

YD

COLLABORATORS

	<i>TITLE :</i> YD		
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REVISION HISTORY

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Chapter 1

YD

1.1 YD Documentation - Contents

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***** ←
*
*           Young Defender           *
*           Release 1                *
*
*           Copyright © 1996 Eclipse Software Productions *
*           All Rights Reserved      *
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*****

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THE GAME

REQUIREMENTS

INSTALLATION

AUTHORS

MAILWARE

DEVELOPMENT

THANKS

1.2 description

DESCRIPTION:

Humanity is on the verge of intersellar exploration. The perfect time for aliens intent on conquest to expand their empire before man can improve his technology and therefore his defensive capabilities.

There is one ship with any hope of stopping the aliens. An experimental design, there is only one trained pilot whose age means he is lacking in combat experience. YOU are that pilot.

With Earth in such desperate need, you are called to duty as your home planet's Young Defender.

A mission briefing will be displayed before the start of each level.

Good Luck!

1.3 requirements

REQUIREMENTS:

A Commodore Amiga 1200 or 4000 computer (AGA chipset) with 2 MB of RAM.

Please note that stability of the game on a 2 MB only equipped Amiga cannot be guaranteed as there has been minimum testing performed with this setup.

ALSO RECOMMENDED BUT NOT REQUIRED:

A joystick plugged into port 2. Control by keyboard is also possible.

A hard drive. An installation script is provided.

ADDENDUM: If you have obtained this archive from the Aminet, please disregard information about the installation script. See notes under hard drive installation. Please note that using the Aminet archive requires installing the game to a hard drive. Although it is still possible to run the game from a hard drive without loading Workbench, I am unable to provide the procedure in this guide file. Running the game after loading Workbench will require memory greater than 2 MB (Sorry!).

1.4 installation

INSTALLATION:

Young Defender can be run directly from the release
floppy
diskettes or
it can be installed on to a
hard drive
.

ADDENDUM: If you have obtained this archive from Aminet, the information relating to the release floppy diskettes does not apply. Please see the special instructions under hard drive installation.

When Young Defender is run, it will search for a file containing score information from previous play sessions. If the file cannot be located, a new score table will be created. If there are any changes to the table, they will be written to a file which is saved to disk in the appropriate place.

1.5 floppy

FLOPPY INSTALLATION:

Young Defender can be run from floppy in two ways.

You may boot your Amiga using Disk One which will automatically load and run Young Defender. This method is recommended for Amigas with only 2MB of RAM as Workbench will not be loaded, therefore maximizing the amount of memory available for Young Defender.

Alternatively, you may boot your Amiga normally with Workbench and then run Young Defender. Just insert Disk One after Workbench has loaded and then double click on it. When the disk window opens, simply double click on the Young Defender icon.

ADDENDUM: If you have obtained this archive from Aminet, you will need to follow the special instructions for hard disk installation. If I receive sufficient requests, I may upload archives to Aminet which can be used to create a floppy diskette release of the game.

1.6 harddrive

HARD DRIVE INSTALLATION:

An installation script is provided with Young Defender which simplifies installing the game to a hard drive. It creates the appropriate sub-directories and moves the files from the release floppy diskettes to them.

Start your Amiga and load Workbench as normal. Insert Disk One and double click on it. When the disk window opens, simply double click on the Install icon. The installation script uses Commodore's installer program.

ADDENDUM: If you have obtained this archive from Aminet, you should follow the instructions below for installation to a hard drive. Young Defender has been completed for some time and was originally intended for submission to 17Bit Software as 5 x 720KB floppy diskettes. The archive you have obtained is designed to allow ease of use from Aminet.

Simply extract the files from this archive to the location that you wish to store them on your hard drive. A directory called "Young Defender" will be created at that location with an icon file.

This will complete the installation and the game can then be run from Workbench by double clicking on the icon provided in the "YoungDefender" draw. Please note that because you are running the game with Workbench loaded, you will need to have in excess of 2 MB of memory.

1.7 authors

AUTHORS:

Eclipse Software Productions is a software development division of Eclipse Group.

Eclipse Group is primarily Ken Richards & Sandy Earle.

We are interested in any suggestions, ideas etc, whether they be programming or design tips or even game ideas. We would like to hear from people who would be interested in testing any future games that we may develop, including Young Defender II. To date, our lack of experience has directed us to convert simple games from the past, but we have learnt a few things when developing this game which have made us eager to try new game ideas.

If you would like to contact us, please send a letter to the following address:

Sandy Earle
PO Box 877
MARYBOROUGH 4650
QUEENSLAND
AUSTRALIA

or Email: kenrich1@ozemail.com.au

Check out our other games called "The Great Gold Raid" and "Class E: Lunar Module" which are available from 17 Bit Software (disk # 3309 and disks # 3665 A & B).

The YD.diary file contains a history of the development of the game if you are interested. (Not present in the Aminet archive)

ADDENDUM: The graphic artist for this game, Sandy Earle, has moved on and unless someone would like to provide me with original graphics it seems unlikely that I will be able to produce any further games.

1.8 distribution

DISTRIBUTION:

(This section modified for Aminet distribution)

Files contained on this disk are (C) Eclipse Software Productions 1996.

"Young Defender" is distributed as MAILWARE. This unmodified file MUST accompany this MAILWARE. All rights are reserved.

There is no fee expected for this software. However, if you have access to the Internet, please send me an email if you like the game. My email address is kenrich1@ozemail.com.au I regret that I am unable to offer any assistance should you be unable to get the game working on your Amiga. Also, if you did not like the game, please refrain from emailing complaints to me about it. I am not charging you anything for it and I did not force you to download it.

1.9 development

DEVELOPMENT:

"Young Defender" was developed in the Blitz Basic 2 Version 1.9 programming language.

Graphics were created in Brilliance 2 and Imagine 3.3.

Image processing performed with Image FX 1.52, the CU Amiga Coverdisk.

Music was created in OctaMED Pro 5.

The game was developed on an Amiga 4000/030. It has been tested on an Amiga 1200.

The game uses AGA screen modes (64 colour screens) and contains in excess of 1 MB of graphics, 1 MB of sound and 200 KB of executable code.

1.10 thanks

THANKS:

- Jo Foxx and David Earle for testing on this game.
- Acid Software for the best BASIC development package I have ever used.

Amiga is a trade mark of ESCOM AG. All other products and trade marks are acknowledged in the credits of the game.
