

Statoscuro Guide

Emilio Perez

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| COLLABORATORS |
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Chapter 1

Statoscuro Guide

1.1 STATOSCURO Guide

STATOSCURO Guide

Introduction

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1.2 who are you?

INTRODUCTION

Welcome to STATOSCURO!

You have in your hands the result of a year of work. This has to be one of the biggest PD projects ever; the idea was to get as many people as possible involved, thus creating a real community game. As it stands, 4 guys from Uruguay, 3 from England and 1 from Hungary helped in making this game come true.

The process of making the game can be defined in two words: great fun! There was no pressure of any kind, that's why the game took so long to be finished. One of us would have an idea, share it with the rest, and then we'd work on it until it took shape. We were able to contribute to each other's stuff in a very deep way. Without the encouragement and enthusiasm of the other team members, the game would not be as good as it is now. When I finished assembling a level, it was the others who looked proud. When Jason or Kris did a great rendered pic, it was the rest who got the kick. It's hard to explain, but in a word, friendship says it.

We are not perfectionists, we are idealists. With this we mean that in our opinion games are important, because we believe that they are more than "games for kids". We think that in this crazy world we live in, computer games let you forget your problems for a while, and at the same time to sort of dance over them.

We hope you enjoy this game as much as we enjoyed creating it!

"Do your best, then leave the results to me and don't worry-be happy"

Meher Baba

1.3 weapons

WEAPONS GALORE

1-Photon

It is the weapon you start with. It's the Trolin's stormtroopers' standard weapon. In typical shoot'em-up fashion it's neither bad nor

amazing.

RANGE: medium
POWER: medium
RELOAD TIME:medium

2-Blastar

The Blastar is an improved version of the Photon.It is slightly more powerful,it is a bit faster between shoots and it has some more range.

RANGE:medium-long
POWER:medium-high
RELOAD TIME:medium-low

3-Plasma

A fast and flexible weapon.Slightly less powerful than the Blastar, it evens up with it's fast reload rate.

RANGE:medium-long
POWER:medium
RELOAD TIME:low

4-Lazer Beam

A powerful weapon,it's only drawbacks being the high reload time and short range.

RANGE:short
POWER:high
RELOAD TIME:high

5-Rockets

The most powerful weapon in the game.Great to teach that bugger that has pestered you for ages a proper lesson,or to impress girls with. It's usually very well hidden,too ;)

RANGE:medium-long
POWER:very high
RELOAD TIME:hig

1.4 she goes in and out

PLAYING THE GAME

This game is an overhead shooter,a la Chaos Engine or Wasted Dreams. Use a joystick in port 2 to move your character around,and the fire

button to, erm, fire your weapon.

At any time press ESC to lose a life, P to pause/unpause and CTRL + C to quit and return to WB. You can also control the Cyborg with the cursor keys, and shoot with right shift.

You can save a screen shot to RAM if you press "Ctrl" whilst playing.

At the start of each mission, you will be told what you are supposed to do. Read the text carefully, unless you fancy wandering around the landscape without having an idea of what you have to do to complete the level.

Now, something that you must understand is that secret items are a very important part of the game. You might make it to the end without them but it would be tons easier having found those extra lives and big bog off weapons.

The secrets items will appear when you walk past certain areas. Keep an eye open all the time for those apparently pointless dead ends!

At the end of the second planet, you will be told how to start the game at the third planet!

If you want to review the game, please feel free to ask for the trained version, which is also available to anyone who contacts us!

1.5 requirements

REQUIREMENTS

Statoscuro has been tested on the following machines:

Amiga 1200/020 10 MB Ram:

It works OK. Smooth running when nothing else is.

Amiga 1200/030 16 MB Ram:

This is the recommended setting.

Amiga 1200 with Apollo 1260/50 and 32 MB Ram:

Works wonders :)

It does work on A1200 2Mb Ram (the standard one, y'know). But I think that sooner or later you'll get an "out of memory" window!! And at any rate, in such a machine, the game is usually slow-paced, and there are places where it really crawls along!

The recommended setting is A1200 with a 030 board and 8 MB ram.

In theory, it should work on any amiga as long as you have enough memory and a HD, but we think that on a 500 or 600 it will barely run.

1.6 getting in tune

KNOWN BUGS

Backbone is a great program, but it is not really suited for such a big project. The game is incredibly chip-memory hungry. The game is very likely to lock if you have been doing things beforehand. For the best performance, it is strongly advised that you reset your machine before playing. Sorry about this—we didn't create Backbone, you know.

It's almost impossible to complete the game in one sitting. We advise you to play the first two planets in order to get the code, and then reboot and use the code to start on the third and final planet.

Even though the game multitasks, and returns to WB (by pressing CTRL+C), you are strongly advised to play it without running any background programs (I.E. booting without startup-sequence and executing it from here).

If you come across something nasty, then please contact us
"contact"}

1.7 help!

SOME TIPS

1-The most powerful weapon in the game, the rockets, are always hidden. They are hidden in one level only for each planet. If you can find them, life will be much easier for you.

2-Unless you have the rockets, it is not a very bright idea to take on more than one enemy at the time.

3-If you don't have to kill all enemy, it's pointless to stop and fight with them. Remember, just concentrate on your mission!

4-As I always say, it does not pay to be fancy.

1.8 installation

HOW TO INSTALL

Just unpack or copy the game where you want it to be. No assigns required, and Statoscuro does not scatter rubbish all over your HD.

1.9 5.15

THANKS AND HELLO!!

Emilio:

"First of all,I wanna thank my family,especially my older brother (Higinio) who tested the game and was really helpful.

I want to say hello to all our AMIGA community here in Uruguay,particularly Maxi & Aldo.

A big hug goes out to Steve Eaborn for his contribution to the last world of the game ;)

There are no words to describe how thankful I feel towards the other team members.I am deeply indebted.

Golden regards to all the great Aminet authors!

Very special thanks to Mark Dowling for his cool game "The Power Of The Ginger",and for help in playtesting Statoscuro.

Mega-thanks go out to Alastair Murray,for making this possible.

Inspirational thanks go to:

- * My brother Higinio for suggesting the name of the game,and the name of the first planet.
- * UFO:Enemy unknown (just have a look at the second planet!)

Big thanks to my favourite bands:Oasis and The Who for their incredible music! "

Jason:

"Thanks go to Emilio for letting me be part of his team.It has been great working with the person responsible for Charly The Merc,possibly one of the most addictive games I have played on my Amiga and I'm certain that his future games will be just as good ;) "

Kristof:

"I would like to thank my family and my friends for all their support. Thanks also go to my favourite band:Metallica "

Kym:

"Thanks to my parents for always allowing and supporting my dreams. Hi Monty,bet you wish you could do this! "

1.10 the guys!

STATOSCURO'S TEAM

Emilio Perez: "Programmer", Level Design, Music Selection, additional 2D graphics and sampled speech.

Emilio is the original member of On The Dole Software. He promised the others large amounts of money, fame, and attaining the status of sex symbols, and thus managed to con them into making Statoscuro. When they discovered the truth, it was too late ;)

Emilio is 21 and lives in Montevideo, the capital of Uruguay. For some reason that scientists are trying to elucidate, Emilio is mad about all things British. That ranges from the Amiga to books by Joseph Conrad, English Football (he supports Newcastle United), Amiga magazines and music bands like The Who, The Jam and Oasis.

Jason Faramus: 3D and 2D artist. Creator of the Cyborg character. Console screen. Game over screen. All the screens that show the Cyborg were rendered by Jason.

Jason comes from England and is 21 years old. He was the second member to join the gang. Emilio asked him if he could draw the graphic for the main character, and Jason said "Sure!". He then worked for an entire week (!) and rendered (!!) 128 frames (!!!) of an incredible-looking character. Without a doubt, Jason is the dad of Statoscuro, and the most committed member of the team.
We love you, man ;)

Jason is currently looking for a job in the graphics industry. As you will notice from playing this game, his talents are incredible. Nothing seems to be difficult for him.

Kristof Csendes: 3D graphic artist. Intro screens. Creator of the Cyborg's ship, as shown during the credits and at the beginning of Planet Rastrillo. Creator of all the planet's introduction screens.

Kristof (nicknamed "Kris") was the first member to join the team. He worked as a playtester for Emilio's "Death Is On The Way" game. He's 21 years old. He is from Hungary, but since 1992, Kris lives in Germany, near the French border. When he is not passing out after heavy all-night drinking sessions or chasing skirts, he studies Geography at Mainz University and loves to render 3D pictures. He can also speak 4 languages: Hungarian and German near perfect, and a bit of English and French. His hobbies are soccer (he supports Bayern Munich), friends, car racing, beer drinking and of course the

Miggy!

If Jason is the dad of Statoscuro, then Kris is the
uncle ;)

Kym Eden-Jones: Additional 2D graphics. Helped with the end game text.

Kym is the youngest member of the team. He is just 16
years old. He comes from Dorset, England but currently
lives in the small town of Gillingham. He is now doing
his final year of school, after which he will go to
college to study Biology, Electronics and computer
programming.

He likes rock music, mainly John Cale and The Stranglers,
and old stuff like that. Most importantly, he is a really
big Amiga fan, whose energy and determination proved
vital in seeing Statoscuro coming true.

Maximiliano Davyt: "On The Dole Software" logo

Maxi is one of Emilio's best friends. He is 20
years old, and owns a CDTV. Like Emilio, he is from
Uruguay. He lives in the small country city of
Colonia Valdense. He is a terrific 3D artist.

Gerardo Olivera: Controls screen and End Game screen number one.

31-years-old Gerardo is also from Montevideo, Uruguay.
He is a terrific 2D artist, as you will see for yourself.

Higinio Perez: Lead playtester and responsible for the title of the
game.

Higinio is Emilio's older brother, and besides being the
lead playtester, he inspired Emilio to name the game
"Statoscuro", with something he said during a game of
Deluxe Galaga. If you would like to know what "Statoscuro"
means, then e-mail Emilio ;)

Aldo Bianchi: Additional music selection, help with the speech samples.

Aldo is 27 years old, and like Gerardo and Emilio lives in
Montevideo, Uruguay. His support and comments were vital in
seeing Statoscuro being completed.

So, if you think that you can do something good, then please don't
hesitate to send me a sample of your work. You don't have to be able
to do amazing things—I just want people who are "mad for it", and are
prepared to work their bollocks off!

To contact me send e-mail to:

goinmobile@zworg.com

My snail mail address:

Emilio Perez
J.E. Rodo 1906 CP 11200
Montevideo, Uruguay
South America

My phone number: 408 37 35

1.11 registering

REGISTERING

Statoscuro is giftware. That means that if you enjoy the game, you have to send the programmer a gift. An e-mail telling where you got the game from and what you think of it is considered a great gift :) However, if you really want to make the programmer weep, send him an Amiga magazine—old, new, a fanzine... whatever! That would be terrific. Money is also accepted, of course ;) Just a 5U\$\$ note would be very nice.

I need the manuals for both "3D Construction Kit II" and for "Reality", the game maker. I've had both programs for ages but I have no idea how to use them ("Reality"), or don't know how to do certain things, like compiling the game in 3D Kit II (I have a full game done with it, but don't know how to compile it! Grrr!).

When you register, you can ask for the trainer, which we'd duly send you.

Send those e-mails to:

Goinmobile@zworg.com

The snail mail address to send the stuff to is:

Emilio Perez
J.E Rodo 1906 CP 11200
Montevideo, Uruguay
South America

1.12 who's next

The Future

Emilio:

"Well, I guess I will make Charly The Merc—Episode II: Right

Time Is Always Now.The feedback I got for Charly Episode I was just phenomenal!It will feature more than one character to control,new weapons,bigger graphics,and the like.
I am also working on another game,with some guys,which is based on a novel by Harlan Ellison.It's named The Deathbird.We could really use a hand-musician,graphics,whatever would help.Have a look at what we have so far on Aminet/games/demo/Dbdemo.lha"

Jason:

I have two top secret projects on the go at the moment and there both going to be really great, stay tuned...

Kristof:

"Bigger and better!"

Kym:

"I am trying to self teach myself 60K machine code for the Amiga.Hope to soon use it to write a new style of game, Rouge-style meets Dune 2 strategy"

1.13 contact

Contacting us

This game is intended as a gift for the Amiga community.So,we want to hear from you,and what your feelings are towards this game.Even if you think it sucks,we want to know it,but please let us know why so we can make things better in the future ;)

Please remember that we can only improve stuff like GFX and SFX.We have no control over other aspects of the game,like the speed,refresh rate,or similar,since it was created with the game creator Backbone,by Alastair Murray.

To contact the team,send e-mail to:

Goinmobile@zworg.com

This is the general contact address.

If you wish to contact Jason,the guy who rendered the cyborg, then e-mail to:

Jason@quicksilva.freeseve.co.uk

Remember that Jason is currently looking for a job in the graphics industry,so if you like what he did here,then why not give him a try?

Kristof,our 3D wizard can be contacted at:

Kristof@csendes.de

Last but not least, Kym cyber address is:

shikasta@subdimension.com

1.14 disc

Disclaimer

This game may be copied as long as all original files are not modified in any way whatsoever, and all the files are kept together.

This game is provided "as-is":

We don't take any responsibility for any damage that Statoscuro may cause to yourself or to your computer. You use it at your own risk.

If you do like it (or if you don't) please send an e-mail to:

goinmobile@zworg.com

We would be glad if you would tell us where you come from (what city/country, etc), what AMIGA have you got and where you got hold of Statoscuro.

Statoscuro can be put on magazine-disks or cds as long as a copy of that particular issue is sent to:

Emilio Perez
J.E. Rodo 1906 CP 11200
Montevideo, Uruguay
South America
