

# **Car**

Jools Henn

**COLLABORATORS**

	<i>TITLE :</i> Car		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## Car

### 1.1 Welcome to Car Battle!

Car Battle v1.0

By [Jools Henn](#) , (c) 1997.

[Introduction](#) - Why did I bother to make this?

[Distribution](#) - Spread this everywhere!!

[Running Instructions](#) - Very simple!

[Playing the game](#) - Get those joysticks ready...

[Miscellaneous Junk](#) - Some useless info.

[Sound Options & Info](#) - About the stereo sound.

[Options & Arguments](#) - Options Screen / Command Line args

[The Joystick Tester](#) - The built in stick tester!

[Known Bugs & Future](#) - What's next?

[About the author](#) - About me!!

### 1.2 Car Battle - Introduction

There aren't that many five-player at once games out, are there?

Well, that is the main reason for me deciding to make this game. So, thanks to me, you can invite a few mates round, break open the beers and blast each other to your hearts' content.

Features:

--> Up to five players at once!

--> Support for a parallel port 4-player adaptor (tested OK)

--> Collect Powerups and blast the other players!

--> Full **PROPER stereo sound!**

--> Fast fun blasting action!

--> Built in **Joystick Tester!**

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--> Avoid the nasty gas cloud!

--> Floppy Disk Installation Script that actually works!

--> Blast your mates to a pulp! (Did I mention that?)

Well, I hope you enjoy this game. It was quite good fun to make, and (a bit of a first for me!!) fun to play as well.

### 1.3 Distribution of this game

This game was made by and copyright Jools Henn.

You may freely distribute this game through any method you want, as long as all files are intact, and you don't charge rip-off fees for it.

No warranties are given, so use at your own risk.

Well, that's about it!

(I've kept it short, because probably nobody will read it anyway...)

### 1.4 How to run the game.

Running the game is very simple. Just run the CarBattle executable.

Simplicity itself.

If you are really feeling in a good mood, you can copy AMOS.Library to LIBS: if it is not there already, but the game will cope even if it isn't as long as it is present as Libs/Amos.Library.

No install script is provided to install to hard disk, so you have to do it yourself, but come on, if you can't copy a directory across to your hard drive then you DO have problems!

There is a nice install-to-floppy-disk script, though.

Requirements:

Amos Library

The Math#? libraries (supplied with Workbench)

Workbench & Kickstart v1.3+ (see speed note below)

Speed Chart:

Machine: Standard A500 Standard A1200 Accelerated A1200

2 Players \*\*\*\* \* \* \* \*

3 Players \*\*\* \* \* \* \*

4 Players \*\* \* \* \*

5 Players \* \* \* \*

\*\*\*\* -> Great, runs at full speed!

\*\*\* -> Little bit of slowdown, but still perfectly playable.

\*\* -> Jerky, but just about playable.

\* -> Yuk, this is not going to impress anybody.

This speed chart refers to the number of players that are alive at any time. So, if you are playing a 5 player game on an Amiga 500, it will start off really jerky and horrible, and get faster as players are killed.

I might optimise my code a bit in the next version, but don't bank on it.

After all, how many people are there that match all of the following criteria?-

1. Own nothing better than an unexpanded Amiga 500.
2. Have a four-player parallel port adaptor.
3. Have five people that want to play this game.
4. Have at least three joysticks.
5. Have a copy of this game (!)

I reckon that you could count them on the fingers of one hand. Probably with four fingers and a thumb still to spare ;-)

Having said that, even if you do only have an A500, this game is still great fun for two or three players. If you want to create a bootable disk for an A500 / A1200 owner who doesn't own a hard disk, then just follow the instructions lower down on this page. (I know, in the old days when we didn't have hard drives, we all used to spend most of our time making bootable disks, but now we all have lovely fast hard drives, who can be bothered? So, I have included full floppy install script, including what files are needed to run the game below, which have been TESTED TO WORK.)

This has been tested on the following systems:

Amiga 1200, Blizzard 1230-IV/50, 10Mb RAM total, hard disk.

Amiga 1200, standard, 2Mb RAM total, floppy disk.

Amiga 500 as emulated by Kick 1.4.

The game works fine under Kick 1.4, so it should work on a real A500.

Installing this to a floppy disk:

1. Execute the Floppy Install Script.

Or, if you don't want to do that, try the following:

1. Format a floppy disk (OFS if you want to use it on an A500)
2. Copy CarBattle and CarBattle.Guide onto it.

(or, preferably, just copy the whole lot)

3. Make a LIBS directory on it, and copy AMOS.Library, and all of the maths libraries (copy libs:math#? df0:libs)
4. Make an S directory, and create a file Startup-Sequence in it, containing only the word CarBattle
5. Install a valid bootblock on the disk (install df0:)

Simple, eh? I tried this, and it works.

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### 1.5 Playing the game

Now, here is the interesting bit, how to actually play the game.

Well, load it up, and you will be faced with the cheapo title screen and a request asking how many players are going to play. Press the relevent number, and then you will get a request for each player asking which control method they would like. You can use the keyboard, the joysticks, or a four-player parallel port adaptor.

If you want to use the keyboard, I would advise the Z-X-T-F-Space combination, as that does not have any keyboard clashes. The Cursor keys and enter combination has one clash on Left-Cursor-and-Enter.

You will then see the **Options Screen** . Here you can set any options that you may want, or redo the controls. Click on the link above if you want more details.

Now, once that has been dealt with, the game will start. Now, here's the complicated bit. (Well, maybe not)

Moving up on the joystick will move your car forwards.

Moving down on the joystick will move your car backwards.

Moving left on the joystick will turn your car anticlockwise.

Moving right on the joystick will turn your car clockwise.

And I bet you can't guess what the fire button does.....

Each player controls one car, and has to drive around shooting the other cars.

The top of the screen is divided into 5 sections horizontally, one for each player. Each player's section is split into three, as follows:

```

_____
| | 1. Represents the energy of the player.
| | 2. Which powerup, if any, the player
| _____ | is in possession of.
| | 3. How much of this powerup is remaining.
| 2 | 3 |
| _____ |

```

Talking of powerups, I think I'll describe them here.

```

_____
| | | | | | ____ | | | |
| | | | W | | | / \ | | 3 x |
| 2 x | 5 x | | S | | | S | | |
| | | | \ ____ / | | W | | | pnts |
| _____ | | _____ | | _____ | | _____ |

```

2x Power 5x Power Shield Inv. Shield 3x Points

2x Power This gives you bullets that do 2x as much damage to anything that they hit.

5x Power Same as above but 5x as much damage.

Shield Nobody can do any damage to you.

Inverse Shield Like the normal shield, but when you get hit, instead of taking energy away from you, it gives you energy instead!

Not only that, but it takes points away from the person that is shooting you!

This looks like the normal shield, but upside-down.

3x Points Gives you 3x the amount of points for anything that you do.

This is also a very nice thing to have, particularly if you have it when you are blowing someone up or the round is finishing.

Points Allocation:

This game is all about points, and who can get the most. So, if you want to get the most out of it, you need to know what points you get for doing what. So, here is the guide:

1 point for each energy point taken off any other player.

50 points for killing another player, plus all remaining players get 10 points.

100 points for winning a round (i.e. killing all other players) plus 2 points for every point of energy you have left.

Don't forget, if you happen to be in possession of a 3x points bonus at the time, you get three times the points listed above. Think about that.

Watch out for the gas cloud! This is a nasty piece of work that if hit will take 25 units off your energy. If you have a shield, however, it will not do anything to you, and if you have an inverse shield, it will GIVE you 25 units of energy.

It is better to be killed by the gas cloud than be killed by another player, because then nobody gets the 50 points for killing you, and points, as I said, are what the game is all about! Suicide tactics can help sometimes after all...

The gas cloud can be turned off. See [Options](#)

At the end of every round, you will see the score for each player for that round (along with a sarcastic comment about how good or bad each player did on that round), and the total score for all rounds. The player with the highest total score is the winner so far.

The game counts how many rounds have been played, so that you can say something like "We'll play ten rounds and then see who's the winner". If you reset the scores, the round counter is also reset, for obvious reasons.

That's all there is to it! Get blasting!

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## 1.6 Misc Junk

Miscellaneous Junk

First, we have the Amiga PD Game Cliche chart.

At Number 3, there are Shoot 'Em Up Construction kit games. Formerly number one, these games have fortunately become less popular in recent years, the main reason being that they are total crap.

At Number 2, there are Amos games which use the supplied BOOM, SHOOT and BELL commands because the programmers are too lazy to implement their own sound effects. Irritating, eh?

But at number one, we have that irritating explosion sample. Yes, the one that almost every PD game ever created has in it somewhere. The one that is horrendously distorted, and goes Kpppew-ooo-ah!!!!

You've guessed right. That stupid, horrible, annoying sample is in this game. I'm really sorry about that, I just HAD to do it. Blow up another car, and what do you get? Kppppew-ooo-ah!! That stupid sample again!

Also, that lovely AMOS orange colour is used as well.

(Shouldn't that be the horrible AMOS orangey-brown colour?)

This game features proper stereo sound! If you want more information on this, then see [Sound](#).

This game uses the useful Ercole.lib for AMOS to do the four-player adaptor tricks. Very handy extension. You can find it on Aminet in the Dev/Amos directory.

I wasn't going to bother to make this game NTSC compatible, but I thought "Oh, may as well, just for fun!". So, the game does a bit of messing about and now the game should be perfectly usable in NTSC. The game does, however run 20% faster in NTSC mode (but you guys should be used to that by now), which actually makes the game more fun. Obviously it doesn't make much difference on "Ridiculously fast mode", is it goes as fast as it damn well likes in that mode anyway!

If you are really bored, check out my Amiga web page. It should have info on all of my programming projects, and any other Amiga related stuff you may find interesting.

The address is <http://www.bath.ac.uk/~ma7jkh/amiga.html> -a bit of a mouthful, I know, but such is life...

## 1.7 Future of this game, and known bugs.

Possible things to implement in a future version of the game:

Computer controlled nasties

(Helicopters, Mini Tanks, Homing Missiles, etc).

Some more powerups? (perhaps)

Better car graphics! (I'm no artist)

Better icons? (Nah, no point, is there?)

Most of these will probably NOT get done, as the code is getting too big for its boots at the moment, and when I finally get around to implementing any of this in a few months time, I will probably be totally lost looking at the code!

How do commercial game designers cope? (Well, for a start, they probably structure their code a lot better than I do ;-)

Plus, I am away at university now, and I probably won't be bothered to make any updates to this game. So you are looking at it in its finished state, really. Obviously if you find that the game crashes most of the time I'll try and fix it, but don't expect too much beyond that.

Known Bugs:

If you shoot a bullet upwards and it happens to be passing the energy bars as they are being redrawn (because another player is shooting you or something), then they can look a little corrupted. If someone is shot again, they are redrawn OK. I know why this is, but it is not a major bug, and it would take a while to fix, so I might just leave it.

When I was testing the game using the interpreter, sometimes, the game slows down a bit, especially if there are five players on the screen. When one of the players are killed, the game speeds up a little.

However, when the game was compiled, the situation improved dramatically. Also, sometimes when I was testing, AMOS went nuts and started looping all the samples. Not even the Sam Loop Off command would help. Hopefully this should not happen to you...

Sometimes, when there is a lot of sound activity, you get sort-of squeaking noises. Strange, but fun.

If you powerpack the CarBattle executable, then the game crashes on exit.

I've noticed this with anything that I compile. Totally illogical. Shame, really, as powerpacking it would halve the size of the executable. Maybe it would be alright with some other cruncher.

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## 1.8 About meeee!

I'd just taken my A Level exams when I wrote this game, and I felt like writing a game to ease the stress a bit, so here it is.

You can send me an e-mail at [ma7jkh@bath.ac.uk](mailto:ma7jkh@bath.ac.uk) , and please do send me an e-mail if you like it. That e-mail address should be valid until about august 2000 (or maybe even 2001!).

What's Cool: What Isn't:

The Amiga (obviously) The PC

Alcohol! Fags

Prisoner Cell Block H The Spice Girls (annoying!)

Hi-Fi Seperates Midi Systems

Bassy Music! Bill G8ze

The Aminet Windoze & Windoze 95

Octamed Soundstudio Walking up hills

CDs and CD-Roms Software that crashes for no reason

Nicam / Hi-Fi Stereo VCRs Linear Mono VCRs (Buzz, Hiss!)

My Dodgy Car! (See Car 3 in the game) Equipment that goes dodgy

Gloom Deluxe and Editor Rip-Off Merchant "sales"

Directory Opus 4 The PC (have I already said that?)

Video Backup System Tapes that leave oxide on your deck

Decent games Games that won't install to HD!

Magic Eye Pictures Dodgy connections!

The Prodigy Organ Music

Nirvana (Still!) Muffley Recordings

Turbo Touch 360 Joypad My web page!

(I think it's a great pad but everyone else that I know hates it!)

## 1.9 Sound in this game...

This game features Proper Stereo Sound!

Most games use the "Oh, I've got to play a sound, I'll just chuck it on the nearest sound channel and forget about it" technique. No, not this one!

This game uses proper stereo. If something happens on the left hand side of the screen, it will come through your sound system panned to the left by the relevent amount.

Having said that, the "Chuck the sound to the nearest free channel" method is also available if you prefer that..

It was reasonably simple to implement, so why the hell don't more games do

it? I really hate the "chuck the sound to any old channel" approach, as you get totally unrealistic stereo presentation of the sound.

Let's hope AHI will change all that. I was going to implement AHI support into this game, but messing about with device calls is not exactly my thing. If someone writes an AREXX port for AHI, then I might be interested.

Choosing which sound method you would like:

**STEREO** - This option gives you proper stereo sound, and is the default. It does, however, only give you two channels of stereo sound (so you will only be able to hear two things at once).

If you have a stereo Hi-Fi system, however, I think the stereo panning makes up for this.

**MONO** - This option gives you the standard chuck-the-sound-to-the-nearest-available-channel sound that most games seem to love.

Sounds really annoying through a stereo system, but if you are listening to it in mono, this mode will sound better, as it will give you four mono channels, as opposed to two stereo ones (so you will be able to hear four sounds at once).

If you are listening through a mono TV, select this option.

You can use the keyword "Mono" on the command line if you have a mono TV and you can't be bothered to set it to mono every time you run it.

See [Options](#) for more information.

## 1.10 Joystick Tester

This game features a built in joystick tester!

To activate it, simply press J on the options menu, or make sure the word "Joytest" is on the command line, i.e. when running the game, type "CarBattle Joytest" (without the quotes).

When the game is run, you will be presented with the joystick tester.

The first two represent the two joystick ports on your Amiga. Two fire buttons are supported.

The next two are for a four player adaptor (so this way you can see if it works or not).

When you're fed up of playing with your joystick, press Escape, and you will be returned to the game.

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## 1.11 Game Options & Command Line Arguments.

The options screen looks like this:

S = Toggle Stereo Sound

B = Toggle Background

L = Toggle Gas Clouds

G = Change Game Speed

C = Change Controls

J = Use Joystick Tester

Stereo Sound

On => Two Channel Stereo

Off => Four Channel Mono

On is default. For more info about this, [click here](#) .

Background

On => 3D Effect Background On

Off => 3D Effect Background Off

This does look reasonable, but it can put you off the game a bit, so that is why it is off by default. Try it on both, see which you prefer.

Gas Clouds

On => Gas Clouds On (Take 25 points energy off when hit)

Off => Gas Clouds Off

Game Speed

Ridiculous => Disables timing, so the game plays ridiculously fast! Funny.

Full => Normal Speed. 50Hz update in PAL, 60Hz update in NTSC.

1/2 => Half normal speed. A bit slow and jerky. Just like a PC!

1/3 => One third of the normal speed. Painfully bad. Yuk.

Full is the default, for obvious reasons.

The speed of ridiculous mode depends on the speed of your CPU. On my 50MHz 68030, this is too damn fast to be playable. I'm not sure I'd like to try it on an '060...

By the way, it is possible to run into your own bullets in ridiculously fast mode. Yes, I know, slight inconsistency with the laws of physics, but due to how the game works, it would be hard to do everything exactly right.

Change Controls

This simply lets you change the controls, i.e. it takes you back to where it asks "How Many Players? (2-5)", and then lets you change the controls of each player.

Use Joystick Tester

This takes you to the joystick tester. For more info, see [Joystick Tester](#)

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### Command Line Arguments

These can be specified in any order on the command line, as long as they are there, that is all that counts. They are also not case sensitive.

Joytest - Runs the **joystick tester** first thing.

Mono - Sets **4 channel Mono sound** . (i.e. Stereo OFF)

Background - Sets the background to ON.

Nogas - Sets the gas clouds OFF.

Speed0 - Sets speed to Ridiculous (might come in handy?!)

Speed2 - Sets speed to half of the normal speed.

Speed3 - Sets speed to one third of the normal speed.

## 1.12 The Hidden Bit!

Yes, this is the hidden bit. Wasn't too hard to find, now, was it?

Personally, I prefer to use the Browse forward button to view amigaguide documents. If you're reading this, they you probably think the same way.

Or maybe not. Who knows?

Hohum, I could yap here all day, but there is no point in wasting disk space, really. So I'll shut up.

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