

amigaguide

COLLABORATORS

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REVISION HISTORY

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Chapter 1

amigaguide

1.1 Radar Rat Run Guide

```
=====
Radar Rat Run V2.51 23/06/95
=====
```

```
Program by Stephen W Williams
Music by Stuart Matthews
-----
```

Introduction

The Game

Install

Controls

Options

Distribution

Author

Disclaimer

You may do what you like with the source code but
if you improve the game please all I ask is send me
a copy.

1.2 Disclamer

```
Disclaimer
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```

No responsibility or liability will
be accepted for any damage that may appear
to have resulted from use of this program.

All use is at your own risk.

The software is provided "as is" without

any warranty implied or otherwise to the fitness or accuracy of the software and documentation.

The documentation is believed to be correct but the author reserves the right to update the software and/or documentation without notice.

1.3 Introduction

Introduction

Welcome to my very first attempt at writing a game, so why go to all this trouble well back in the early days I had a computer called VIC20 made by Commodore which had a massive 20Kram! Yes 20 kilobyte.

Well my favourite game on this computer was Radar Rat Race, and I have been looking everywhere for an Amiga version, After having no luck I decided to have a go myself.

This game is programmed in AMOSPro basic and compiled with AMOSCompiler.

1.4 The Game

The game

You control the blue mouse Mortimer with the joystick, you must guide him through the maze to find cheese for him to eat, taking care to avoid the red rats.

The rats are trying to catch Mortimer before he eats all the cheese, Fortunately for Mortimer the rats are very short sighted and have to use there noses to smell where Mortimer is, So when mortimer eats the cheese it gives him a bad stomach, so when you press the fire button Mortimer lets out the wind (This is the polite way of putting it) so putting the rats of his sent for a short time.

1.5 Controls

Controls

Control Mortimer with a joystick in port2

Fire Button = Delay rats.

I = Move Radar up or down.

H = Show High score table.

Curs up = Increase speed.
 Cus down = Decrease speed.
 Space Bar = Pause the game.

Also see
 Options

1.6 Options

Options

 Press fire button on title screen for Options Screen.
 Use the mouse or Joystick.

Main Screen Position Centre the display on your screen.

Info Screen Position Move radar to the top if you prefer.

Speed 1 to 4 4 is recommended for a basic A500/A600

Cheese To Start You can chose 4-10 Cheeses to start with.

Number Of Rats Select how many rats to start 3 to 5.

Maze Number Which maze to start 1 to 4.

Players

Start Game guess!!!

 In game
 Controls

1.7 Distribution

Distribution

 Radar Rat Run V2.51 is freely distributable so long as you include all the files in this arcive. You may use or alter the source code as you like. I don't mind what changes you make but if you do any changes it would be nice to have a copy. As This is my first attempt at programing and I'm allways looking for tips/ideas on using Amos.

After Unarcng You should have the following Directorys

```
RadarRatRun --
  Fonts      |-
  Maze       |-
  Screens
```

```

                (Ready to run compiled version)   |-RadarRatRun
(Run from Amos editor)      |-RadarRatRun.amos
(icon)                      |-RadarRatRun.amos.info
(Click on this to run game) |-RadarRatRun.info
  README      (Doc file)
  README.info (icon)
  README.guide (Amiga guide doc)
  README.guide.info (icon)

```

1.8 Fonts

Fonts

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The Fonts in this drawer are the standerd Times.font as found on the WB2.4 disk. So if you are running from HD then if you have these fonts you can eather delete these or move them to your Fonts drawer. The Game will find them.

```

times/  11
        13
        15
        18
        24
times.font

```

## 1.9 maze

```

maze/ mazel.data (zone info)
     mazel.iff (maze picture iff)
     mazel.rats (rat start positions)
     maze2.data (zone info)
     maze2.iff (maze picture iff)
     maze2.rats (rat start positions)
     maze3.data (zone info)
     maze3.iff (maze picture iff)
     maze3.rats (rat start positions)
     maze4.data (zone info)
     maze4.iff (maze picture iff)
     maze4.rats (rat start positions)

```

## 1.10 screens

```

screens/Bobs.abk (Bob Images)
  HiScore.abk (Hi score screen)
  Info.abk (radar/info screen)
  Main.abk (Main screen)
  Samples.abk (Sound efects)
  ThreeBlindMice.abk (music thanks stuart)
  Title.abk (scrolling titles)

```

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## 1.11 Author

Author

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If you have any questions ,comments like or hate the game please let me know.  
I may be contacted using any of the following ways.

Snail mail Stephen W Williams  
Cliveden road  
Chester  
CH4.8DT

Email stephenwilli@delphi.com  
radar@stevewil.demon.co.uk (most likely to work)  
or leave a message on the Amos mailing list  
If you do not get a reply on one try another.  
I will do my best to reply to all messages.

Thank you for reading these notes and enjoy RadarRatRun.

Many thanks to Stuart matthews for the music  
And help with using from HD

## 1.12 Install

Install

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To install Radar Rat Run you just Unarchive "RadarRatRun.lha" where ever you wish to run it from, A drawer will be created containing all the files you need.

If you wish you can move the fonts to your fonts directory (you may all ready have them !).

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