

TMA

COLLABORATORS

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| | <i>TITLE :</i> TMA | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | | June 2, 2022 | |

REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
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Chapter 1

TMA

1.1 TMA Documentation AmigaGuide(c) By Matthew Wilsher

TMA
By Howard Wilsher

- About TMA
- Instructions
- Status Bar
- Games Credits
- Technical Info
- Distrubution Info
- Installer

- CLEAR 1994 -

1.2 About TMA

- About TMA -

I created 'TMA' after noticing a severe lack of non-linear

arcade games on the Amiga games market. My main influence comes from the 'Ultimate Play the Game' series on the Sinclair ZX Spectrum and although 'TMA' is nowhere near as good as these (what is!?), I think it's a bit different from the normal Amiga PD stuff.

If you ever have any problems, comments or praise regarding TMA, please do not hesitate to call me on (01494) 865425.

1.3 Instructions

- Instructions -

The aim of the game is simple. Guide your ship through the various zones collecting power crystals and avoiding the aliens. Coloured passes will appear if you need them, enabling you to pass through the relevant forcefields.

PAUSE : 'SPACE BAR'
ABORT GAME : WHILE PAUSED PRESS 'ESCAPE'
QUIT-TO-DOS : WHILE PAUSED PRESS 'Q'
MULTI-TASK : WHILE PAUSED PRESS 'M'

Multitasking will allow you to go back to Workbench, whilst leaving your current status intact, allowing you to return to the game at any time. Obviously memory will be used up if you do this, but only around 1Mb.

- HINTS & TIPS -

- a) Collect a better lazer as soon as possible
- b) Keys give access to other zones
- c) Only collect extra ammo or energy if desparately needed (there isn't many about!)
- d) Remember where you saw the coloured passes, they will re-appear in the same place if you need them
- e) If it moves, shoot or avoid it
- f) If you die, both your ammunition and energy are replenished

1.4 Status Bar

- Status Bar -

At the bottom of the screen is the Status Bar. This indicates the following things (from left to right).

- a) Amount of POWER CRYSTALS collected
- b) Number of LIVES remaining
- c) LASER, KEY and COLOURED PASS (if any)
- d) AMMUNITION remaining
- e) Amount of ENERGY remaining

1.5 Game Credits

- Game Credits -

| | | |
|-----------------|----|--------------------------|
| Programming | :- | Howard Wilsher |
| Graphics | :- | Howard Wilsher |
| Music | :- | Howard Wilsher |
| Sound FX | :- | Matthew Wilsher |
| Documentation | :- | Matthew Wilsher |
| Play Testing | :- | Howard & Matthew Wilsher |
| Initial test | :- | Matthew Bartlett |
| Disk Production | :- | Matthew Wilsher |
| Management | :- | CLEAR |

1.6 Distribution Information

- Distribution Information -

TMA has now been released as a full product (i.e all game variations) as public domain. Therefore, as long as no files are changed or deleted (or any other stuff done to them), it is freely distributable. TMA must be distributed with the installer and AmigaGuide document, otherwise it will not load. This does not apply once installed to your Hard disk.

1.7 Technical Information

- Technical Information -

Software and Hardware used to develop TMA :-

... via WorkBench 3.0
Amiga A1200/A4000
Blitz Basic 2 (Revision V1.8)
Deluxe Paint III
Personal Paint IV
TechnoSound Turbo 2 Sampler
AudioMaster II
OctaMED Pro V5
PowerPacker V4

Playtesting on :-

Amiga A4000 2Mb CHIP, 4Mb FAST 680EC30 25Mhz ROM V39.106
Amiga A1200 2Mb CHIP, 680EC20 14.19Mhz ROM V39.106
Amiga A500 Plus 1Mb CHIP, 68000 7.19Mhz ROM V37.350

Technical Specifications :-

50 Frames Per Second graphics (on all Amigas!)
181K/4600 Approx. lines of code

SoundFX sampled between 16Hz and 22Hz for maximum quality
143,752K of Sampled Sound
200K OctaMED 4 channel module, shortened to 142K

Over 200K of graphics data inc. sprites and interleaved bitmaps
In game graphics 5 Bitplanes/32 Colours
Title/End sequence graphics 4 Bitplanes/16 Colours

Workbench 2 and above only...

1.8 Installer

- Installer -

The installer script, enables you to install TMA and all relevant data to be installed onto Hard disk.

It is very simple to use. At the prompt type the destination device (e.g DH1:Games/). The installer script will then do the rest for you. It will create a drawer in the destination, called 'TMA' with its own standard drawer icon. It will then create another drawer, in the TMA drawer, called New_Data. This drawer stores all the data needed by TMA. Finally the installer creates a file in your Workbench 'S' directory called 'TMA.source'. This file is standard ASCII format, and directs the TMA executable to the destination device. Please do not change this file, otherwise TMA will no longer load.

The installer should only be run from your own Workbench, for the following reasons. First, because the relevant files, i.e Copy, IconX etc, are not supplied on the TMA disk, and secondly because the script, as mentioned earlier, creates a file in your Workbench 'S' directory. If it was to be run from the TMA boot-disk, it would create a file in the 'TMA:s/' directory. Typing 'Abort' at the installer prompt will quit, and will not alter your Hard disk in any way.