

Groundwars

COLLABORATORS

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

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Now I would like to thank some guys mainly for existing...

Peter Fischer - A great 'n' funny e-mail-pal! He even helped me when I had some financial problems (no, I will not give you his adress ;). He was also the one who help me by making an AmigaGuide-doc of this text! Many BIG thanks to him!

Maze and Beauty Body - The NC.Gamez bunch :)

Mr. Byte - He's the author of the most wonderful game "Amibee", which I will ofcourse beat with this shooter - Ha-ha-ha!

Joe - Well... it's just cool to mention someone that is a bit famous. He's working on a great shooter named "Pulsator".

Zaff & Ramirez - You guys are on the dark side of religion ;-[Wahaha!

Ariana Richards - I'm a fan of her :) The second best looking gal on this spinning globe!

Audrey Mc. Calla - Now, my lady, where did you go? - I need you to help me with a story for "FaYoh 2 - a new adventure"...

KomplexD - Merry Christmas, dude! See ya in school TOO soon... Argh!

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1.3 The Game

T h e G a m e . . .

Do NOT forget to copy the font from the included fonts-drawer to your own "SYS:FONTS/" (FONTIS:)! The game will not run without it.

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1.4 Options

O p t i o n s . . .

Before each level, you may change and improve your ship in an options menu. You can also exit the game, change sound- and music-volume, etc.

Points:

Move your joy left to remove a point, and right to add a point. You have three points when you start. This way you can build a ship that suits your own manners.

Weapon > > > > > - Init-power of your weapon (Low -> High)
Shield > > > > > - Speed of spinning plasmashield (Slow -> Fast)
Speed > > > - Speed of ship (Slow -> Fast)
Acc > > > - Acceleration of ship (Lousy -> Great)

Options:

Music Vol Normal/Low - Volume of music
Sound Vol Normal/Low - Volume of sound effects
Trigger Normal/Fast - How rapid you want your autofire

Actions:

Start Game - Continue with next level
Exit - Quit game
Information - Short information about the game (plus a picture of me)

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1.5 Control

C o n t r o l . . .

Controlling the ship is VERY easy! All you need is a joy pad or -stick. As the Nintendo-freak I am, I prefer to use a pad :)

Joy:

Up - Increase speed forward
Down - Increase speed backward (decrease speed forward...)
Left - Move left
Right - Move right
Fire - No need to use a joy with autofire, as it is already supported by the game itself! There's nothing worse than having to press a button rapidly ;)

More power

If your ship moves too slow, put some points on 'Speed'! If your ship is too slippy, put some points on 'Acc'! If you are possessed by fire-speed, change 'Trigger' to 'Fast'!

Shield

The little coloured bastard-plasmaball that spins 'round your ship

protects you from enemies and their bullets. Increase the rotationspeed of it by putting some points on 'Shield'.

Ingame keys

<P> - Pause game - press <P> or Fire to unpause!
<Esc> - Quit game

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1.6 Bonuses

B o n u s e s . . .

Every-now-and-then, when you move an enemy to the place of his destiny - when you blow him stright to hell - a bonus may be materialised at his former position. Pick 'em all up! There are no bad ones... or..?

Bonuses:

'100' - Score 100

'500' - Score 500

Ring of stars - Your ship'll start flashing, and you'll be imortal for some seconds.

Weapon-symbol - Increases the power of your weapon (it will drop again, one step, if you loose a life, but it CAN'T go lower than your 'weapon'-points!)

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1.7 Enemies

E n e m i e s . . .

There's no such thing as 'good guys'. Shoot everything that moves! There are enemies though, that doesn't move - these are cannons etc on the ground (you will notice that they shoot at you!).

At the end of each level, you will have to face a big boss! The music changes when this happens. Usually they have many different body-parts that must be destroyed before they explode totally. Aim good 'caus they shoot a lot!

You gain score by killing enemies - most of 'em demands more than one hit before they die.

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1.8 Points

P o i n t s . . .

At first, you have only three points to distribute on weapon, shield, speed and acceleration. Read the 'options' chapter for more information about how to use 'em. After each level your points will be increased by one, which means that you may improve your ship at the options-menu.

A 'point' is actually an energypack that can be placed anywhere to increase the power of the object.

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1.9 Hints

H i n t s . . .

It's of no use to spend your first three points on weapon (you can always gain better weapons during the game). Instead, install speed and acceleration - they are most important in the beginning! To put a point on shield is atleast better than to put it on weapon.

Try to cut enemywaves as long as it's possible. Stand still and shoot like a maniac when you see an obvious wave. This is a VERY good way to handle the megafast blue things :) If you have loads of shieldpoints, you won't even have to worry 'bout their bullets.

Enemybullets LOVE to hide behind bonuses, so beware!

And now something very deep - understand and be happy!

"To become the ultimate warrior, type beauty at options"

And the best hint of 'em all... Buy the full version!

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1.10 Distribution

D i s t r i b u t i o n . . .

This demo-version may freely be distributed as long as it is in its ORIGINAL state. No files may be added, changed or removed! If you alter any data, only God him self knows what WILL happen to you when my anger starts haunting your nightmares!

If you plan to include this game on a magazine coverdisk or -CD, I'm afraid you will have to notify me via an e- or snailmail! If you review it in a magazine, I would also like to know about it, but you don't HAVE

to tell me (no... why care about MY feelings; I only MADE the damn game!).

If you find any bugs or if you have something to say about the game, please send me an e-mail! I answer all answerable letters! And do not forget to visit NC.Gamez wonderful homepage! If you're a swede, you can also call NC.Gamez incredible BBS!

E-mail: marjoh@algonet.se or mopz@hotmail.com

Homepage: <http://www.algonet.se/~marjoh>

BBS (for swedes only): 0430-70573 (28k8) (Closed between 17:00 and 19:00)

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1.11 Future

F u t u r e . . .

The future will always be tomorrow :) All we can do is to hope for the best. I've planned to add/change some stuff in this game, but if you've got some more ideas, please don't hesitate to tell me via an e-mail!

Hiscore

There must be a top-10-scorelist in which you may enter and save your name if you're a good shooter.

Keyboard control

For those who don't have a joystick or -pad.

Bonusgames

After each level you may enter a bonuslevel to win extralives and points. In "Waponez" I had a spaceinvader-game, perhaps I could make an asteroid game or something for "Groundwars". Any suggestions?..

New powerups

Extralives, bombs, points and other, that materialises when you kill enemies.

Extralife at score XXXXX

Yep. 10 000 is regular, so I will probably use 10 000, 20 000, 30 ...

An intro

Something spacey! Probably so fat that it will only be available for registered players.

Extra weapons

I've thought some about missiles, and shooting plasmaballs (such as the spinning shield). But I'm not quite sure yet. Probably you would need a pad with two buttons unless you'd wanna sit with your foot on the keyboard 'n' press <space> ;) Ha-ha!

A cool story

Ummm... this is tricky! "Waponez" ended with a crash with yer ship on an alien planet. So... how the heck did you get a new ship? I'll figure something out :)

Non-AGA-version
Just kiddin'!

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1.12 Shareware

S h a r e w a r e . . .

This game is currently a game-to-be. In other words: I'm working on it! It will be finished soon (not later than february '98). If you want the full version when it is finished, PLUS every new level as they come, you will have to register. The sooner, the more motivated I'll feel to make the game as good as possible!

You will have to send me (cash) 60-100 SEK, 15-20 DM or £3-5. You must also have an e-mail adress to which I can send the game, else you will have to include some money for stamps!

Marcus Johansson, Stigbergsgatan 4, 312 40 Genevad, Sweden

Om du är svensk, blir det bäst och smidigast för oss båda om du sätter in pengarna på mitt postgiro. Glöm inte att skriva i anteckningsrutan vad du har för e-mail, samt vilket spel det handlar om (Groundwars i detta fall).

Postgiro: 431 73 27-7, Marcus Johansson

The full version is ofcourse NOT freely distributable!

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1.13 NC.Gamez

N C . G a m e z . . .

Here's a list of some other games released by NC.Gamez. If you haven't played 'em, I recomend you to do so! They're available from Aminet, our homepage and from the NC.Gamez BBS :)

FaYoh (AGA - 9 of 10 in "Amiga Aktuell")

A cute game in the style of "Giana Sisters". You control a green 'gum in his search for the cute pink 'gum! It's a platformer, and you have to

pass a shitload of levels, encounter bosses etc in order to reach her! You can ofcourse save your position in the game, so that you don't have to start from the begining everytime!

PIV120 (AGA - 79% in "Amiga info")

In this breakoutish game, you have to find PIV-blocks, hidden under other blocks, in order to finish a level. Lots of bonuses and others.

JackMan (ECS - 5 of 5 and "Game of the month" in "CU Amiga Magazine")

Some sort of a mix between "PacMan" and "BoxMan". You have to eat all pacs on each level, but you have to solve problems, shoot through walls etc to reach 'em.

PlubZ (AGA - Damn... I haven't seen any reviews of this one yet)

A pure puzzlegame in which you exterminate aliens with your oijke-board. Very entertaining... for atleast a while ;) 9 different difficult-levels. Very cute SFX and GFX!

wAZiT (AGA+030 - 5 of 10 in "Amiga Aktuell")

A zooming gravitygame for two players. There are some weapons and arenas, but I assume the game can get a bit boring. All you do is shoot, shoot and shoot (to kill). I would rather advice you to take a look at "Bratwurst" from 3LE! I stole their idea and made a lousier game out of it :) Waaaaah!..

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