

013732d8-0

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COLLABORATORS

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REVISION HISTORY

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Chapter 1

013732d8-0

1.1 Entity Documentation

Entity

- Final Final Release -

Copyright © 1998 - 2002 DAS Software

Information~~~

Random information regarding Entity and DAS Software

Plot~~~~~

The plot

Instructions~~

How do I play Entity?

Installation~~

How do I install Entity?

Requirements~~

What do I need to run it?

Copyright~~~~~

Legal wrangling.

Credits~~~~~

Who wrote it?

Correspondence

Who do I write to for help? Websites?

History~~~~~

With so many releases, this new page seems like a good idea.

Future~~~~~

What other games will be made?

Other~games~~~

What other games are available?

1.2 Information

We planned Entity as long ago as 1996, and began developing it in 1998. However, other commitments halted its progression, and the game stagnated on our hard drives. As we did not want to have wasted 18 months' work, we decided to release Entity in an unfinished state: the "90% mix".

Soon after the release, we were informed of a whopping bug that prevented anyone from progressing more than half-way through the game. This bug has now been fixed and, thanks to the encouragement of a few DAS Software fans, we have now finished making the game.

The final release had all of the music incorporated, all bugs squashed, and there are only a few minor plot holes left to detract from a fun (if short) adventure.

After the final release, we were made aware of another bug, and a problem with the archive that stopped the load/save function working. This final final release fixes the two problems, and also fixes another problem unnoticed by anyone but ourselves.

Many thanks to Frederic Bezies and Thomas Chen for the bug reports.

1.3 Plot

The Plot

Entity follows on from Bud~Lightning's adventures in The Experiment, and pits our hero against a new, more terrifying threat to Freedom and Justice than ever before encountered!

YOU control Bud as he struggles to overcome the Forces of Evil, and fights to unravel the mysterious fate of the passengers of the starship Du Pont...

Never fear; this time, there are NO Primitive Tribes, mountain sides, Alien Scribes or small fluffy creatures.

1.4 Instructions

Instructions

Instructions~~~

General instructions.

Verbs~~~~~

What the verbs are, and what they do.

Load/save~games

How to load and save games.

Other~commands~

Commands other than those detailed above.

Helpful~Hints~~

Honest John's Handy Hint Shop.

Secrets~~~~~

Are there any secret things?

1.5 Installation

First of all, you need to extract this archive to your hard disk. I will assume that you have already done this. If you haven't, yet are still able to read this, I will assume that you really don't need any help, and lo! I move to the next, more salient, point.

Copy the contents of the libs/ directory to your SYS:Libs (or just LIBS:) directory. Do not copy the fonts to your Fonts: directory, as AMOS cannot cope with large numbers of fonts and crashes hopelessly. Entity cunningly skirts around this bug via the means of a shell script.

And that's that.

1.6 Requirements

The minimum system requirements for Entity are:

- Workbench 2.04+
- 1 megabyte RAM
- A mouse
- A hard drive (or similar high-capacity drive, such as the RAM disk, a Zip disk or a CD-ROM)

A basic A600 will do, but a souped-up A500 could run it, too.

It plays best with:

- A monitor
- An accelerator
- Fast RAM

Eyeballs help too.

1.7 Copyright

Entity is copyright ©
DAS~Software
2001.

Entity is Freeware, and, as such, can be freely distributed AS LONG AS ALL FILES REMAIN INTACT. Modified versions cannot be distributed.

It was written using the
GRAC~V2.00
system.

1.8 Credits

Entity was written in AMOSPro V2 with the Craft 2 Turbo extension, ↔
Blitz Basic
V2.1 and
GRAC~V2.00
.

GRAC coding by: John Clay
 Edmund Clay
 Antony Dzeryn

Blitz coding by: Antony Dzeryn
 Edmund Clay

Graphics by: John Clay
 Edmund Clay
 Antony Dzeryn
 In DPaint V3/V4.5 AGA

Music by: Antony Dzeryn
 Mark Wilkins
 In OctaMED Sound Studio V1.03c

Documentation by: Antony Dzeryn
 In Heddley V1.1

1.9 Correspondence

If you feel the urge to write, either of the below addresses will ↔
produce an
answer. Probably.

John
:

johnhenryclay@yahoo.co.uk

Ant
:

spam_mail250@yahoo.com

Useful websites are:

<http://website.lineone.net/~greenpizza> - DAS Software and emulation
<http://dto-software.freeservers.com> - DTO Software

1.10 Future

Future releases:

It is probable that DAS Software, like the classic Amiga and Amiga Power, has no future. We have no more graphic adventures planned. However, I still want to finish the Gorman Fishtank, and have plans for a one-on-one beat-em-up. Otherwise, DAS has gasped its last.

We won't develop for the new AmigaDE. If it doesn't run Lotus Esprit, and doesn't contain a 68K CPU, it's not an Amiga.

1.11 Other games

DAS Software

Other games available from DAS Software are:

The Experiment - Freeware (Previously F1 Software)

Check my

website

to download The Experiment and for a load of my own stuff.

DTO Software

Other games available from DTO Software are:

Starbase 13 - Freeware
The Lost Prince - Freeware (Previously CLR Licenceware)
Lethal Formula - Freeware (Previously free with GRAC)
Epsilon 9 - Freeware (Previously F1 Software)

Available utilities are:

GRAC V2.00 - Freeware (Previously F1 Software)
DBIB/3D Game Creator - Freeware (Almost commercial - Vulcan Software)

GRAC v1.0 and V1.1 have been discontinued. All of these programs are available from the DTO website

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1.12 Bud Lightning

Contrary to what you might expect, Bud Lightning was invented before Buzz Lightyear. Several years before, in fact, and if we (or more specifically, John) had felt the need to trademark the name, we could have made millions!

Ah, well.

1.13 Instructions

Control is via the mouse. To make Bud walk, move the mouse pointer to where you want Bud to walk to, and click the left mouse button.

The icons in the control screen (pictures of keys, a mouth, etc) are verbs

;

click on a

verb

, and then an object, and Bud will perform the action on the object. For example, if you clicked on the Operate button, and then on an airlock, Bud would open the airlock and space himself, to avoid being included in yet another poor adventure game. Needless to say, this puzzle is not included in the game, because we didn't want to draw the explosion.

To use a verb, click on the appropriate icon with the left button, and then the object with the right button. Otherwise, Bud will simply walk over to it. An object is either:

- A thing in a room, eg. a table
- A word in the inventory (the large blue window in the control panel).

Move the mouse over the object or word, and its name will appear in the blue strip at the top of the control panel.

1.14 Verbs

The verb icons are as follows:

EXAMINE (an eye)

Bud walks over and describes an object.

TAKE (an upwards-pointing arrow)

Take an object.

OPERATE (an arrow pushing a button)

Operate a single object. Also opens doors.

USE (an arrow pushing a key into a hole)

Use one object on another. The first object is usually held in Bud's inventory. It can also be used to give an object to another character.

TALK TO (a mouth)

Talk to another character.

SHOOT (a gun)

Shoots something.

1.15 Load/save games

To save a game, press SHIFT and F1 - F10. Each function key selects a different save game slot; there are, therefore, 10 slots available. Press either the left mouse button to confirm the save, or the right mouse button to cancel.

To load a game, press F1 - F10, and then the mouse in the same way as above. If a saved game is not found, the game currently in progress will continue as normal.

Notes

A saved game can be loaded at any time, but saving is not allowed during a cut-scene (when the player has no control over Bud).

Make sure you have not got Caps Lock enabled; the computer will think you are pressing SHIFT, and will save a game instead of loading it. Frustrating.

1.16 Other commands

The following can be pressed at any time in the game:

M - Memory remaining

V - GRACPlayer version number

Q - Quit (left mouse confirms, right mouse cancels)

Ctrl C - Quit (no confirm necessary)

1.17 Helpful Hints

Examine everything. This will give vital clues as to the object's ←
use, if it
has one. There are plenty of
red-herrings
about, eg.
false~leads
, useless
objects (1200 motherboard revision 1d.4), but all of the puzzles are logical.
The key to success, apparently, is to think like John.

DO NOT DO THIS IF YOU VALUE YOUR SANITY.

We have had no reports of anyone suddenly exhibiting symptoms of
multiple-personality disorder, schizophrenia or manic depression, but this
doesn't mean that it hasn't happened.

You have been warned.

1.18 Secrets

There are no secrets. None. So don't even bother looking for them. None at
all.

1.19 Help

This is an AmigaGuide, a form of "hypertext", and is very easy to use. If you
need help, I suggest three things:

1. Try to become "computer literate".
2. Try to become literate.
3. If both (1) and (2) fail, try a psychiatrist.

If you follow these basic steps, you will become a Happy Camper.

1.20 History

Version 1.1 (Final Final release)

- Fixed "shoot clamps" bug in shuttle (Thomas Chen).
- Fixed "Shoot" button in hangar.
- Fixed typo during end sequence.
- Added "saves" directory into archive.

Version 1.0 (Final release)

- Included all music into game.
- Fixed problem between DuPont's bathroom and Bridge (Frederic Bezies).

Version 0.9 (90% Mix)

- First release.
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