

# **Army**

Luky ^ AKF

**COLLABORATORS**

	<i>TITLE :</i> Army		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

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# Chapter 1

## Army

### 1.1 Workbench Army by Lukas Stehlik alias Luky - LukySoft 2000, Amiga Klub Frydlant

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Workbench Army 2.00 (02.09.2000)

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Welcome  
... Introduction

Author  
... Author, contacts

Thanks  
... Thanks

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Installation  
... How to install

Requirements  
... System requirements

Controls  
... How to control WB Army

Tooltypes  
... Tooltypes (WBArmy.info)

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Future  
... Future

History  
... History

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LukySoft  
... Games by LukySoft

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## 1.2 Workbench Army - Introduction

Introduction  
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Workbench Army is my first small workbench game. Something like Scorched Tanks, but in Workbench. The respect of the operating system is always my watchword. This game is freeware.

Author is NOT responsible for any damage (or damages !) attributed to Workbench Army. You are warned that you play Workbench Army at your own risk~!!!

## 1.3 Workbench Army - Author

Author  
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Alias: Luky, student with no money and A1230-III :-)

E-mail: luky-amiga@volny.cz

Suggestions, hints, etc. are welcome.

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Address: Lukas Stehlik  
Novomestska 1267  
46401 Frydlant  
Czech Republic

Postcard are welcome.

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Home: <http://www.volny.cz/tkucera/>

Sites of our Amiga club.

You can download there the newest version of LukySoft games.

Sorry, but sites are only in czech.

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## 1.4 Workbench Army - Thanks

Thanks to

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- JACK (Jan Vonka) for his tips and invaluable assistance (betateesting).
- JAX (Miloslav Lesak) for his very useful tips.
- JERRY (Tomas Kucera) for publication on Aminet.
- all Amiga users, programmers and hardware developers

It would not have been possible without them !

## 1.5 Workbench Army - Installation

Installation

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- just copy the drawer "WBArmy" :-)
- don't rename files !

## 1.6 Workbench Army - Requirements

System Requirements

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system : Amiga OS 3.0 or better (OS 2.0 not tested)

processor : 68020 or better (tested with 68030 and 68040)

memory : 0,5 MB RAM free

software : LIBS: mathtrans.library (important !)

          FONTS: Compact.font (included in this LZX)

          FONTS: topaz.font (not important, in ROM)

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## 1.7 Workbench Army - How to control

Controls  
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arrows ..... power and angle  
 mouse ..... clicking on gadgets  
  
 <SPACE> or <ENTER> ..... fire  
 <DEL> ..... move (left)  
     <HELP> ..... move (right)  
 <F09> ..... weapons  
 <F10> ..... shop  
 <P> ..... pause  
 <ESC> ..... exit the game

## 1.8 Workbench Army - Tooltypes

Tooltypes  
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SOUND = YES | NO default YES sound on/off  
 WIND = YES | NO default YES wind on/off  
 GRAVITY = YES | NO default NO gravity on/off  
 FAST = YES | NO default YES fast redrawing of tanks on/off  
 COLOR = color number default 4 landscape color (WB colors)  
 CPU = nr. 0 - 9 default 3 CPU's intelligence, 0 is human  
 EMAX = nr.100 - 990 default 200 maximum of player's energy  
  
 BONUS = MIN | LOW | MED | HI | MAX bonus crates

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Note : FAST=YES  
 -> redrawing with very small bugs, but really fastest on my 68030

## 1.9 Workbench Army - Future

Future  
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- WBArmy.catalog
- more gadgets (main menu)
- more weapons
- shields

## 1.10 Workbench Army - History

History

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Workbench Army 2.00 (BETA 1,2,3,4,5,6,7,8)

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- \* english version (not czech)
- \* random landscape
- \* destruction of landscape
- \* new sounds (1/2 of EXE file)
- \* five weapons :
  - 1 Single Shot
  - 2 Big Shot
  - 3 Very Big Shot
  - 4 Mini Nuke
  - 5 Mega Nuke
- \* tooltypes (you can change the default settings on startup)
  - \* bigger window
- \* fixed many bugs (like always)
- \* a bit faster
- \* and more

Workbench Army 1.xx

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- \* only czech versions
- \* no random landscape (level - black line and gray box)
- \* unbreakable landscape
  - \* small window
- \* many bugs

## 1.11 Workbench Army - Games by LukySoft

Games by LukySoft

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<http://www.volny.cz/tkucera/download.html>

LukySoft games 1.xx are only in czech !

WB LukyNoid 2.00 coming soon.

Name	Description	Latest Version
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WB Army:	"WB Scorched Tanks"	v2.00 (02.09.2000)
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WB Lukynoid:	"WB Arkanoid"	v1.81 (06.08.2000)
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WB Pacman:	"WB Pacman"	v1.06 (06.08.2000)
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