

The BattleField
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Welcome to the BattleField. A game designed and written by Greg Shaw, of Fort Mac.

1. Intro

I live in an area of very intense board competition. The local ibm boards all have a small edge because they had/have Czarwars, or its clone, Tradewars. The RRH games out there could compete, but were missing a few fun-filled features. I thought to myself: I can do a better game than that. So, I did.

2. Entry/Movement

The BattleField was designed to be easy to set up, and small to transmit. The game is small (about 220k), with some menus and docs to go with it. BattleField creates all of it's data files in the first run, so there are no data files to transmit. The game takes place on a 1024 sector board, which, with the reg file, will go to the standard 4096 sectors. Object: To conquer every castle on the board. Not an easy task. Each user is given an army, a castle, and some gold. It is his job to fight monsters and conquer castles, keeping himself in the best position possible. For some added pleasure, I have added Rogue Princes (the Magi Princes) to the game. They move every night, and destroy anything they encounter. An online user may watch the Magi Princes move if he wants, or may choose not to know (which could be a help if they are on the losing end of a Magi battle)

There are many ways a user may win the game. He may win the game (ha!) by himself, or he may join an alliance (much easier). A single user may move around to his leisure, conquering castles, and teleporting between them. But, an alliance allows players to use each other's castle. There is definately an advantage in alliances.

About movement. You may move in any of nine directions. The board is set up in a grid, so that movement is possible via the keypad. Since most keyboards anymore have keypads, I thought it would be handy to have the keypad as the movement diamond. The user walks around the board, fighting monsters, users, and castles (if they can find them).

One change since 2.70 is the death of a user. Previously, if a user died, he was just resurrected in the next entry to the game. Now, if he dies, he loses one level. This can have a very deciding factor on any future battles the person may have. (going from a level 10 character to a level 1 character is a major jump)

There have been many other changes since 2.70. Among them, Castle Fortifications, Alliance Maintenance, Some nice little NASTIES to irritate the users, Spells, Multifinder compatability, Mansion, RRH (SS), and WWIV compatibility, and MANY other things (I am writing this as a small addendum -- it's been a while since I revised the docs for my game)

3. Castles

If a user takes a castle, the castle is now theirs, and one of their men is garrisoned in it. Also, armor and weapons move into the castle with any warriors the person may want to leave there. Inside castles, there are weaponers, armorers, a mercenaries guild, a bank, a scribe's guild, a barracks, a mage guild, and the cathedral of orthodox perverts. (a local party club, the Church of Orthodox Perverts. The name fits) Armor and weaponer are pretty much self explanatory, except for one small thing. When you buy armor or weapons, it is taken to all of your castles. So, when you buy weapons or armor, it is for ALL of your men, not just some of them. The mercenaries guild is where you buy your soldiers. They are loyal as long as they live, which, in most cases, isn't long. The teleporter allows you to teleport to another castle that you own, or is a part of your alliance. The Bank is a safe place to leave cash, and accumulate interest, at 16.125% per day (people don't live long in the game, so the interest rates are quite high). The Church is a special place. It is one of the major random factors in the game. If you're lucky, things will go your way, and you'll come out ahead. If not....I'll let you find that out for yourself. I won't spoil the surprise by telling you what can happen in there. The Scribe's Guild allows you to leave messages to a person, an alliance, or everybody in the game. The Mage Guild is a really FUN part of the game. You may buy many spells in the Mage Guild, such as teleport spells, maps, monster destroyers, and a few other <grin> spells.

Another thing. If you own the castle you're in, you may take or leave men to guard it. A warning: If you take all of them, the first person to wander by will more than likely take it very easily.

Yet MORE things: I have added castle fortifications to the game, along with a cap on how many men you may have in a castle, depending on size. You may build your walls higher, moat wider, towers to bombard the enemy or burning oil to make things a bit HOT for the attacker. These all go into the building of a castle. If you should get a castle strong enough (the listing of the different things needed for a certain castle name are in the help file), you'll be able to store more men in that castle. I think this represents what happens in real life -- the bigger (and meaner) the castle is, the more men you may put in that castle.

On to villages.

4. Villages

In a village, you have most of the same things as in a castle, but almost everything is 1/2 price. One thing new about it is the Tavern. You may get a few hints in the tavern about people, and some mysterious things called teleporters. I'll let you discover what they are. The Church of

Orthodox Perverts is also a member of the villages. In the church, there is a much higher chance of something happening. (I personally believe that the smaller the church, the more the diety listens). The Founder's Guild is another handy feature. If you want a castle in the same sector as the village (for price breaks) you can contract a castle through the Founder.

5. Alliances/The Magi

A few things about alliances. If you do not own the castle you're in, you may not take or leave men. If you're in the same sector as another alliance member, you may lend him some of your troops, or some gold to tide him over. There is one alliance that is not accounted for in the user list. It is the Magi. They are the owners of the mysterious castles that people sometimes run into. They are the TOUGH people in the game. They move every day, and kill everything in their path. Their castles move once per day. They are the guarantee that the game will not be easily won. It takes a LOT of men to take one of their castles, and once it is no longer part of that alliance, it no longer moves. When a Magi Prince moves, though, and has no castle, he receives another. There are 16 Magi Castles. Beware of them. Enough on the game. Onto utilities.

6. Utilities

In the game, you may change your character's name, your castle's name, chat with the sysop, read the directions (help file) to the game, look at the high scores (recommended. It tells you where you are compared to the other users), and reroll your character. Everything is pretty much self explanatory, so, try it before you ask.

7. Sysop Functions

While the game is running, you've got a few things that you may do in the menu portion of the game. You may chat, kick the prince out of the game (he won't be able to enter again), steal his gold (just for those sysops with irritating people on their board that they like to be mean to), give the user 15 more minutes, and turn off the window. One other thing. There is a sysop macro that is typed in at the setup time. By clicking on the "SysOp Macro" menu command, this macro will be sent to the user. It is handy if you're getting irritated with a certain person messing with something he shouldn't. A favorite of mine is: "Get out of the game. Something is screwy. This means YOU". It works very effectively. If you're in the game, there are a few things you may do in the sysop menu. You may delete a user (his castle will go to the magi), delete a castle, edit a user, delete the high scores, and reset the game. The last is the most important one of the bunch. If something is messed up somewhere, just hit the reset command, and it will delete all the data files, and boot you back to the board. WARNING: It does not ask "Are you sure?", so don't accidentally hit it. It is not recoverable. The user edit allows you to edit a user. It is handy if you accidentally kick him off, or a power surge or such drops him. You can modify it so that he may play again. If a user is dropped from the game, his scores and such are NOT saved, so don't kick him out lightly. This also goes for the "Quit to Host" command. It will go back to the board, without saving his character.

8. Tips

This game is not guaranteed to work perfectly. I have come a long way since the first version (and have added a lot to the game), but still don't completely vouch for every init and cdev that could possibly crash the game. Let's just say that I have found almost EVERY bug.

If a person wins, a "victories" file will be created, and viewed on entry to the game. The game will completely reset, and will reroll everything upon entrance of the first user. I don't expect this to happen very often.

There are teleporters on the board. They allow you to move from one sector to another by random access. If you don't choose a number or choose a number out of bounds, it will put you wherever it wants.

If you run into troubles with ANYTHING, call my board at (303) 361-6965. 9600 US Robotics Dual Standard (HST and V.32) max. My Node Number is 1:104/617. I am very willing to help.

My thanks to Erik Selberg and Tom Fitzsimmons for their help in building, testing, and rebuilding the game.

Everything in this game is supposed to work NICELY. If it doesn't, then something is generally screwed.

This game is geared towards tons of users. The more the better. I don't think you'll ever run out of memory. (assuming you've got a 1meg machine)

The game needs system/finder 6.02 to work. If you haven't gotten the upgrade, it's worth your while to do so. You may run it with MultiFinder if you wish. Be warned, however, that the game tries to keep the USER happy, rather than the local sysop. For instance, if you're working on something else in the foreground, and BF launches from the BBS, BF will steal LOTS of time in the background. Due to MultiFinder's "only one user will be on the machine at one time" philosophy, BF will go into the foreground at launch time. It isn't anything that I can affect; believe me, I would if I could.

I have heard that BF will not run on a macintosh XI (lisa). This is because of the serial driver difference between a mac XL and regular (512k and up) macs. Sorry.

Most of the files are random. If you don't like where something is sitting (such as a teleporter or a village) just delete the file. It will just re-create the file when the next user comes in. This allows for more functionality.

All of the menus are Red Ryder Host (Second Sight) 2.0 compatible. You may edit them to

say whatever you want. Use the command list supplied for the types.

9. Setup

The BattleField was built for easy setup. Here is what I run:

With Host:

Config
The BattleField
BattleField Options (built automatically)

In it's own folder:

Alliance Menu
Castle Menu
Changes Menu
Outdoor Menu
SysOp Menu
Village Menu
Alliances (the alliances)(built automatically)
BattleField (the board)(built automatically)
BattleField Scores (scores)(built automatically)
BattleField Welcome (the entry file. MUST be present)
(built automatically)
BattleHelp (the Online Help File. Must be present)
(built automatically)
BattleField Reg (supplied by me)
Castles (built automatically)
Princes(built automatically)
Teleporters (built automatically)
Villages(built automatically)

Wherever:

Userlog

The BattleField MUST be in the same folder as host. But, the menus and data files may reside in their own folder. They must, however, all be in the same folder. The game looks into the config file for the location of the Userlog, so it isn't really important where the Userlog is located.

10. Updates/Registration

If you register the game, as said before, you will go to 4096 sectors. The BattleField is more or less done. There will be no further additions to the game (barring bug fixes, if one is found), and I am going onto my next project bunch of projects; Kanar-Void and TSFile (and TSBBS). Here are some recommendations for those that have earlier versions. Upgrades from earlier versions:

1. Go into the game, and choose Reset from the sysop menu.
2. Delete the BattleField Options file (earlier versions aren't compatible)
3. Enter the game, and set it up (much easier in this version)
4. Play to your heart's desire. Enjoy!

If you get the reg file, you must put it with the support files. Then, you may do two things. You may: 1. Just delete the BattleField (board) file, and let it re-roll the board, but leave the users in the 1024 sector part, or, 2. Reset the game completely. Either way will work fine. If you should leave the game un-reset, then all new users will be in the whole board, with the older users still in the 1024 sector part. It's up to you, but you MUST reset the game board. If it is not reset, it will crash, guaranteed.

Support may be had at:

Fort Mac
(303) 361-6965 9600/24hrs
SysOp Greg Shaw

Just leave me a message, or hit the chat. I might be around.

If I get a check from you (the sysop), then I will call your board, and upload (if possible) the Reg file. Please use the form included with the game to send it in. The sentence that you want is very important. It will be used as such:

The BattleField is registered to:

<Your sentence here>

The BattleField is copyright....etc...

So, if you want it to look good, tell me what you want.

If you would like to change one of the text files, go right ahead. They must be in text format, but other than that, they may say whatever you want.

11. WWIV Setup:

If you run a WWIV BBS, then I am sure you know how to launch external applications. If you do not, consult your manual. The BattleField will work for version 3.0 of WWIV. Setup is exactly the same as the above for host, just replace every reference to host with WWIV. It will ask you a few questions about WWIV on setup, but other than that, the game is interchangeable

as far as BBS programs go.

12. Mansion Setup:

The BattleField is now Mansion compatible. This includes versions 7.15 up to 8.0. The setup is quite self-explanatory -- just make sure that BattleField is at the same level as the bbs program.

13. TSBBS Setup:

You can't currently setup for TSBBS, as it isn't released as yet. I am working on TSBBS as an alternative to other Macintosh bbs systems. I am trying to do something with this bbs that I don't think other BBS's have attempted. I wish to combine complete terminal control with graphics and a unique message base system to come up with a VERY useful bbs system. Please do not ask me "Neat! When will it be out?". I will announce it in many circles when the time comes. Suffice to say that it will be a WHILE. But, it should be worth the wait.

13. For those who do not Register:

If you choose not to register the game, yet keep it on your BBS, the game will take things into its own hands. This means: If you do not reg it within the 14 day grace period, the game will remove itself from the BBS. It will not do any nasty things to the BBS or to your system. It will just remove itself, and re-launch the BBS. I hate to have to do this, but... shareware is for those that support it, not for those that use it for personal gain.