RushHour

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COLLABORATORS			
	TITLE : RushHour		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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RushHour

1.1 RushHour v1.4

                         Welcome to the game

       RushHour v1.4!

             by

       Andreas Spreen

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

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                         Why a crummy C64-game?

              Features
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              Configurations
                         Confused? So are we.

              History
                         Makes history lessons interesting

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                         I salute these people... NOT!

              Author
                         Give. Me. E-Mail!

         AmigaGuide® version by Juhana Uuttu

1.2 About RushHour

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About RushHour
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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.
 It took me about two month and was much fun. So I hope you enjoy playing
it as well.

1.3 Features

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Features
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  - The whole thing is FREEWARE!
  - It multitasks!
  - Up to 3 players simultaneously!
  - 7 cities, 47 levels!
  - 3 skill-levels to test your skills!

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

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History
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New in V1.4:

  * 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


New in V1.3:

  * TrafficLightRobots
  * InGame-Music
  * MergeHiscore Program
  * New City Atlanta
```

  * New City Denver
  * Bugfix

New in V1.2:

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

New in V1.1:

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

1.5 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 the game is over).

When the To-Do number is 0 you enter a sort of bonus-mode. The background
becomes blue and the skill starts increasing. Try to make as much points as
you can before it simply becomes impossible to go any further.

TrafficLightRobots:
===================

 In OnePlayerMode some levels offer you one or more so called TrafficLight-
Robots. These are automats who will try to automatically control one
crossing. So you can place them with the mouse on one crossing. They will
switch the trafficlight after 4 sec and when there are more than 3 waiting
cars. After 10 sec it will switch even if not enough cars are waiting. But
you still can overwrite them and switch the trafficlight on your own if you
think that this is nessecary.

Urgent Cars:
============

Sometimes in the external levels, some blinking cars appear that carry 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
with 5 and added as bonus points to the players score. So make sure, those
urgent cars get through without too much waiting.

1.6 Configurations

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Merging Hiscorefiles
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 There is an additional little program called MergeHiscores. With this
program you can merge some hiscorefiles. The hiscorefiles are the main
file for internal citys (from V1.2)
```
   'data/his'
```

and the file for each external city
```
   'data/Atlanta/his'
   'data/Denver/his'
    and so on...
```

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

1.7 Credits

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Credits
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music by Keith Baylis (kb-zip) (I love his chipmusic)

thanks to the following people:
Mattias Karlsson and Andreas Palsson for ptreplay.library v6.6
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Oliver Petry for GfxBoardTesting and suggestions

special thanks to Juhana Uuttu for this wonderful AmigaGuide-File!

1.8 Your author, Andreas

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Your every-day-genious Andreas Spreen
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 If you have some suggestions, comments or requests, then please email me
(I love to receive mails)

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