

BGDoc

COLLABORATORS

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WRITTEN BY		July 22, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

BGDoc

1.1 The Battle Grounds | Table of Contents

The Battle Grounds
Version 0.9e1 Beta

Copyright © 1992-1994, by Symbolic Source Group
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1.2 Copyright and Disclaimer Notice

This program and all the accompanying files are copyright ©1992-1994 by Symbolic Source Group. All rights are reserved by the same. This program may not be altered or copied in any way, shape, or form, and may not be reproduced, or reverse-engineered.

Symbolic Source Group provides no warranty, either implied or otherwise as to the suitability of this product. In addition, Symbolic Source Group cannot be held liable under any circumstances for any damages that might result from the use or misuse of this software. Symbolic Source Group will only guarantee one thing, and that is, that this game will take up hard drive space, and has been proven to run on our Amiga computer. Your usage of this program means your acceptance of this statement.

1.3 Registration Policies

The registration system works as follows:

The initial registration is \$15 (U.S. Dollars) for the current version. Each version after that is only \$10 (U.S. Dollars). All revisions (Major and Minor), and patches are free.

Here are a few examples:

If you are currently using version .9a2 and it is your first registration, then you would send \$15. The corresponding key file will work with all previous versions up to 1.0a. So, you could use .9a2, .9b, etc... If you were using 1.0 and you registered it (sent the \$15), then your key file will work with every revision up to (but not including) version 2.0...

You may register a number of different ways:

- 1) Print out the file Registration.txt. Then send it with a check or Money Order (the check must be drawn on a U.S. bank) for either \$15 (you have never registered this software before), or \$10 (you have registered before, and just need an updated key file) to the address listed in Authors.
- 2) If you are not able to print out the file (or you don't want to), then you can call the support board (also listed in Authors) and leave a message to BG-Authors. Simply leave the answers to Registration.txt in the message. Then send the check/MO to the above address. As soon as the check is received you will receive access to the registered areas.

What registered users get:

- 1) A number of enhancements to the game listed in Registered Features
- 2) An account on the support board (Safe House BBS) with access to the Battle Grounds 'registered' areas. You will be able to download the newest versions of utilities and enhancements. You will also receive information on upcoming enhancements, releases, and new software from Symbolic Source Group.
- 3) Peace of Mind. (hey, I know registering software can seem like a hassle, but doesn't knowing that you are running a registered copy give you 'peace of mind'?)

Who should register?

1) Those who continue to use this software in conjunction with their information system (BBS/OIS/Network), and want the addition of other features, as well as control over the game's timing functions.

2) Those who run a private system (public-restricted use BBS), charge an access fee, or run their board for profit MUST register this software.

I hope this explains the registration process to everyone. If there are any questions, comments or even suggestions, then please contact me.

1.4 Distribution Policies

This software is being released under the Shareware concept. Symbolic Source Group still retains the copyright to the software and all included documentation files.

This file may be distributed by anyone as long as the following criteria are met:

- 1) The archive maintains its original contents. You may convert the archive to another format, provided that all the original files are included in un-altered form.
- 2) None of the files have been altered. This includes the documentation files!
- 3) No charge is assessed for this software, except a reasonable copy fee (reasonable fee is defined as the cost of copying, and possibly mailing). Shareware distribution networks, such as SkyNet, Amiga Distribution Network, or FredFish are allowable types of distribution.

1.5 Synopsis

This game is called Battle Grounds. It is an online game designed to be set up and run on a bulletin board system (although I suppose you COULD play it without a bbs). When playing the game, online callers are given the opportunity to create a character to represent them inside the arena. Players roll their characters and the game keeps track of such statistics about the game as strength and intelligence. Once the player has equipped his role playing character with the proper equipment, he/she then proceeds to enter the Grounds and battle monsters (and even other characters). The game keeps track of wins and losses, and can compute a ranking list according to the complete list of players and their current levels.

This game was originally intended to be a character builder for another online game to be released at a later date. However, this game is completely playable by itself (and we will strive to continue to MAKE it playable by itself), we must admit we have a higher purpose for it. What we are driving at is that at this point in time, there is no ultimate goal to speak of, other than staying alive! This should be a feat in and of itself!

For more information about other projects we are working on see The Future

1.6 Required Hardware and Software

Hardware:

- Amiga computer, with approx. 100K free memory
- Hard drive (sorry, we don't do dual floppies)
- Appropriate modems and serial ports

Software:

Any bbs software that will run CLIable (DOS) programs through some type of RAW compatible window/port. DLG, Falcon, C-Net, and Excelsior will run this.

1.7 Installation Information

Step 1 : Start the install process by determining a directory where you wish to keep the documentation files (for the game), the players.data file (which contains the data for player vs. player combat), and the Users/ directory.

Step 2 : Unarchive the program to this directory.

Step 3 : Create another directory called 'Users' in this directory.

Step 4 : Edit the BattleG.config file and change the first line to the full path of the directory you originally created (the directory that holds the player.data file, and 'Users' directory)

****NOTE**** The full path must end with either a ':' or '/'!

Step 5 : Move (copy) the BattleG.config file to your S: directory (If you have S: assigned to more than on directory, then you can copy it to which ever of the S: assigned directories you wish, as long as it can be accessed like so: "S:BattleG.config").

Step 6 : Setup the door in your BBS program.

You must make sure it runs the program through a RAW cli, or you will get some erroneous results. Also make sure that the BBS will abort the game by sending a Control-C, as that will tell the game to exit. I would suggest logging on and playing the game a few times first. That way if the set-up is wrong or anything else shows up, you can fix it before your users run into it, too.

The command line to call the game correctly is:

bg FIRSTNAME LASTNAME or bg FULLNAME

Don't worry if your software doesn't provide this feature! If bg detects nothing on the command line, it will ask the full name each time.

The following are the setup instructions for those BBS sytems which The Battle Grounds has been tested on:

Excelsior!
Falcon
C-Net

There are a number of other BBS programs (like DLG) which will run this software as well. You will have to consult the documentation for those programs to determine the proper setup.

1.8 The Future

What is planned for The Battle Grounds?

Firstly, the following updates will depend on the reply, so please look through here and see if there is anything else that you would like to see for this. Let me know your ideas, comments and suggestions.

Direct future:

\$^2\$ More monsters (multiple attacks, better handling). This is THE biggest suggestion, and to those who wonder why I haven't added more yet, I WILL! (*)

\$^2\$ Magic! This will start with a few limited spells, and will later be changed to a complete spell system...

\$^2\$ More equipment (weapons and armor). This will soon be handled differently, including the carrying of multiple weapons, and the ability to select a different one before battle begins...

\$^2\$ Complete classes (Spell-casters, Clerics, Rogues, Hunters, etc...).

\$^2\$ Different utility programs to enhance game play. External monster/armor/spell editors. Monster editor being first. These will be added for registered owners...

Future:

\$^2\$ Campaigns and complete adventures (compatible with your Battle Grounds characters).

\$^2\$ REALTIME interaction and player against player multi-node!

What else is coming from Symbolic Source Group?

- o An online campaign that uses Battle Ground characters.
- o Other online games. Hopefully GUI based...

1.9 Registered Features

Registered Features List
Updated 2-22-94 for version .9e

\$^2\$ Access to Battle Grounds time keeping functions. Configurability includes:

- Time allowed per session.
 - Sessions allowed per "day".
 - Time to reset session counter.
-

\$^2\$ The character editor. This will allow you to edit any character on your system. It is a CLI-able program, so it can be set up as a door to allow Co-Sysop access.

\$^2\$ Top ten generation lists. This program can be run at anytime (as an event, or part of a textfile), and will generate lists based on information passed at the command line. Current list types include:

Top Ten:

Players by Level

Players by Experience

Heavy Hitters (highest point total in one hit)

Quick Kills (lowest rounds)

As new things are created for registered owners, I will give notification to each of the new feature. You will then be able to F'Request it, download it, or have it sent to you.

1.10 Credits

I want to thank Jon Jackinchuk (the sysop of Hangar 18 Lansing) for allowing me to use his board as a beta-test site for this game. Until now, he has been the only real beta site for The Battle Grounds... Thanks must also be given to Randy Darden for his suggestions and support, and Jim Williams (of FireLine BBS) for the use of his board in the early developing stages of this game.

Designed and Programmed by: Josh Martin
Technical support, documentation,
and programming help from: Mark Martin

Alpha-Test site: Safe House BBS
Excelsior! BBS (Sysop: Mark Martin)
1-(517)484-0431

Beta-Test sites: Falcon CBCS Hangar 18 (Sysop: Jon Jackinchuk)
1-(517)393-8749

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(Mark and Josh Martin)

Thanks also, to the many people who have given hints, suggestions and constructive criticisms. I hope that everyone will enjoy playing this game, and I look forward to making more online entertainment software.

1.11 Authors

I hope that everyone that plays this game enjoys it, and that those who don't, will let me know the ups and downs of this game. For questions, comments, registration information or to register, or any other question, I can be reached by mail at:

Symbolic Source Group
ATTN: BattleG Authors

P.O. Box 11
Okemos, Michigan (MI)
48805

I can also be reached on The Safe House BBS. This board is the distribution site for The Battle Grounds and is a site for all software produced by Symbolic Source Group. The latest release version is always available for download, and the latest beta version is available for play.

Also, the release version of The Battle Grounds can be File requested from this site, or you can anonymous ftp it from there as well.

Here are the addresses and phone number:

Safe House BBS (located in Lansing MI)
Phone # 1-517-484-0431
FIDONET 1:159/370
Internet SafeHouse.sojourn.com
199.177.127.70 (IP address)

You can e-mail me via the Internet at "jm2s3@safehouse.sojourn.com". I will reply as soon as I can (I check about twice a day). Please be aware that you can telnet to safehouse.sojourn.com and download the registered software (if you are a registered owner), or anonymous ftp the latest release.

1.12 Excelsior BBS Setup

Created on 2-21-94 by Josh Martin

The following is the setup for Excelsior! BBS version 1.18
(although for version 1.18, this applies to all version down to .996)

1. Once you have the files in their respective directories. Simply 'A'dd an item to your doors area. (you can put it inside directories if you wish)
 2. When asked for the directory, enter the directory containing the executable 'bg' (or use the default directory, if that's where you put it)
 3. Enter the pattern as 'bg' and after selecting the executable, enter the short description for the game, and the Access Group.
 4. Set the door type to 'DOS', the DOS args to '%2', and the IPL variable to '0'.
 5. Set the other items to you liking, however, set 'Only one user at a time?' to 'Yes'.
 6. Then 'E'dit this item and change the RAW Mode to 'Yes'. You may change any of the other flags to your liking.
-

1.13 Falcon BBS Setup

Created on 2-21-92 by Josh Martin

The following is the menus.bbs file setup for Falcon CBCS on our system:

```
DISGRACE  B  RAW C "path.to.bg/bg «FULLNAME»"  
1 ^      2^ 3^ 4^      5^
```

1. DISGRACE is the access level of this command. Set this to what ever access level you wish.
2. B is the command key. Again you can set this to what ever key you wish to use to activate this door.
3. RAW. The game must be run as a RAW not a CLI, or the game will not run properly.
4. C is the only flag you really need to use (for Control-C). The game will attempt to save the character then quit after receiving a control-c from Falcon.
5. "path.to.bg/bg «FULLNAME»" is the command line. 'path.to.bg/' is the full directory path where you put bg. Use «FULLNAME» to pass the user's full name to bg.

1.14 C-Net Setup

The following is the setup for C-Net:

Add the game to the menu, being sure to indicate to CNet that "BG" (the actual name of the game) is a DOS program. If one wishes to pass the handle of the player to the game, use the CNet DOS argument "%1". Or, to pass the users real name, use the argument "%3". This would be done when CNet asks for additional DOS arguments as you're configuring the game (do NOT include the quotes!).