

Tronics

COLLABORATORS

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| | <i>TITLE :</i> Tronics | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
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Chapter 1

Tronics

1.1 Tronics V1.0 documentation

Tronics documentation V1.0

Introduction

Controlling

Credits

Messages/Contacts

Tronics V1.0 written by eXclusive of Unrelated Dimensions (c) ↔
1995

1.2 Introduction to Tronics

Tronics is a game based upon the film 'Tron' and any of the ' ↔
Tron' clones

that you will find lurking around the PD market. If you have never played a
'Tron' game before the idea is simple:

You are on a 'light-cycle' (Ok, a coloured pixel!) and you must control
this pixel around the screen. As you move along you leave a permanent trail
behind in your colour, all you do is control the direction as the pixel
continually moves. You must avoid other players (human and computer) and try
to keep away from the border and any walls, if you hit any you will 'die'.

Ok so you have the basic idea, now heres where the ideas to my game come
in..

In

single player

mode (1 human player) you play AGAINST the computer player
or players as the case may be, if all the computer players 'die' (crash into
something) you win and if you die before all of the computer players have,

the computer wins.

In
 multi player
 mode (2 or more humans) you play against the other players,
the computer player(s) are also present but they do not pose such a risk as
they can all die and it will not effect your game, unlike single player mode,
it is the last person alive who wins (regardless of wether or not the
computer player(s) are still alive) and gets a point.

The 'pointing system' in my game is definable, you may choose vareying
levels of play which incorporates an amount of points (wins) a player has
before the player is the overall winner. For example, on the easy level you
play the game at a normal speed and it's the first player (or the computer!)
to get 5 points who is the overall winner, here is a list of the levels and
their statistics:

 Level 1 : Slow speed : 5 wins
 Level 2 : Normal speed : 5 wins
Level 3 : Normal speed : 10 wins
Level 4 : Normal speed : 20 wins
Level 5 : Normal speed : 30 wins

Now, onto the juicy stuff, as you have just seen there is a fair amount of
things to choose from, but there are also three other things you may alter,
the first is the computer's IQ level, this may be set to Thick, Average or
Smart - The Smart level makes the computer player make very little turns in
the game in makes it try to stick to the surroundings, Thick will make the
computer turn anywhere it feels like really and Average is in between both.
The Smart level is more difficult in a way because of the way the computer
acts towards collisions (or no collisions as the case may be), but Thick
may also be difficult (honestly it's not though!) as the computer can 'cut-
you-up' and make life difficult.

The other two features are setting how many
 players you may have
 , this
ranges from 1 human and 1 computer player to 4 humans and 4 computers, the
settings are on different gadgets so you may have any combination you like.

Every player starts at random positions on the screen, so you are given
about 3 seconds to locate your pixel before it goes off somewhere and dies,
if you start next to a wall and your starting direction is into a wall you
will die, IF you don't move.. So keep your eyes open!

Now, it's not all just boring playing and winning etc. I decided to
include a little 'bonus game' if you feel you want to gain some points. It
involves just you going round a screen which has been coated in walls, so
you need to do a lot of advoiding, you must last as long as you can!! In
Single player mode you are given times to beat (8000 for 1 point and over
11000 for 2 points) but in Multi player it's back to the battle where you
just have to get the best time over the rest to get THE point (only one!).

Ok, that covers the basic idea of the game, go to another area for more
info!!!

1.3 Controlling it all

Here are the controls for the game (there is a screen in the game also).

Player - Colour - Control method (either joystick, joypad or keyboard)

-
- | | | |
|---|----------|--|
| 1 | - Green | - Joystick in Joy/Game port 1 or keys U, H, K and M. |
| 2 | - Orange | - Joystick in Joy/Mouse port 0 |
| 3 | - Red | - The keyboard cursor keys (not numeric keypad) |
| 4 | - Cyan | - The keys: W, A, D and X. |

In single player mode it is player 1's settings.
The computer player(s) are in a sick cream colour (hehe).

1.4 Credits

The code, graphics and design by eXclusive/U.D (c)1995.
Music by Den's design.

Written using:

Amos Professional.
Deluxe Paint 4.5 AGA.
Octamed Professional 4.

Thanks to Tronics-D and Pete Woods.

Hi to the following:

Unrelated Dimensions: Synchro, Crays-E and Kickstart (Spencer where are u?).
SKUM: Jason Vorhees, Kev Wood, Pete McGraw, etc. You lot!!
Sysops: Alan Bennett, Lee Sanders, Ross Mcinnes, Neil Terry, Roy Lake (g),
Tim O'callaghan, Joseph Dryden and the others i've forgotten (sorry!).
Mates: James Coleman, Benn Faulkner, Matt Hodges, Pete Thomas, Pete Woods,
Matt Whitfield (Tronics-D), Simon Enticott (Stakka), Will Redhouse,
Andy Clarke, Ricky Day and everybody else on my BBS!

1.5 Messages and contacts

You can contact me if you have a modem by calling my BBS:

>> Total Eclipse BBS on 01983 522428 - Open 24 hours - 14,400bps - Etc.. heeh <<

This game may be distributed in archive form or on a compilation disk but you ↔
must keep
this documentation with the game and no fee must be made for the actual software.

For convience I have included a keyboard short-cut for each option on the main ↔
menu,

the key to press is underscored (underlined) - handy if you have 2 joysticks ↔
plugged in.

It should be compatible on ALL Amigas.

If you have access to a modem and want to leave some notes or bugs then contact ↔
me!!

1.6 The Training Mode

The Training mode allows you to get used to the game, it has a ↔
slow speed and you only
need to win 5 times. You may find this handy if you are having problems (↔
otherwise you
should buy a better joystick - or joypad!)

Return
