

# Midnight

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**COLLABORATORS**

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

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## Midnight

### 1.1 Midnight Hours (May 18, 1995)

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### 1.2 Requirements

Requirements:

An AGA-equipped Amiga. Additional FAST-memory or 030+ CPUs will speed up the game. 020 and OS/3.0 are required.

To play music the game requires the ptreplay.library, which is included. Thanks to Mattias Karlsson for producing it!  
If the game fails to find ptreplay.library no music will be played (and loaded, which makes the game run faster).

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PTReplay.library version 4.20 by Mattias Karlsson. © 1994 BetaSoft  
This version is FreeWare. You may use this library, and also copy it further, provided that NO CHARGE is claimed. This message must always accompany any files in the PTReplay.library that is distributed.  
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Oh yes, Delete and Copy commands (in SYS:c/) are also required.

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## 1.3 Techical details

Techical details:

- Pure assembler code.
- Uses 64 colours, added one bitplane for lightsource-masks, which enables me to use multiple lightsources (Are included in the finished game, not visible yet).
- Smooth gameplay and low memory consumption.
- Uses inhouse packing routines to lower the storage usage.
- Nice interface. =D
- So far I've managed to produce 10000 lines of code for Midnight Hours. (That is over 250kb!)
- On my 5.5 MIPS 030 the game is little too fast, so all you valilla A1200 owners should not be having any trouble with this game.

## 1.4 Game information

Game information:

I'm a fan of Ultima-games. When Ultima 6 arrived, I was horrified by the slow and ugly graphics, so I decided to write my 'Ultima'. This time it is not slow, it has nice graphics and does not require lots of Hd-space. There is only one problem: the work required to produce a rpg is huge. So I'm asking you if you like the game's engine and if you would like to play the finished Midnight Hours. If you like it then feel free to e-mail me and tell me so. If you have any suggestions plase tell them to me. I'm all ears. I have plenty of programs (four) to code and I would not like to spend the next six months coding a game that nobody would like to play.

So far I've managed to produce graphics and code, but composing music is beyond my skills. If some of you have some nice medivedal tunes or other groovy tunes you think would suit the game then please e-mail me. I also included an iff-picture, which has the game's palette. If you think you could draw better images then do so. Uuencode your pictures and send them to me.

In-game keys:

D - Drop  
G - Get  
M - Move  
R - Remove  
A - Apply  
T - Talk  
E - Enter  
F - Fight  
SPACE - Pass a turn  
HELP - Displays these keys  
ESC - Quit (Left mouse button does the same.)

The function keys (F1-F5) have also special effects.

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F1 - Music On/Off  
F2 - Disk operations (Not included/programmed yet)  
F3 - Pause On/Off  
F4 - Scroll off (Text/Status display)  
F5 - Show status

Pressing Enter in Text/Status/Other view will grant you exit from them.

Other information:

This game has many bugs and I know every single one of them, so do not send me any bug-reports. Currently I am lacking of time (I am a high-school student with many things to study), but I'm using lots of my freetime to write this game. I hope this game will bring back the good old Ultima 5 times, when the story and the atmosphere were extremely captivating.

This is the first computer rpg with dancing characters! =B  
Aren't they cute?

PS. Oh yes, you can also send me a postcard. =D

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## 1.5 The Author

I myself? I'm a humble high school student from Finland and I love my Amiga! Feel free to e-mail me. I'm quite lonely and would like to receive some (e-)mail from you other Amiga users.  
Oh yes, I'm 17 years old (I was born 11-Aug-77).

One day I grabbed the JuggleGuide by Mathias Dahl from Aminet and I've been juggling since that silly day... Juggling is fun!

In the summers I like to swim and throw my trusty old frisbee with my friends or with my dog. Throwing a frisbee with my dog isn't very smart: she likes to eat it a lot. But who cares when the frisbees are quite cheap anyway?

Keep your Amigas running and send me your opinnions on Midnight Hours.  
Cheers!

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## 1.6 Release Date

When is this game supposed to be finished? Good question. I ↔  
really  
do not know. First I was sure that the coding would take only  
a couple of months, but I've coded Midnight Hours now over six months  
(I've had some long holidays, kept many days (weeks) off) and still I  
find many things to improve and add. Hopefully it will take no longer  
that three more months. My classmate and friend  
Joona Palaste  
is  
trying to speed up the coding by asking almost every day about the  
progress. Greets Jones! I hope that you'll also learn yourself the  
Amiga machine language. It's not so hard you think it is, the learning  
I mean. Just work hard on it. Find lots of spare time and start making  
little example programs.

## 1.7 Sexy Jones

He's mean and he uses Amos Pro a lot.