

RushHour

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COLLABORATORS

	<i>TITLE :</i> RushHour		
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Chapter 1

RushHour

1.1 RushHour v1.6a

Welcome to the game

RushHour v1.6a!

by

Andreas Spreen

<http://www.amigaworld.com/support/rushhour>

About RushHour
Features
Your Mission
Configurations
Hiscopes
Making levels
History
Credits
Author

Why a crummy C64-game?
What's it got?
Go for it!
Confused? So are we.
Are you one of the elite?
Not for the faint hearted!
History has never been so much fun
Very nice people indeed
Give. Me. E-Mail!

AmigaGuide® version by Juhana Uttu (cthulhu@mbnet.fi)

1.2 About RushHour

About RushHour

=====

The game is based on the old C64 game Traffic. It was (is) so much fun to play it on the C64. But each time I did, I was yearning for a real two-player mode in order to make it through to the 5th level. So I wrote this amiga-version.

I started developing this game in June 1996 and it is much fun. Especially to get so much feedback, suggestions and emails!

Without all those people on Internet, this game would still be at version

1.1.

Thanks to everyone who wrote to me.

I hope you enjoy playing this game.

1.3 Hiscores

Hiscores:

=====

A menu in the titlescreen allows you to call 3 functions for handling your hiscores.

Export Hiscores

This function writes all current hiscores into a file. If you think you've got the toughest scores anywhere in the world, you can send the file via email to me and I will release it to the RushHourHomepage. I want to make a file with the best RushHourPlayers and their hiscores. Who knows? It might be you.

Import Hiscores

This function reads a hiscorefile created with the export-function and merges the hiscores with the current hiscores of the game.

There are two ways of merging:

* all entries

All entries will be merged. So may be if you import 10 entries that are better, your own entries are gone.

* only 5 per table

Only max. 5 entries will be imported so that at least 5 of your own entries will survive. Advisable if you feel you're not that tough.

Entries that have the same score and name will not be merged. So if you import the same file two or more times, nothing changes anymore.

View Hiscorefile

This function lets you take a look at a hiscorefile. May be you want to do this before importing it.

1.4 Features

Features

=====

- The whole thing is FREeware!

- It multitasks!
- Up to 3 players simultaneously!
- 12 cities, 78 levels!
- 3 skill-levels to test your skills!

- Tested on A2000 and A1200 and A4000
- Compatible with OS1.3 to OS3.1

1.5 History

History

=====

v1.6a (26/06/97)

- * nomore 'internal' cities
- * new city 'Helsinki' by Juhana Uttu
- * optimized object-routines (a little faster)
- * removed little bug in viewHiscores

V1.5 (26/06/97)

- * HiRes-Laced versions
- * Cityselect-Requester
- * 'Level Finished'-Animations
- * Optional leveltitles
- * New cities: Pavia and NewOrleans
- * Small bugfixes
- * New music from Pink
- * New Hiscoremerging

V1.4 (30/04/97)

- * BltBitMapRastPort for gfxboards
- * Hidden screentitlebar
- * External levels more easy in blue mode
- * Additional numbers to display
- * NTSC-Option to slow down
- * Mousecontrol in hiscoretable
- * Bugfix (error requester on black screen)
- * Bugfix (external hiscores)
- * Urgent cars
- * 3 directories for music-modules
- * Leveleditor

V1.3 (12/02/97)

- * TrafficLightRobots
 - * InGame-Music
 - * MergeHiscore Program
 - * New City: Atlanta
 - * New City: Denver
-

- * Bugfix

V1.2 (09/10/96)

- * Mousecontrol, Controls improved
- * 8 new levels (Boston)
- * Cars turn off more smoothly
- * More fair jamcounter
- * Little bug-fixing
- * 10 new extralong levels (Dallas)
- * Levelhiscores

V1.1 (02/09/96)

- * Fixed little bug in HiscorePos calculating
- * 6 new levels (Chicago)
- * Improved InGameDisplay
- * ScreenToBack function in pause-mode
- * Cursor-movement while displaying Hiscores

V1.0 (19/08/96)

- * First public release

1.6 Mission

Objective:

=====

You have to switch the traffic-lights in order to keep the cars (objects) running. The level ends, if too many cars are waiting outside the visible screen (more than 25 in total or more than 9 in one street). For every car that is leaving the screen you get 1 point.

If the To-Do number (displayed on the right) has reached 0, you are allowed to enter the next level (otherwise you will lose).

When the To-Do-counter reaches zero, you enter some sort of bonus-mode. The background becomes blue and the cars starts pouring in. Try to make as much points as you can before the level ends.

TrafficLightRobots:

=====

In OnePlayerMode some levels offer you one or more so called TrafficLight-Robots. These are automatic traffic-light changers. To place a robot, choose the crossing you want to include a 'bot by clicking it with the mouse. They will switch the trafficlight after 4 seconds when there are more than 3 cars waiting. After 10 seconds it will switch the 'lights even if not enough cars are waiting. However, you can still override them and switch the trafficlight on your own if you think that this is nessecary.

Urgent Cars:

=====

Sometimes in the external levels, a blinking car appears that carries a number. This number starts at 9 and counts down to zero if the car is waiting. When the 'urgent car' is leaving, the remaining number is multiplied by 5 and added as bonus points to the players score. So make sure those urgent cars get through without too much waiting!

1.7 Configurations

Music-Directories:

=====

Now there are 3 different directories for the music-modules:

```
titlemodules/   for titlemusic
modules3/       for InGameMusic with 3 channels
modules4/       for InGameMusic with 4 channels
```

If you want to hear something else during the game then simply copy new unpacked protracker-mods into the appropriate directory. If there is more than one mod in one dir, the program selects the modules randomly. The modules in the directory modules3/ should be special 3-channel-mods, allocating only channel 0 to 2, leaving channel 3 free for SFX. These modules are used if option InGameAudio=MUSIC&SFX.

1.8 DIY levels

How to design new levels to 'Rushhour'

=====

Welcome to the glorious world of level-creation! With this step-by-step guide, you just might master the skills of a levelcreator! Here we go:

Part I: The starting line

Now let us say you want to make a new level (or a city), where you can create chaos. :) In this example, you have decided to make a city with a total of 5 levels. The city name is (in this example) 'DOLORES'. (Hey, you gotta start somewhere!). So, go to the shell (or your favourite file-manager), go to the directory /data in your 'RushHour'-directory and type:

```
makedir DOLORES
```

You now have a city-directory, which is at the moment empty. Now, copy an existing 'level.txt' from any city-directory. Leave the 'level.txt' alone, because now you're going to make some levels.

Part II: Making some levels

Now comes the fun part: run the Leveleditor which came with the game (and if not, contact the author). And then you just make some nice levels, just remember these rules of thumb:

- * Never make one-way roads, or roads wide as 1 tile or 3. They must be 2 tiles wide, otherwise it just doesn't work!
- * Crossroads and/or T-junctions must be 3 tiles apart, because of the traffic-lights!
- * There must be at least 3 tiles distance between the edge and a crossing!

Keyboard commands for the editor.

To create trafficlights, make a T-junction or a crossroad. The game will make the trafficlights for you.

Keep in mind that the editor might act funny, so be careful.

When you have completed a level, save the level in the 'DOLORES'-directory and start a new level. Continue until you have five levels.

Part III: Editing level.txt

Now comes the trickiest part: you'll have to edit the 'level.txt' to make it work.

Start your favourite text-editor, and load 'level.txt'. Replace the 'templates' with required numbers (or texts).

```
'LEVELNAME1', PALETTE, BACKITEM, GFX,
    DELAY, RANDOM, TODO,    [This is for the easy-mode,]
    DELAY, RANDOM, TODO,    [this is for the medium-mode,]
    DELAY, RANDOM, TODO,    [and this for the hard-mode]
*   robots, #
*   connect,
*   CROSS-NO, DIRECTION, CROSS-NO2,
*   CROSS-NO, DIRECTION, CROSS-NO2,
*   endconnect,
*   title "[Insert your Get Ready-message here]"
end
```

(* = Optional)

Create 4 more. (To get the amount of 5 levels we agreed in the first place) Save the 'level.txt' and start RushHour. Select 'Dolores' from the city-selector and start playing!

Part IV: Making it better

Right, you've played your nifty new level. What now?

If something went terribly wrong and the game came to a tilt, there might just be a slight mistake in your levels, 'level.txt' or even found a very nasty bug! The level was just too hard or it was too easy.

Readjust settings. Add new things. Remove old things. Drink coffee. Only when you are happy with your level you can spread the damn thing anywhere you want it to be! (Don't go extreme with this one, okay?)

You can also give your homemade city to me. I will then add your city with

the next version of Rushhour!

1.9 PALETTE

PALETTE

=====

Of value 0-3. Changes the palette of the level.

- 0 = Blue and green
- 1 = Green
- 2 = Blue
- 3 = Green and grey

1.10 BACKITEM

BACKITEM

=====

Value of 0-3. Tells the game what background should be used.

- 0 = Border-box
- 1 = Double-cross (Don't try it on your friends)
- 2 = Small boxed
- 3 = Big boxes

1.11 GFX

GFX

===

Value of 0-4. Defines the shape of the cars.

- 0 = Long boxy kind of thingies
- 1 = Small cars
- 2 = Non-flying saucers (but they do move!)
- 3 = Triangled cars
- 4 = A box that can move itself

1.12 DELAY,RANDOM,TODO

DELAY

=====

Value of 5-20. Defines the frequency for the appearance of the cars.
5 is the fastest, 20 is the slowest.

RANDOM

=====

Value of 0-7. Probability for that a car really appears after DELAY.
0 means that cars come flooding, 7 means they are a bit rare.

TODO

=====

Cars to leave the screen before the bonus-mode turns on.

1.13 title

title

=====

This command gives you a opportunity to replace the boring 'Get Ready'-message with words of stupidity! All you have to do is to write 'title' and in quotation marks (") your wanna-be 'Get Ready' text!

Here's an example to end all examples:

```
title "This is a nifty 'Get Ready'-message.
You can insert your name here (or your sisters).
OR you can even put your own phonenumber here (or your sisters).
In other words you can put anything you want.
Well, ok, no dirty words... :)"
```

There! You can write a maximum of 9 to 10 lines and # characters per line.

1.14 robots,#

robots,#

=====

Trafficlight-robots. These are optional. Never exceed beyond the number of trafficlights!

1.15 connect ... endconnect

connect ... endconnect

=====

The section starts with the keyword 'connect,' and ends with the keyword 'endconnect,'. In between you can define the so called connections, which is one per line. A connection tells the program where the cursor is moved. It's not important when the player is controlling the game by a mouse or simiral to that. But in multiplayer-mode there is no mousecontrol and so you can only go up, down, left or right with your cursor. But if there is no crossing in the level with exactly the same height or width, the program doesn't know where to jump to. So you have to (if you want to) define additional connections.

For example:

Let's say, one level would have these crossings:

```

      X           X
           X
    X

```

The crossing will be numbered from left to right, from top to bottom:

```

      0           1
           2
    3

```

The program will detect automatically, that the cursor can go from 0 right to 1, and from 1 left to 0, because crossing 0 and 1 are at the same height. Also the program can see, that the cursor can move from 0 down to 3, and from 3 up to 0, because the two crossings are at the same width. So all there is left to do is to define the connections to crossing 2.

```

connect,
1,d,2,
2,u,1,
3,r,2,
2,l,3,
endconnect,

```

The first line (1,d,2) says that you can move from 1 down to 2. So the numbers stands for the crossings and the letter stands for:

```

u = Up = Cursor up
d = Down = Cursor down
l = Left = Cursor left
r = Right = Cursor right

```

In cases of bigger levels with many crossing it can be a lot of work to find all missing connections that must be defined. I for myself always draw a little picture on a piece of paper in order for not forget a link. As long as you play with mousecontrol in OnePlayerMode, you can completely forget connections and do without it. And if it is too hard to define them, just send the levels to me and I will see what I can do. (I've got some practise now :)

1.16 end

```

END
===

```

Tells the program that it was the last level. Preferably put this in the end of the last level. ;)

1.17 Leveleditor keys

Leveleditor keys

=====

'b': change to BlockCopy-Mode

'i': change to BlockPasteMode

BlockCopyMode:

=====

ESC leave mode (return to mainmode)
first mouseclick select starting point (left upper corner)
second mouseclick select ending point (right lower corner)
third mouseclick select left upper corner of target-area
 and copy block there
 after that you return into mainmode

BlockPasteMode:

=====

ESC leave mode (return to mainmode)
first mouseclick select left upper corner of target-area
 and copy block there
 (if no block is defined, there is only a beep)
 after that you return into mainmode

1.18 Credits

Credits

=====

Many thanks to the following people:

- * Marcello "Muttley" Barisonzi for italian translation and some new levels (Pavia)!
- * Roy Bragg
- * Tim Favro
- * Jools Henn for many new levels!
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- * Mattias Karlsson and Andreas Palsson for ptreplay.library v6.6
- * and everyone I forgot

1.19 Your author, Andreas

Andreas Spreen wants you(r e-mail)!

=====

If you have some suggestions, comments or requests, then please email me
(I love to receive mails)

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