

002d9ce8-0

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REVISION HISTORY

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Chapter 1

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1.1 Aerial Racers Guide

```

+-----+
|
+ Aerial Racers v0.92 - PreDemo version +
|
+ ©Copyright 1995/96  Insane Software  +
|
+-----+

```

Please note: Drop me a line if you are interested in the game.
I'd be very interested to know if it works on your
Amiga, especially if your configuration is a bit
exotic.

Vaughan Roberts.

Code/Graphics/Sound By Vaughan Roberts.
Music by Ben Ellis.

~Legal~Info~~~
Covering our asses.

~Requirements~
What you need.

~Installation~
Stick it wherever.

~Registration~
Nope, not yet.

~Gameplay~~~~~
If you need the help.

~Future~Plans~
You mean there's more?

~Addresses~~~

Where to find us plus our credits.

History!

How did it happen!

1.2 Legal Stuff

The usual Legal Mumbo Jumbo.

Disclaimer:

We make no warranties, either expressed or implied, with respect to the software described in this document, its quality, performance, or fitness for any particular purpose. Any risk concerning it's quality or performance is solely the user's. Should the program prove defective, the user assumes the entire cost of all necessary servicing, repair, or correction and any incidental or consequential damages. In no event will we be liable for direct, indirect or consequential damages resulting from any defect in the software.

You may freely distribute this archive as long as all files contained in the original archive are included. If this is to be added to a PD library then I (Vaughan) must be notified. It is Illegal to add to it without permission from anyone from Insane Software.

Although Aerial Racers Demo is public domain, no one shall make a profit through it's distribution. You should pay no more than the cost of the media upon which it is transferred.

Aerial Racers is ©Copyright 1995/1996 - Insane Software

1.3 Requirements

Aerial Racers should run on a base A1200, however as this is a pre-demo release this might not be the case. If it does crash (urmm _no_ error messages yet...) try freeing as much memory as possible, and please let me know of any difficulties.

Note: this version of Aerial Racers is not AGA specific, so it could run on a souped up A500 or A2000 (1meg chip minimum)..... give it a go, who knows. All versions here-after will be AGA only however.

Please also note that running any background tasks could possibly cause a crash. If it does crash then make sure all commodities are turned off.

Aerial Racers has been tested on the following machines:

- * A1200 0MB, 4MB
- * A1200 030/28 4MB
- * A1200 030/33 882/33 (Microbotix) 10MB

I've heard that there is problems with Amiga's equipped with '060 processors, so if anyone has one of these could they please let me know if the game does or doesn't work... thanks.

1.4 Installing Aerial Racers

Aerial Racers Hard Disk Install

To install Aerial Racers simply copy all files into your directory.

Add a line to your user-startup:

```
Assign AerialRacers: <Your Path>
```

For example:

```
Assign AerialRacers: Work:Games/AerialRacers
```

Make sure the subdirectories within your directory match the ones in the distribution archive.

To play Aerial Racers, either click the Workbench icon, or start the demo from a shell with:

```
AerialRacers
```

Aerial Racers Floppy Disk Install

Sorry, I don't think you can for this release.

1.5 Registration

At this moment registration is not a consideration..... I'm more interested in what you think of Aerial Racers.

And as University tends to get in the way a bit, development time can be a problem.

So please drop me a line...

I'd also like to know what your config is...

Email:

```
vroberts@yoyo.cc.monash.edu.au
```

Post:

```
Vaughan Roberts c/o Insane Software  
4 Shawlands Ave.  
Blackburn South, Victoria, 3130
```

Australia

1.6 Gameplay

How to play.

Firstly, as this is a demo, there are only two cars that you can use: the Streetcar and the Monster Pickup. The Track Editor has had saving disabled, so you're stuck with the tracks that I've included.

* Important *

When playing the game, you can only drive directly forward over cross-roads, therefore you cannot make left or right hand turns at cross-roads.

Also it doesn't matter how you complete laps.... forwards (the direction you start facing), or backwards, or shortest route. As long as you don't do a U-turn on the track.

Game Modes.

There are two separate race mode in Aerial Racers, these are the sprint and the arcade modes.

Sprint is your standard fastest wins race, and record times are saved.

Arcade mode has power-ups appearing on the track, some good, some bad...

Speed Up: Maximum speed for a few seconds.

Traction: Maximum traction for a few seconds.

Extra lap: Adds a lap to your lap counter.

Decrease Speed: Grinds your car to a stop.

Reverse: Reverses your joystick left/right controls, until you pick up another power-up.

Gravity: Alters the gravity setting for a few seconds.

The draw-back with the arcade mode is that race and lap times don't count.

Game Menus.

There are a quite a few of them so.... just have a play around.

In Game.

Joystick controls:

Left - rotate car anti-clockwise.

Right - rotate car clockwise.

Up - Nothing.

Down - Brake.

Fire - Accelerate.

Esc: Kill current race, and return to menu.

P: Pauses the game, any key to resume.

Track Editor.

As save is disabled just have a play around... still has a couple of bugs.

Note: use the right mouse button on the track grid to select a tile to edit an existing piece, and the left mouse button to replace it entirely.

1.7 What's in store...

Well as this is definately the last non-AGA version - moving to AGA only.

This will enable us to add:

- More competitors. (probably upto 3 human + 1 computer players)
- More cars. (of course...)
- better car handling and collisions.
- better gfx and sound.
- more track pieces. (bottle-necks for instance)
- including the track editor in the game itself.
- possibly championships, null-modem link, hires displays....
- damage to cars, oil slicks, mines....
- much better game front-end / menus.
- give me ideas!

Other games in the pipeline!

- * Screech Demo (Fantastic overhead racing game)
- If you haven't checked it out, it's on Aminet, get it now...

Hairpin II is already available as licenseware.
Forthcoming releases (in no particular order) are:

- * Combat 2000 (Combat/Scorched Earth cross) - working title - 30%
- * Marauder (Robot combat game)
- * Galaxian AMI 80% complete

Aerial Racers was developed with:

Blitz Basic 2 V2.10
Persional Paint 4.0
Imagine 3.0

1.8 Insane Info

Not to many at the moment..... here's a chance to add your name!

Ben Ellis - for the music that he gave me ages ago to use on any games that I might get around to writing.

And certainly, Andrew and Brad for the support, and the plagiarising of the Screech guide.

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1.9 History of Aerial Racers

Well.....

Aerial Racers V0.90 04/07/96

- First Aminet release.

Aerial Racers V0.92 31/07/96

Game:

- Increased the track width by 33%
 - Only three different map sizes however: 5x5, 6x6 and 7x7.
 - Fixed error in the map file format.
-

- Slowed down car turning speed.

Track Editor:

- Revamped the track editor display.
 - Added changes to handle new track format.
 - Added a quick update function - speeding up track design.
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