Robot Battle Game Help

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The Contest

This is your chance to determine how good your robots actually are.   Send in your robots to compete in a tournament against robots written by others from all over the world.   Your robot will fight in hundred of games, steadily facing tougher and tougher competition.

The contest will be a round robin tournament.   At each level, your robot will fight in many thirty game matches against various competitors. At the end of each level, total points will be tallied. Only the top one third high scoring robots will proceed to the next level of competition.

Six robots will make it to the final level.   These six robots will fight in one sixty game match to decide the overall champion.   All six finalist will receive a substantial cash prize.   Prize amounts will be a given percentage of total the entrance fees collected.   Actual amounts will change as the number of entrants change.

Place	Percentage	Sample Prize (assuming 200 entrants)
Winner	35%	$700
2nd Place	6%	$120
3rd Place	6%	$120
4th Place	6%	$120
5th Place	6%	$120
6th Place	6%	$120

All contestants will receive final results.   These results will contain overall contest information such as the number of contestants, the number of levels in the tournament, finalists names, champions name, and prize details. Contestant will also receive individual results.   These will include the highest level your robot reached, the number of wins and loses during each level, score at each level, and final tournament standing.

The currently scheduled contest dates are listed below. If there is enough demand, additional contest dates will be scheduled.

-March 1st, 1995
-November 1st, 1995

Send in as many robots as you like.   Each robot has a **10$** registration fee.   Remember, you do not have to Register the game itself to enter the contest.   Anyone may enter!   All robots must be properly prepared before entry.   To prepare a robot for contest entry, run the **contest.exe** program included with the game or click the button below.

[Prepare Robot]

Once your have prepared your robots for entry, you must send them in. See the help topic entitled How to Contact Me for more information about getting your robots to me. Also, let me know if you would like contests with other formats in the future. For example, I could also organize one-on-one tournaments.

Robot Battle Dialogs

Since Robot Battle contains no menus, the primary user interface mechanism is dialog boxes.   Various dialogs are displayed to option detailed information and clarity actions.   The list below shows all of the more complicated dialogs.   Click on a specific dialog to obtain more help.

Error Dialog	Displays errors caused by robots.
Information Dialog	Displays information about specific robots.
Match Results Dialog	Displays point results at the end of a match..
Selection Dialog	Used to setup and start new matches.
Setup Dialog	Used to change the games environment.

About Robot Battle

Can you design a robot to best all challengers?   To survive, your robot must have better tactics, intelligence, and adaptability than all others.   Can you out think and out gun your opponents?   This is the place to find out!   Build a robot and match your wits against up to five other robots in head to head battles to the death. Watch your ANIMATED robots come to life with
stunning sound effects in matches of 1 to 65,500 games.

Robot creation starts by dreaming.   How can your robot stay alive in an open arena with five other deadly robots hunting it down?   How can you find and destroy the enemy before they find you?   Of course the only way to answer these questions is trial by fire.   Build a few robots and watch them get crushed by the simple sample robots provided with this game.   Eventually, you will be able to match wits with other skilled robot designers.

If you have any ideas about the future of Robot Battle, please see the Robot Battle Version 2 help topic.

Damage Summary

The following summarizes the events that can change a robots energy store.   When a robot collides with any other object, it loses 1 energy point.   The obtained from description below is provided to illustrate this. All objects contain positive energy. There is no such thing as negative energy. The difference between objects is whether they add or subtract their energy from a robot.

Action	Energy Change	
Firing energy missile	-1 to -7	
Collision with energy missile	-5 to -29	obtained from: (-4 to -28 -1)
Collision with another robot	-1	obtained from: (-1)
Collision with energy mine	-20	obtained from: (-19 - 1)
Collision with energy cookie	+20	obtained from: (21 - 1)

Copyright and Warranty

Copyright Notice

Robot Battle is Copyrighted © 1994 by Bradley Schick.   All rights reserved.

License Agreement

You should carefully read the following terms and conditions before using this software.   Your use of this software indicates your acceptance of this license agreement and warranty.

Distribution

You are hereby licensed to make as many copies of this software and documentation as you wish.   You are required to distribute only exact copies of the original software, supporting files, and documentation.   You are expressly prohibited from charging or requesting donations for this software or its documentation.   You are also specifically prohibited from distributing this product with other products without written permission from the author.

Disclaimer of Warranty

[Registering Robot Battle](#)

Robot Battle may be registered for the low price of $25.00.   What is in it for you? Two things.   First of all, I will sent you more pre-built robots. These robots are substantially more advanced than the sample robots provided with the Game. You might use these additional robots to improve your own designs.   Also, these robots are quite fun to watch.   Register the game now and I will send you at least 10 robots.

The second benefit is encouragement.   If you like this game and would like more, why not register it? The more registrations I receive, the more likely I am to produce more games. A little financial backing will also help me crank out Robot Battle Version 2 faster. Please help support the development of Robot Battle.

Remember, you **do not** need to register Robot Battle to enter The Contest.

Registration Methods:

       Standard Mail
       CompuServe SWREG

Registering by Mail

Select <File | Print Topic> to print out this order form. The order.frm file also contains the same order form.   Mail the completed form and payment to:

> Brad Schick
> PO Box 14056
> Chicago, IL 60614-0056

Personal Information

```
    Name:_____Date:_____
 Address:_____
    City:_____State:_____, Zip:_____
 Country:_____
Day Phone:_____Evn:_____
   Email:_____
```

Payment Method (check one)

```
   Check:____   Money Order:____   Credit Card:____
```

Credit Card Information

```
 Mastcard:____    VISA:____
Exp. Date:_____
Signature:_____
```
* Charges will appear under the name **Wille Products**

Payment Amount

```
Number of Copies   ____    at $25 each  +    _____

                     Total Payment  =    _____
```

Disk Type (check one)

```
     3.5:____   5.25:____
```

Operating System (check one)

```
Windows 3.1:____   Windows NT:____   Other:_____
```

How did you obtain Robot Battle (complete one line)

```
   CompuServe:____
America Online:____
      Prodigy:____
        GEnie:____
     FTP Site:____   Sight Address:_____
  Disk Vendor:____   Vendor Name:_____
          BBS:____   BBS Name:_____ BBS Number:_____
        Other:_____
```

How to Contact Me

The following is a list of way to contact me if you need to do any of the following:
- Enter robots in The Contest
- Give suggestions for Version 2
- Report problems
- Get technical support
- Ask other questions.

Additional Contest Information

To enter The Contest using CompuServe, America Online, or the Internet, send an email containing your prepared robots.   To enter using the Robot Battle BBS, simple upload your prepared robots.   Before sending in your robots, they must be prepared using the **contest.exe** program included with this game.   If you are paying the entrance fee using VISA or MasterCard, prepared robots are all you need to send.   If you are paying the entrance fee with a check or money order, you must send the payment separately via Standard Mail.

Standard Mail

Brad Schick
PO Box 14056
Chicago, IL 60614-0056

Robot Battle BBS (BBS Info)

Robot Battle BBS:	(312) 975-9392
Max. BPS	14.4K
Data	8
Parity	None
Stop Bits	1
Terminal Type	ANSI

CompuServe

75573,1112

America Online

robotbtl

The Internet

robotblt@aol.com
75573.1112@compuserve.com

Robot Battle BBS

The Robot Battle BBS serves the headquarters for Robot Battle updates, news, ideas, and contest entries.   This is a great place to trade information with other Robot Battle gamers from all over the world.   Call the number listed below and join the fun!   There is absolutely no charge (except your phone bill) to use the Robot Battle BBS.   The BBS will be active starting around January 15th 1994.

Robot Battle BBS:	(312) 975-9392
Max. BPS	14.4K
Data	8
Parity	None
Stop Bits	1
Terminal Type	ANSI

Registering on CompuServe

Your may register Robot battle on CompuServe using the software registration forum.   The registration fee will be added to your CompuServe bill.   At the ! prompt type GO SWREG and follow the menus. The registration ID for Robot Battle is 4093. SWREG may be used only to register the game itself, not to enter The Contest.

Robot Battle Version 2

Yes, another version of Robot Battle is already being designed. You can influence its outcome.   Below I have listed a few of the major features I plan to add to Version 2. I would like to know what you think.   Do you like the ideas below? What other ideas do you have?   It is hard to say when Version 2 will be done, but I think it will be near the end of 1995.

To send me your thoughts see: <u>How to Contact Me</u>

Custom Maps:
> I plan to allow maps that are much bigger than the current 400 x 400 display area.   You will be able to scroll around the map or follow a single robot.   There will also be a map builder.   This will allow you to build custom maps with both obstacles and terrain.

Team Playing:
> This will involve a few extensions to the robot scripting language.   I would like to allow robots to communicate with one another.   This should enable coordinated team battles.   Commanders could sit behind the battle lines instructing other robots.

Interactive Debugger:
> This should make debugging robots a lot easier.   The debugger will allow for both event simulation and stepping through a robots script while it executes.

Better Graphics:
> I would like to integrate a better graphics engine. Currently, I use my own home grown stuff.   This should allow me to get rid of that annoying "dead zone" surrounding robots.   This "dead zone" becomes noticeable when Robots collide.

Network Support:
> I plan to allow for network and possibly modem games.   This will let many people watch games as they progress.   I am still not sure how this will work. Any ideas?

Visual Language Editor:
> This is a very cool, but undefined idea. I would like to provide a way of visually building robots. I think some form of text editing would still be required, maybe I could just provide a graphical way of binding events to their handlers. I could also change the language somewhat to accommodate this.

Prepared Robots

Before robots are entered in <u>The Contest</u>, they must be prepared using the **contest.exe** program included with the game.   This simple Windows program adds important information such as your name, address, and payment method to robot script files. Robots that have not been prepared for entry will not be accepted.   Press the button below to start **contest.exe**.

[Prepare Robot]

About the Distrib Program

The **distrib.exe** allows you to scramble robots for distribution to others.   Scrambled robot are not readable by other people.   This allows you to give others your robots without giving them your secrets. The Robot Battle game itself is able to read robots that have been scrambled with the **distrib.exe** program.

The scrambling technique is fairly simple.   Please do not assume scramble robots are 100% safe from interpretation. I make no guarantees about the safety of robots scrambled with the **distrib.exe** program.

Do not enter scrambled robots in the contest.   If a scrambled robot is received, your will be required to resubmit a plain unscrambled robot.

Selection Dialog

This dialog appears when the **New** button is pressed on the ToolBar.   It allows you to setup a match between robots. From one to six robot files may be loaded from disk.   Robot colors may also be specified using this dialog.   The selection dialog is also used to specify how many games should be played in the match.
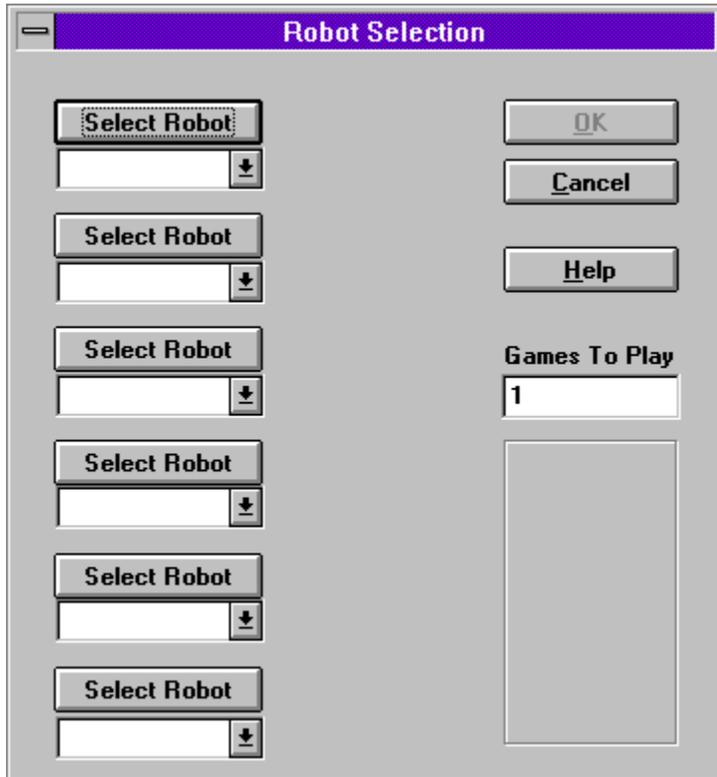
Select Robot

Press this button to load a robot file from disk.   Each button represents one robot.   Once a robot has been selected for this button, it may be clicked again to select a different robot.

Select Color

This drop down list allows a custom color to be assigned to a robot.   A robots color may be changed any number of times while the selection dialog is open.

OK Button

Click this button to accept the selected robots, colors, and game count, and start a new match.   If another match is already in progress, a confirmation window will appear after pressing OK.

Cancel Button

Click this button to ignore all changes and closes selection dialog.   If another match was already in progress, it will continue unchanged.

Help Button

    Click this button to bring up the help text you are reading.

Games To Play

Use this field to specify how many games should be played in the match.   The selected robots will play this number of games before the match ends.

Errors Dialog

This dialog appears when a robot error occurs.   This may be either during robot loading from the Selection Dialog or during actual game play.   If the **Error Dialog** appear during robot loading, the Ignore and Kill Robot buttons will not be displayed.   Since all errors prevents a robot from being loaded, these buttons do not apply while a robot is loading.
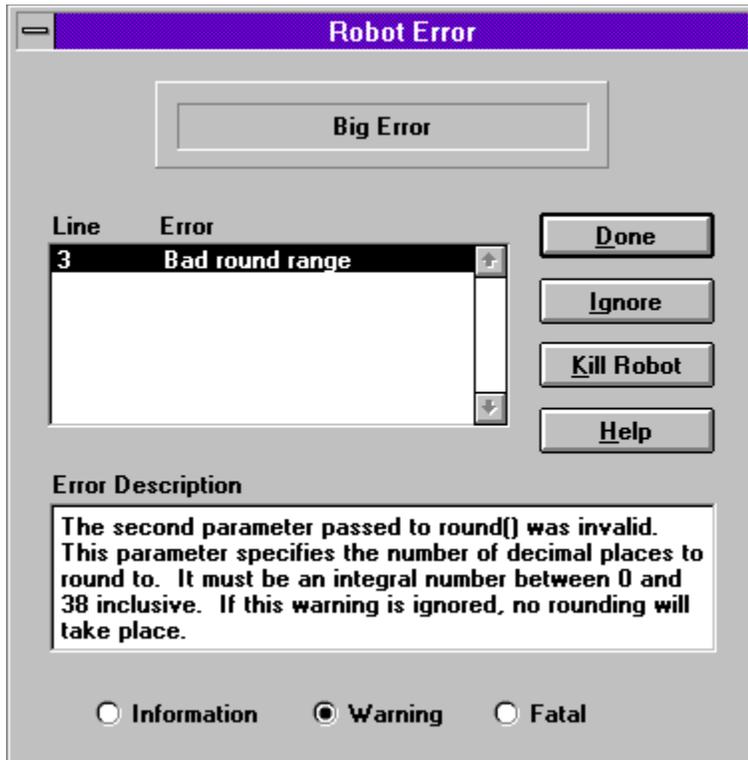
Robot Name

This area displays the name of the robot that caused an error.   If an error occurs while loading a robot from disk, this area will display "During Load".

List of Errors

This list shows all of the errors caused by the robot.   It includes a line number from the robots script file and a short description of the error.   Selecting an entry will provide a more detailed description of the error.

Error Description

When an error is selected from the list of errors, this area displays a detailed description of the error.   It also provides suggestions for resolving the error.

Done Button
Click this button to close the error dialog.

Help Button

Click this button tp bring up the help text you are reading.

Ignore Button

This button is only displayed when an error occurs during game play.   Click this button to cause the displayed error to be ignored for the rest of the match.   The error is ignored only for the robot and line on which it occurred.   If this same error occurs on another line it will not be ignored.

Kill Robot Button

This button is only displayed when an error occurs during game play.   Click this button to kill the robot that caused the error removing it from the current game.

Error Type

When an error is selected from the list of errors, these radio buttons display the error type.

Points Calculation

Points calculation is straight forward.   When a robot is eliminated from a game, all surviving robots receive a single point.   The winner of a game also receives one bonus point for winning.   In a six player game, for example, the winner receives 6 points, second place receives 4, third gets 3, fourth gets 2, fifth gets 1, and the loser gets nothing. Points are displayed at the end of each *match*.   In a multiple game match, points from all games in the match are tallied for the final standings.
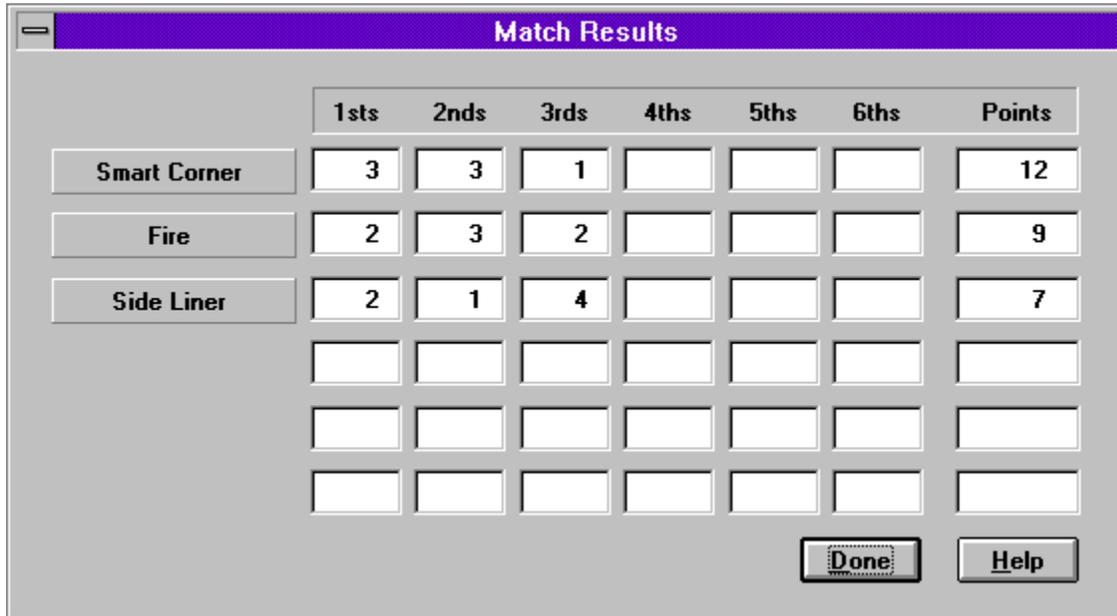
Match Results	1sts	2nds	3rds	4ths	5ths	6ths	Points
Smart Corner	3	3	1				12
Fire	2	3	2				9
Side Liner	2	1	4				7

Done   Help

Firsts

This column displays the number of times each robot placed first.

Seconds

This column displays the number of times each robot placed second.

Thirds

This column displays the number of times each robot placed third.

Fourths

This column displays the number of times each robot placed fourth.

Fifths

This column displays the number of times each robot placed fifth.

Sixths

This column displays the number of times each robot placed sixth.

Total Points

This column displays the total number of points earned by each robot.

Smart Corner

This row displays scoring information for the first place robot name *Smart Corner.*

Fire

This row displays scoring information for the second place robot name *Fire.*

Side Liner

This row displays scoring information for the third place robot name *Side Liner.*

Smart Corner Firsts

Displays the number of times *Smart Corner* placed first (3 times).

Smart Corner Seconds

Displays the number of times *Smart Corner* placed second (3 times).

Smart Corner Thirds

Displays the number of times *Smart Corner* placed third (1 time).

Smart Corner Total Points

Displays the total points earned by *Smart Corner*

(3 firsts) x   (3 points)   = 9 points
(3 seconds)   x (1 point)   = 3 points
(1 third) x   (0 points)   = <u>0 points</u>
                               12 points

Fire Firsts

Displays the number of times *Fire* placed first (2 times).

Fire Seconds

Displays the number of times *Fire* placed second (3 times).

Fire Thirds

Displays the number of times *Fire* placed third (2 times).

Fire Total Points

Displays the total points earned by *Fire*

(2 firsts) x	(3 points)	= 6 points
(3 seconds)	x (1 point)	= 3 points
(2 thirds)	x (0 points)	= <u>0 points</u>
		9 points

Side Liner Firsts

Displays the number of times *Side Liner* placed first (2 times).

Side Liner Seconds

Displays the number of times *Side Liner* placed second (1 time).

Side Liner Thirds

Displays the number of times *Side Liner* placed third (4 times).

Side Liner Total Points

Displays the total points earned by *Side Liner*

(2 firsts) x	(3 points)	= 6 points
(1 second)	x (1 point)	= 1 points
(4 thirds)	x (0 points)	= <u>0 points</u>
		7 points

Done Button

Closes the results window and returns to the last game.

Help Button
    Brings up the help information you are reading.

Robot Information Dialog

This dialog appears when a robot button is clicked from Robot Battles main screen.   This dialog shows statistics about the robot whose button was clicked.   This includes the output display from <u>Print</u> statements.   All of the other information is that same information that may be retrieved by the robot using the various Get... functions.

Robot Name

This area displays the name of the robot whose information button has been pressed.

Total Points

This area displays the total number of points the robot has scored thus far in the match.   This is a cumulative score from all games played in the current match

Hits Others

This area displays the number of times the robot has hit another robot with an energy missile.   Missiles that hit mines, cookies, or nothing are not included in this number. A robot may retrieve this number by calling GetHitsOther.

Shots Fired

This area displays the total number of energy missiles fired by the robot.   This includes missiles that hit an object and missiles that hit nothing. A robot may retrieve this number by calling GetShots.

Turns

This area displays the number of turns the robot has had in the current game.   This number is used as the time-stamp displayed in the output list below. A robot may retrieve this number by calling <u>GetTurns</u>.

Hits Self

This area displays the number of times the robot has been hit an energy missile.   This number does not include collisions with any other object types. A robot may retrieve this number by calling <u>GetHitsSelf</u>.

Hits Strength

This area displays the average impact strength of the energy missiles fired by a robot that hit another robot. Missiles that hit mines, cookies, or nothing do not effect this number. A robot may retrieve this number by calling <u>GetHitStr</u>.

Print Output

This list box displays the results of calls to the <u>Print</u> function.   A time stamp is added to each line.   The time stamp represents the robots turn number when <u>Print</u> was called.   This list has a maximum of 200 entries.

Done Button

  Click this button to close the robot information dialog.

Clear Output Button

Click this button to remove all entries from the output list below.

Help Button

Click this button to bring up the help text you are reading.

ToolBar

The **ToolBar** provides control over the game.   Several of the buttons on the **ToolBar** change as the game changes states.   Most of the button on the **ToolBar** bring up other dialog boxes that obtain more detailed information.
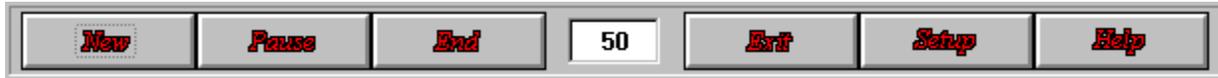
New Button

Click this button to start a new match. This button opens the <u>Selection Dialog</u> which obtains information about the new match.

Game State Button

This button changes between several states.   It is used to either start, pause, or resume the current game.   When the button reads "Start", clicking it will start the match.   When the button reads "Pause", clicking it will cause the game to pause. When the button reads "Resume", clicking it will cause the game to resume.   A paused game will remain frozen until the resume button is clicked.

End Button

Click this button to end the current game or match.   This button opens a dialog that asks whether the current game or match should be ended.

Games Remaining

This field displays the number of games remaining in the current match.   This number includes the currently playing game.

Exit Button

Click this button to quit Robot Battle.   If a match is in progress, a confirmation dialog will be displayed, and will therefore never be less than one,

Setup Button

Click this button to open the <u>Setup Dialog</u>.   This dialog allows for customization of the game.

Help Button

Click this button to open the <u>Help Dialog</u>.   This dialog provides help on various Robot Battle topics.

Robot Battle Setup Dialog

This dialog appears when the **Setup** button is pressed on the <u>ToolBar</u>.   The setup dialog allows configuration of the game.   Various features may be turned on and off using this dialog.   By turning off non-essential features, the speed of game play may be greatly increased.   Setup choices are written to disk and will be remember in future uses of the game.
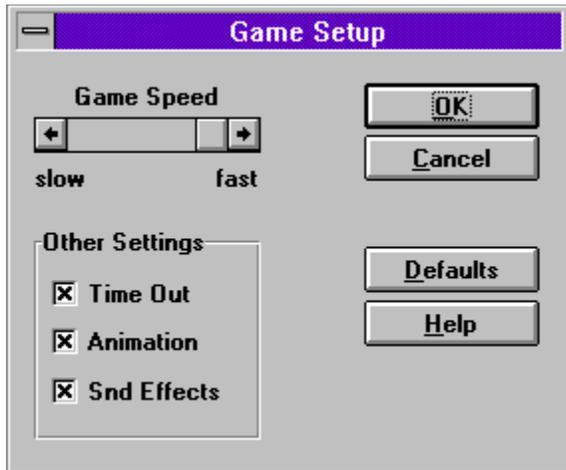
Game Speed Adjuster

This control may be used to change the speed of game play.   This control is particularly useful on very fast computer systems.   It allows the game to be slowed to a tolerable pace.   When animation is deactivated, game speed defaults to its maximum and this control is disabled

Time Out Check Box

This check box allows game time-outs to be turned on or off.   When time-outs are enabled (this control is checked) games that have no activity for an extended period of time will be automatically ended.   When time-outs are disabled all games will continue until only one robot is alive.

Animation Check Box

This check box allows animation to be turned on or off.   When Robot Battle is not displaying animation, games play much faster.   This is often desirable when playing matches of hundreds or thousands of games. Deactivating animation also defaults game speed to its maximum value.

Sound Effect Check Box

This check box allows sound effect to be turned on or off.   This control is disabled if your PC does not have a WAV sound device. Turning off sound effects also speeds up game play somewhat.

OK Button

Click this button to accept all setup changes and close the setup dialog.

Cancel Button

Click this button to ignore all setup changes and close the setup dialog.

Defaults Button

Click this button to return all setup parameters to their default states.   Default game speed is calculated each time Robot Battle is started.   It is based upon both processor and graphics speed.

Help Button

    Click this button to bring up the help text you are reading.

End Dialog

This dialog appears when the **End** button is clicked from the ToolBar.   The end dialog requests information about what should be ended.   Click the **Nothing** button if you do not want to end anything.   Click the **Game** button if you would like to end only the current game but continue with the rest of the match.   Click on the **Match** button if you would like to abort the entire match.

About Dialog

This dialog display information about the Robot Battle game.

File Open Dialog

This is a standard Windows file open dialog.   Use it to change drives, directories, and file types. Once you have found the robot you would like to load, either double click on the file name or highlight the file name and select the **OK** button.   Clicking the **Cancel** button will ignore any selection and close the dialog.

Help Dialog

This dialog appears when the **Help** button is clicked from the <u>ToolBar</u>.   The help dialog provides a number of options for which help is available.   Select the item you would like help with and click the **OK** button.   Clicking the **Cancel** button to return to the game without viewing any help.

Exit Dialog

This dialog appears when the **Exit** button is clicked from the <u>ToolBar</u>.   The exit dialog will only appear when a match was in progress when the **Exit** button was clicked.   This is your last change to change your mind about exiting Robot Battle.   If the **Yes** button is selected, the current match will be aborted.