.

    New features: Saving hiscore!

v1.2 Never released

    A preview of 1.3 only for registered users.

v1.3 Released: 22:nd of december -96

    Bugfix/New features: Improved grafix, now the game
            can be played without the eyes closed... ;)

v1.4 Never released

    A preview of 1.5 only for registered users.
                    (Maybe i should start call them Beta...)

v1.5 Released: 25:th of february -97

    New features: Pause - Just press the right mouse button
                    Levels - Not only the random blocks!
                    TopTen HiScore!!

    General: The game is now faster (i.e. takes less processor-time)
            thanx to the usage of a cirkular list instead of an

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            array for the wormpossitions. This means that the
            worm can be *any* length an still use only two assignments
            each frame. (Longer worms will appear in future versions)

      Bugfix: No more blocks will pop up in your face!

v2 ß Released: 23:rd june -98

      New features: Longer worms
                    Computerplayer. A very stupid one, but not random
                    The 'demo' and 'info' buttons removed
                    New levels
                    The highscore-input now accepts any keymap
                    Hotkeys added. Both on the menu and in the game
                    Possible to open the game in a WB-window
                    'Special food' added
                    Some (minor) effort to improve graphics

      General: Complete rewrite of the entire game.
               Read more about this in
                 the about section
                 v2   Released:

      New features: ** Level Editor!! **
                    Added Teleport, Grave and Ruby
                    DEFDATAFILE Tool type
                    One new level (10) just to use the teleport
                    New World - WriggleABC.dat

      Bugfix: Now using correct, IDCMP-friendly function to read mousebuttons
              The tooltypes in the icon are now used if started from WB
              No more traces after the worm in pieces placed on the worms tail
              No more Gurus when game is started in a window on a 640*256 WB
              Last level comes again instead of a big bug
              Timerbug on infoscreen fixed
              Spritebug in game fixed, (I hope)

      General: OK, so I did something about the graphics too...
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1.8 No charge what so ever!

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                    REGISTRATION

   This game is free of charge, but just to see
   where in the world it goes i would appreciate
   if you took the time to write an e-mail with
   your thougts, it's a small job for you but it
   would mean the world to me.

   If you register by
           sending an e-mail
           , you will
   ofcourse get the latest version of this game and
   if you want, future information about new releases.
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1.9   Thank you!

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   GREETINGS

I would like to thank theese pepole for their
help with this program. I hope I can help you
in some way some day...

Linus Larsson - For teaching me the basics of
                programming, (in the beginning
                of time), and for the help with
                the functions of E.

Holger Pruss  - For testing the game on OS 2.04
                and reporting the result to me.
                (It worked! :)  (v1.1)

Magnus Malm   - For betatesting of V2, finding
                bugs and great new ideas.
```

1.10   I made this!

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   A WORD FROM THE AUTHOR

Enjoy this game and  please, if you find anything
that you like or do not like, let me know.
I made this game for you, and i will ofcourse
alter it if there is something you don't like.

 /Jesper Wilhelmsson


Write to: jive@algonet.se

On my homepage you will find sourcecodes to many
small applications and games in several different
languages. For instance E, C++, AMOS, Pascal, Perl,
JAVA, SPIM-assembler and so on...
There are also tips to programmers and some hardware
information about the Amiga and information on how
to rebuild and improve it.

Take a look at: www.algonet.se/~jive
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