

Eldritch

COLLABORATORS

	<i>TITLE :</i> Eldritch		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 8, 2023	

REVISION HISTORY

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Chapter 1

Eldritch

1.1 Eldritch Help Contents (Eldritch V1.34b)

This is the Eldritch documentation, scripted in AmigaGuide format ↔
for
easier usage. The following topics are available:

Copyright Notice

Background

Contacting S.C.R

About S.C.R.

Playing Eldritch:

Controls

Getting Started

Characters

The Main Menu

The Game Menu

Hard Disk Installation

Floppy Disk Installation

Problems

About Eldritch

History

Future Features

Technical

1.2 Eldritch Technical Information

Eldritch Technical Information:

Eldritch uses a pair of Templates in which to store creature types, which can be found in the Templates directory under Eldritch. These files, with the .Asc extension, are ASCII text files modifiable by any raw ASCII text editor.

Creatures.Asc

describes the Creatures available in Eldritch dungeons.

If new creatures are added to this then the TempGen program must be run from the Eldritch directory and the name Creatures supplied. This will compile the definitions into the .Tmp file that Eldritch requires. Changing the creatures statistics and then running an old saved game will not cause any change in stats until new creatures are encountered. Any creatures added to this file will also begin to appear in saved games and in predefined as well as random dungeons.

Items.Asc

describes all Items available to characters within the game.

Once again, TempGen must be run from the Eldritch directory and the filename Items supplied, to convert it into usable .Tmp format.

<cityname>.Asc files are found in the Cities directory and may be compiled into .Cty files, usable by Eldritch, by running the Dungeon program found in Eldritch's Bin directory from the CLI, supplying the .Asc file's full pathname as the only argument.

1.3 Creating Custom Items

There is currently no documentation on creating custom Items, since there are a large number of options available for Items. A reasonable idea of how they work can be gleaned from reading the Items.Asc file in the Templates directory.

1.4 Creating Custom Creatures

Below is an example custom creature, with notes to explain the meanings of the various fields available.

```
creature 1 "Thug"  
  speed=3  
  aggression=192  
  graphic=24
```

```
inventory 2="MedPack"  
inventory 1="Sword"  
strength=20  
stamina=15  
max_vitality=30  
vitality=30  
skill weapon=25  
skill ballistic=5  
bravery=48  
mode=0  
experience=0  
alignment=30  
end
```

```
>creature 1 "Thug"
```

The creature command signals the start of a new creature definition. The two parameters are it's unique ID within Eldritch and it's name, which need not be unique.

```
> speed=3
```

Speed sets the how fast the creature moves, relative to the player character. The player character starts the game with a speed rating of 5.

```
> aggression=192
```

Aggression sets the shortest distance that there can be, in pixels, between the creature and it's target before it will attack the target. The larger this value, the more aggressive the creature appears to be.

```
> graphic=24
```

Graphic sets the number of the graphics to use from the Basic.Abk bank in the Graphics directory, for the creature. This value should always be a multiple of four. The first frame within the Basic.Abk bank is treated as frame 0. The Basic.Abk bank may be edited using the standard AMOS or AMOS Pro Bob/Sprite/Object Editors.

```
> inventory 2="MedPack"  
> inventory 1="Sword"
```

This specifies that when encountered the creature carries a MedPack in the second Item of it's inventory and a sword in it's first. Six inventory locations are available, numbered 1 to 6. Location 1 is the only weapon location and any ammunition for ballistic weapons should be placed in location 2. Only one item is allowed per location.

```
--- Statistics
```

All player statistics start out at 20:

```
> strength=20
```

Strength determines how much damage is done in hand to hand, in addition to that dealt by the weapon being used. The strength of a hit varies between $\text{Weapon_Strength} + \text{Creature_Strength}$ and double this value, dependent upon Weapon Skill.

> stamina=15

Stamina determines how many points of damage are absorbed from each attack, rather than causing Wounds. Effectively a measure of the Character's toughness.

> max_vitality=30

> vitality=30

The creature's maximum and current vitality. A successful combat hit will reduce the current vitality until it reaches zero and the creature dies. Having $\text{vitality} > \text{max_vitality}$ may work but is silly. Having it the other way round is not very useful. But hey, what the heck?

> skill weapon=25

> skill ballistic=5

The creature's weapon skill determines how good they are at close combat. The a random amount up to the weapon skill of the attacker is added to the total strength of the weapon to generate the strength of the hit.

The creature's ballistic skill works in the same way, but with projectile weapons. In addition, it affects the accuracy of range of grenade weapons.

> bravery=48

Bravery is a value in pixels showing how close an inquisitive creature will get to it's target before trying to get further away.

> mode=0

Mode is the creature's initial starting movement mode, from those listed below:

0 = Do nothing

The character will stay stock still until it's target comes within a number of pixels equal to it's Aggression value.

1 = Follow target

Character will follow it's target, staying at least a distance, in pixels, equal to it's Bravery from the target.

2 = Attack target

The Character will chase the target and attack it whenever possible.

3 = Flee target

The Character will attempt to run away from the target Character, moving in directly the opposite direction to the target.

4 = Panic

The Character will move and fire randomly, regardless of it's target Character.

Note that a Character's Mode will change during the course of the game, dependent upon whether or not the Character is hit, injured, badly injured etc.

> experience=0

Experience determines the number of experience points that the player must have expended before this creature will ever appear as a random monster. Ludicrously high values mean creatures will never appear, while values of <200 usually mean they appear in rooms from the start.

> alignment=30

Alignment gives an indication of how good or evil a creature is. 0=Evil, 100=Good. The player character starts with alignment 50 but this value may be modified according to the alignments of the creatures he/she kills.

>end

All creature definitions must be ended with an "end" statement.

1.5 Eldritch Copyright Notice

COPYRIGHT NOTICE:

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THIS DISTRIBUTION IS FREELY DISTRIBUTABLE BUT IS NOT PUBLIC DOMAIN. ELDRITCH MAY BE COPIED FREELY FOR A NOMINAL FEE TO COVER REPRODUCTION COSTS, AS LONG AS THE DISTRIBUTION IS KEPT INTACT AND UNMODIFIED.

1.6 Eldritch Background

Eldritch is a dungeon-adventure game in a similar style to one I saw on Aminet called Knights. I liked the look of Knights a lot and played it for a number of days until the lack of difficulty and variety began to become boring. It is, nonetheless, a severely funky game and I hope the author will make something more substantial out of it.

I wanted to write a similar system but to make it more versatile and also I wanted to make it dark, brooding and futuristic. Thus the concept for

Eldritch was born. Currently only Random Dungeons are supported, which take some time to be generated and contain very little in the way of interesting gear. But they are fairly large and full enough of random monsters to make them interesting to wander around.

This beta version is solely for the purposes of play testing and obtaining new ideas for the game! The graphics are entirely my own work and hence are pretty poor.

The music for the game WILL be done by a guy named Roger Angus, eventually. It's coming along nicely, but isn't ready for another few days. Which is why I have put another crap tune of mine on instead.

1.7 Contacting those awfully nice chaps at S.C.R.

Any good ideas for Items, Creatures or anything else about the game (Including music and samples), should be sent to:

jnw22@cam.ac.uk (Internet)

or James Weatherall,
Queens' College,
Cambridge,
CB3 9ET (Snail mail @)

Anyone who sends me an Email with the subject line 'Eldritch Playtester' will get their name put down as a playtester in the Intro credits.

Anyone who sends me an idea for the game will also get some kind of acknowledgement in the credits.

WEZ - S.C.R.O.T.U.M.

P.S. - If you have any Pictures, Music or other Amiga files you want to send me, please UUencode them and send them with a seperate mail explaining what they're for.

1.8 Mess with S.C.R.O.T.U.M. and you're playing with loose change ...

They came from a far off land

They were at the forefront of a new revolution

They were leading the World into an age of technology

..... And then they jacked it all in and became

S . C . R . O . T . U . M

THE SACRED CHILDCARE RELICS OF THE UNTRAINED MIND

Today, living as fugitives in the underground world of North Yorkshire, they strut their funky stuff under specially chosen alter-egos, used to protect the insolent

"THE WAZGUL LORD"

"THE MUPPET"

"THE BLOKE ON THE SYNTHESISER"

So if you have a problem and no-one else can help, then just call

S . C . R . O . T . U . M

And we'll have a bloody good laugh at your expense.

1.9 Getting Started in Eldritch

Playing the game:

After first ensuring all
required files
are present:

Insert game disk in any floppy drive (For systems pre-OS3.0 use internal drive). Game should boot up into the Intro sequence and then run the game automatically.

From hard drive, double click on Intro or Eldritch icon to run.

1.10 Using the Main Menu

Main Menu

There are four options on the main menu:

1. New Character.
 2. Load Character.
 3. Quit Game.
 4. Random Dungeon.
 5. Controls
 6. Save Options
-

1.11 Save Default Options:

The Save Options button may be used from the main menu to save the current game configuration into the Eldritch directory.

Status values are saved for the following:

- * Fast/Smooth Windows.
- * Moodily/Fully Lit Rooms.
- * Frame Speed (1-3).
- * Control Method (Joypad, Mouse, Keypad).

The file Eldritch.Opt must be writable for the options to be correctly saved.

1.12 Creating a new Character:

New Character

This option starts a new character and loads in a pre-designed City file from the disk. This is intended mainly for playing scenarios designed specially, rather than random computer-generated ones.

In the full game, a list of the available Cities will appear and one City must be selected to play in. Currently the only available City is a

randomly generated Dungeon
, so the requester does not appear.

Eldritch will request the difficulty level required and then the name of the character, before switching to the Advancement window to allow 200 free experience points to be spent.

1.13 Loading a saved Character

Load Character.

Load a saved character from disk. On Hard Drive systems create a directory called "Characters" in the Eldritch game directory and Eldritch will save Characters to this directory. If the Characters directory is not found then Eldritch will try to save to a disk called "Characters", so have such a disk handy if you want to be able to save characters on Floppy based systems.

1.14 Quitting Eldritch

Quit Game

The lads here at S.C.R. are particularly proud of our Quit Game routine, which patches your Amiga in to AmiSat, a Satellite in Geostationary orbit above Swansea, and alerts our crack squad of expertly trained commando geese to launch a dawn raid on your house/flat/cardboard-box.

And it also quits the game, which was the really hard part to code.

1.15 Play a Random Dungeon

Random Dungeon

Creates a random dungeon in the T: directory. If a Dungeon is already available in the T: directory then a requester will appear, asking whether to use the existing Dungeon or create a new one. Be warned that creating new Dungeons on the standard A1200 can take a few minutes.

Once the Dungeon is created and loaded, Eldritch will request the required difficulty level for the game, before asking the new Character's name and switching to the Advancement window.

1.16 Controls during the game

Controls:

As of version 1.27, Eldritch features three separate control methods.

The primary, default, method is the joystick or joypad, preferably with two buttons. Different control methods may, however, be chosen from the Main Menu.

The available control methods are:

Joystick

Pull in any direction to move in that direction.

Press first fire button to use the item in the Weapon location.

**** Press second fire button to bring up

Game Menu

.

**** This feature is NOT implemented due to problems with reading it.

**** If anyone has code (in any language) to do this, please send me it!!!

Mouse

Move mouse in any direction away from player character. Player character will move towards the mouse pointer, if possible.

Pressing left mouse button uses the item in the Weapon location.

Pressing the right mouse button brings up the

Game Menu

.

Keyboard

Up: Q
Down: A
Left: [
Right:]
Pressing Spacebar uses item in Weapon location.
Pressing the Return key brings up the
Game Menu
.

NB: Keys used to bring up the Game Menu are interchangeable between control methods - the Return key will bring up the Game Menu even in Joystick or Mouse mode.

In any control method, pressing keys F1 to F5 will use the item in the corresponding one of the remaining locations (The Weapon location is NOT duplicated in these keys)

Any item may be placed in any location and used, with the exception that ONLY equipment items can be used in any slot other than the weapon slot.

Also, ammunition for guns should be placed in the Equipment location in the inventory, so that it will automatically be loaded into your gun when it runs out of shots.

Similarly, Keycards and Creditcards will need to be placed in the Equipment location to be recognised.

Any ideas about improving the control system are welcomed.

1.17 The in-game Menu

Game Menu

The available options are:

1. Disk Menu.
2. Options Menu.
3. Inventory.
4. Character Information/Advancement.

1.18 Eldritch options menu

Options:

This menu allows the screen update rate to be set, as well as displaying the current average frame rate and free memory. If the game appears sluggish when a number of creatures are on screen at once, try moving the frame rate from 1 (Smooth) to 3 (Faster). The default is 2

and faster machines can probably cope fine with setting 1.

Another option is Slow or Fast windows. Slow windows means that the display is faded neatly between rooms but this takes significantly longer than Fast mode and can detract from gameplay.

New in version 1.31 is the Moody/None lighting options. By default, Eldritch uses lighting defined in the City description, which is supposed to give rooms a moodily lit feel. This can be changed to give blanket total lighting for rooms by clicking this gadget.

New in version 1.32 is the Controls button, which gives access to the

Controls Menu

, allowing the control method to be changed

during a game.

1.19 Load/Save/Quit menu

Available from the Game Menu, this menu allows the following options:

1. Load a saved game.

Operates in the same way as the Main Menu option. You will be prompted for the name of the character to load.

2. Save the game.

Saves the game to the "Characters" disk (or directory, if available), under the name of the Player character.

3. Quit Game.

Nuff said.

1.20 The inventory system:

Inventory:

The player has six locations in which to store items.

Weapon: Any Item placed here will be used when the player presses the fire button.

Equipment: If the player is using any Item that requires recharging or reloading then this location should contain the spare batteries/ammunition etc. for the Item being used.

+4 spare slots.

In addition to this there is a seventh slot containing all items on the ground at the player character's location in the room.

By clicking twice on the Floor location's button, the items on the floor can be cycled through.

Any equipment item in the player's inventory may be used from the inventory screen by clicking on the Use icon, next to the Information Icon.

If the current item displayed in the Floor location is a Corpse then it may be "Looted" using the Loot icon, next to the use Icon. This destroys the corpse and places all it's contents loose on the Floor.

1. To move Items between locations:
2. To view information about Items:
3. Using an Inventory Item:
4. Looting corpses:

1.21 Using Inventory Items:

Select the Item you wish to use. Its buttons border should turn blue. Now click on the Use button at the bottom of the screen. The relevant Item will now be used.

1.22 Looting Corpses:

Playtesters reported that it was a bit frustrating, having to examine every corpse and pick each item out individually. Since the actions involved were always basically the same, the looting of corpses is now automated and can be performed by pressing the Loot button at the bottom of the inventory screen.

This button will ONLY try to loot the item currently displayed in the floor slot, which must obviously be a corpse if it is to be successful.

All Items in the corpse will appear on the ground and the corpse will be destroyed.

1.23 Moving Items between inventory locations:

Select the first location by clicking on it's button. It's border should turn blue. Now move to the second location and click on it's button. The Items at the two locations will be swapped.

Since the Floor location is special and can hold multiple items, when it is selected as the first location for a transfer, the Items are swapped, but when another location is selected followed by the Floor location, the first Item is forced onto the floor. Try it out to see what I mean. It sounds more complex than it is.

To move Items between containers, move the required Items first from the source container to the Floor. Then select the destination Container or character inventory and take them from the Floor. Once again, try it out to see what I mean.

1.24 Viewing information about an Item

Select the required item as normal and then click on the "i" button at the bottom right of the screen. An information screen will be displayed, allowing Items statistics to be checked. In the case of containers, this involves being able to view their contents.

1.25 Eldritch Characters:

Character Information:

This screen displays the various character statistics

Character Advancement:

This screen appears instead of the Character Info screen once over 100 experience points have been accumulated. Each characteristic is advanced by a random amount by pressing it's button. Each advance costs 100 experience points and advances become less and less significant as each statistic gets higher.

The advancement system is open to criticism, especially if anyone can find a better way of achieving the same result.

--- Testing your own Creatures/Items

If you have any good ideas for Creatures or Items, then look in the Creatures.Asc and Items.Asc files in the Templates directory to get an idea of the forms their definitions take.

[Note that Creature experience is the experience level the Player must have reached before these Creatures start to appear in Dungeons.]

To try out your own creatures or items in the game, run TempGen from the Eldritch directory and type "Items" or "Creatures" as appropriate when prompted. Bear in mind that it will be helpful to edit the graphics files if you want to make it obvious where your Creature or Item is being used.

For Creatures, edit the "Corpse.Abk" and "Basic.Abk" files in the Graphics directory. Remember to set the "graphic" parameter in your Character definition to reflect the new graphics.

For Items, edit the "Items.Abk" file and alter the "graphic" parameter in the Items.Asc definition to reflect the change.

Remember to use TempGen EVERY TIME the Items or Creatures definitions are altered, or the changes won't be recognised by the game.

If you design a good Creature or Item and want to send me its definition then these can be sent as a standard Email, without encoding. The graphics, however, are a different matter. They must be UUencoded to send them by Email.

Send any good stuff to the addresses given above.

Any ideas for new equipment types and other stuff like that would also be appreciated. Just describe their function in a mail.

1.26 Hard Drive Installation:

To run Eldritch from Hard drive, simply copy all the files on the Game disk into their own directory on the hard drive. Simply click on the Eldritch icon to run Eldritch, or on Intro to run the Intro first.

Ensure that the contents of the Fonts, Libs and C directories in the system partition contain the files specified for the game disk.

Hard Drive installation is automated under Eldritch version 1.27, by clicking on the "Install_to_HD" icon on the Eldritch Game disk.

(Whether installing manually or using the script provided, a directory called Characters must be created in the Eldritch game directory if Eldritch Characters are to be saved to Hard Drive.)

**** IMPORTANT!

The Install_to_HD script fails to install the required libraries (amos.library and medplayer.library) from the distribution disk. Until I can fix this bug, they must be copied by hand into the libs: folder

NB : Automated Installation is ONLY available on AmigaDOS systems 2.0+, since it requires the presence of the CBM Installer program in the C: directory.

Under OS 1.x systems the files must be manually installed.

Even under AmigaDOS 2.0x, the Installer program must still be obtained from Amiga Technologies, since it is only a standard part of the 2.1+ OS.

1.27 Floppy Drive Installation:

To run Eldritch from Floppy drive requires several system files ←
to be
copied to the main Eldritch Game disk. These files are in square brackets in the

required files
page of this .Guide file.

Under OS 1.x they must be manually copied to the Eldritch distribution disk in order that it becomes the Game disk.

Under OS 2.0+ the Install_to_Floppy Installer script can be run, which will install all the required system files onto the distribution disk automatically.

Under any Amiga OS, the destination Floppy must be made bootable with the command "Install DF0:" from the CLI prompt, if it is required to self-boot.

I suggest that you back up your distribution disk before running Install_to_Floppy on it.

1.28 About Eldritch

Eldritch Info

Eldritch was written in AMOS Basic Pro V2.something-or-other

The music is in MED format, I hope.

Screens were designed using Dpaint.

Sampled Effects were mostly ripped from Barbarian. I think that Barbarian is an old enough game that no-one should mind me doing this, but if they do then please just mail me to let me know and I'll find some other samples.

I was not sure whether or not some old CBM libs and fonts were under copyright and so I have not included them in
this distribution

.

1.29 Required files:

Files enclosed in square brackets are required by Eldritch, but are not included because of possible copyright problems. Please copy these files from your original system disks into the locations indicated for them below, on the Game disk.

Hard drive users PROBABLY don't need to copy these files, assuming that their system partitions contain all the standard AmigaDOS files.

Please read the relevant Installation page for your system.

--- This distribution should include:

Displays (dir)	
Back_Scr.Dsp	Back_Scr.Dsp.info
Basic.Dsp	Basic.Dsp.info
Buttons.Dsp	Buttons.Dsp.info
Title.Dsp	Title.Dsp.info
Cities (dir)	
Dungeon.Cty	
Graphics (dir)	
Basic.Abk	Corpse.Abk
Explosions.Abk	Intro.Abk
Items.Abk	Projectiles.Abk
Templates (dir)	
Creatures.Asc	Creatures.Tmp
Items.Asc	Items.Tmp
Sound (dir)	
Sound.Abk	Theme.mod (may not be present!)
c (dir)	
[assign]	
Fonts (dir)	
Peridot (dir)	
[7]	
diamond (dir)	

[12]	[20]
[diamond.font]	[Peridot.font]
libs (dir)	
amos.library	[diskfont.library]
[mathtrans.library]	medplayer.library
s (dir)	
startup-sequence	
Bin (dir)	
Dungeon	
Characters.info	Cities.info
Displays.info	Eldritch
Eldritch.Guide	Eldritch.Guide.info
Eldritch.info	Graphics.info
Intro	Intro.info
Sound.info	TempGen
TempGen.info	Templates.info

1.30 Future Features:

Features yet to be implemented:

- * Specially commissioned theme tune. Currently it's sounding very swish, but it's not in a format I could include with this Beta release as yet.

- * Midi option for enhanced quality audio. If you have a Midi system connected to your Amiga, then you'll be able to get even better sound!

- * More Creatures, Items and graphics.

- * Specially designed Cities.

- * Dedicated City editor.

- * Locked doors, keycards, credit cards, shops and spells/psionics.

- * Add Instructions to this .Guide on creating new Items.

- * The Eldritch Cyclopaedia - to replace this .Guide file there may be a seperate disk containing all manner of useful information about the game.

- * Proper Character and City requesters.

(I am told that people do not like the AMOS requesters, and writing myown may take a while ... so don't wait up ..)

- * Improved graphics and sound effects.

1.31 Versions history

This is Eldritch Version 1.34(1.33) (BETA)
Eldritch 1.34 is simply a bug fix of Eldritch 1.33.

Completed 8.11.95

- * Improved the Install_to_HD script.
- * Added some instructions on creating custom Creatures.
- * Fixed a few minor multitasking bugs.
- * Added a Save Options button to allow configuration to be saved.
- * Added a 30-second "Boids" screen saver.
(Optimised for multitasking, not smoothness!)
- * Dungeon generator now places random items in Dungeons.

Previous versions:

Beta versions:

Eldritch 1.32

Eldritch 1.31

Eldritch 1.30

Eldritch 1.29

Eldritch 1.27

Eldritch 1.24

Development:

Eldritch 1.21

Eldritch 1.15

1.32 eldritch1.32

--- Eldritch 1.32 (BETA)

Completed 16.10.95

- * Eldritch now runs at priority 0, meaning much better multitasking.
(-1 priority was ditched because it caused hang ups if there weren't windows on the Workbench Screen)
 - * Control options now available even during game.
 - * Display of inventory on main screen. (NOT YET COMPLETE)
-

1.33 eldritch1.31

--- Eldritch 1.31 (BETA)
Completed 12.10.95

* Added difficulty level requester. Currently only affects random creatures.

* Made "moody" lighting optional. Selecting "Lighting" from Options menu toggles this.

1.34 eldritch1.30

--- Eldritch 1.30 (BETA)
Completed 4.10.95

* Fixed an annoying bug which stopped the Dungeon Generator from running.

1.35 eldritch1.29

--- Eldritch 1.29 (BETA)
Completed: 3.10.95

* It is now possible to USE an Item directly from the inventory screen.

* There is a special button on the inventory screen for looting corpses.

* Removed a buggy second-joypad-key-reader routine which read a pin that most joysticks just short out.

1.36 eldritch1.27

--- Eldritch 1.27 (BETA)
Completed:17.9.95

* Multiple control options. Full control throughout the game using either Joystick, Mouse or Keyboard.

* Dungeon Generator is now capable of making Super-Large rooms in dungeons.

* Rooms may now have any wall missing, allowing more flexibility in Cities.

* Added a Forest display template.

1.37 eldritch1.24

--- Eldritch 1.24 (FIRST BETA RELEASE)

Completed: 9.9.95

This version features:

- * City and Dungeon generator programs are now integrated with each other, to save space on disc.
- * Load and Save games. About eight games should fit on one floppy. (Hopefully)
- * Blood splats when you hit people in hand to hand, just so you make out what's going on more easily.
- * Some internal mapping of rooms is done to speed up operation of doors and other fixtures. This is done on the fly the first time each room is entered by a character and takes on average about 150K ram.
- * Better control over roaming creatures, using experience point ratings.
- * New panic mode introduced for creatures, before they just choose to run away from you. Surprisingly effective!
- * Main program now checks for presence of required directories in startup directory. If they are not present then it assumes them to be on seperate disks.

1.38 eldritch1.21

--- Eldritch V1.21

Completed: 5.9.95

This version features:

- * Exploding ammunition.
 - * Improved character advancement system.
 - * Item specific sounds.
 - * Viewing of item statistics.
 - * Off-Screen active characters.
 - * Corpses appear when characters die, which can be looted for gear.
 - * Nice death and getting hurt sounds.
 - * Corpses decay once the character has been to about 10 more rooms.
 - * Characters in rooms are arranged similarly.
-

- * Random dungeon generator is now included with the main kernel and is available stand-alone or from Eldritch itself.

1.39 eldritch1.15

```
--- Eldritch V1.15
Started : 5.8.95
CCompleted : 27.8.95
```

Basic version of Eldritch, contains only the basic movement and exploration system.

Discovered a few problems with AMOS Pro:

Programs with lots of error handling (On Error Goto ...) don't seem to compile. The only one that I got to compile gave a 3Mb executable.

There is some weirdness about passing back Param values. Not a reliable means of data exchange.

This version features:

- * Space for 200 characters, 1000 rooms and 6000 objects per city.
- * Support for basic doors, which are open or closed and may also be locked.
- * Support for Hand-to-Hand, Ballistic and Grenade weapons.
- * Support for Credit Cards, Ammunition and Key Cards.
- * Rudimentary AI system for creatures, determined by their Mode.
- * Basic character advancement and experience system.

Currently aiming only at 2Mb machines.

1.40 Problems running Eldritch

If you experience any problems running Eldritch, first try disabling things such as screen blankers, which can often interfere badly with Amos programs.

If this still does not work, ensure that as few commodities and other background utilities are running as possible.

If you STILL find problems then try disabling the CPU caches. On 040 and possibly 060 machines the caches are a MAJOR source of problems with Eldritch, due to a combination of poor coding (by Amos) and poor cacheing implementation. 020 and 030 machines suffer less but may still cause trouble on some accelerator boards.

Finally, if you still can't get the thing to work, give me a call. Maybe I can help.

--

Wez
