

RGAE

\$VER: Quaid Team.

COLLABORATORS

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Chapter 1

RGAE

1.1 the Role Game Adventure Engine

RGAE V0.060s ->

<-

- the Role Game Adventure Engine
V0.060s ("s" stands for shops :))

Programming: Quaid / The Big Fat Brothers.
Jarkko Vatjus-Anttila

Graphics: Mistral / Parallax.
Sami Kemilä

ATTENTION:

1. These document are uncomplete. Please don't mind about bad links.
2. I'm forced to leave this project for a month now
2.10.1995 - 6.11.1995, because of a great school project. However,
my EMail addy is still open 24h a day for bug reports and
suggestions.

Disclaimer
Usual blaa blaa...

What it is??
Some general info about the game

History list
Whatta heck has been going on??

List of needed HW/SW to run this game.
System requirements
Bugs'n'disadvantages, etc.
Disadvantages
Possible future enchantments.

Improvents

----- ↩

Game commands
List of game commands.

Wizard mode
Info about RGAE's wizard mode.

Thanks
A list of people who deserve thanks.

And the last but not least, the authors' addresses. Contact or..;) ↩

Credits / Addresses

----- ↩

1.2 What it is

What it really is:

RGAE is supposed to be Nethack/Larn/Moria type game engine. I'm not saying that those games were so bad that I had to write my own. No, not at all. I just wanted to know am I able to do it. This game IS and WILL BE freely distributable, so you can and have to spread it like hell. :)

As you might have already noticed, this version is still a little "alpha" release. Most general stuff is working like: inventory, wear/takeoff item, pick up and ascent/descent stairs, but many things are not even implemented yet. (See:

To do list
) Many things are added since last version, so check out also the new features list.

If you are wondering why this engine is so small (about 21 kb), I can say that it has been written completely in assembly. Source is "only" 140 kb, but wait until you see the final version. It has been compiled with SNMA V2.02. SNMA is copyrighted 1993-1995 by Samu Nuojuua.

RGAE is not the name of the final game. I just didn't know what kind of name would be good. Thanks to all who have given me those weird name suggestions. ;)

Oh, one more thing: there exists a lot of things that have NOT been documented yet. Explore the dungeons carefully, you never know what'll happen...

1.3 Known bugs/disadvantages

Bugs' n' disadvantages:

Not so long time ago I realised that my graphic routine for RGAE was way too slow. I tried to increase speed by many efforts but the result seemed to be worse and worse. Finally I removed the whole routines and wrote totally new ones. This time I hit needed gfx directly into BitPlane memory.

No rules have been broken except that the game may not work with graphical booster cards (such as Cybervision etc.) I haven't tested this on graphic cards, so it's impossible to say anything sure, but at least I think that if RGAE is not working with graphic cards then this might be the problem. If there is someone who can actually inform me about this thing, then please do so.

Because I just (few seconds ago) fixed a nasty bug from throw routine, there may not be too many bugs. Or at least I don't know about them. Oh yes. There really exists few ones:

- Scroller can be slow on slower amigas, but that's the price of multitasking environment. ScrollRaster() routine is scrolling the screen, so you might imagine that it isn't the fastest around.
- I got a report that if you throw an item the game would throw some serious dirt on the screen and after that creates a nasty crash when played with A500. I haven't got A500 so this is impossible to test, and I can say that I have read the source through again and again, but I still can't find the problem.
- You cannot use left alt and amiga as LMB anymore. When I switched my message handling routines to use RAWKEY messages, left amiga and alt stopped working. However, Samu Nuojuua gave me an idea how to make them work again.

I'm sure something has slipped through my fingers and if something like that has happened, then make a report. Fixed bug is always a better bug. I think you already know my
address
.

Thanks for those who have already reported some errors. You know who you are.

1.4 How to complete the game

Goal:

Actually there is no goal. This is just a test version where exists some swell items to test. Some
new features

also available for testing.

No matter what, I think you can find some fun from this.

1.5 To do list

To do list:

As an "alpha" release this game has incredibly long list of uncomplete things.

- More items and gfx. (what, even more :)
- 100-200 different monsters.
- 32 predesigned levels. Yes, there will be puzzles, and other cool stuff to bother your brains. :)
- Secret levels, and yes, secret underground town(s).
- Separate character generator.
- Improved shops with real bargain...
- Flexible game engine will allow you to design own adventures. For this purpose I'll write an adventure editor.
- Perhaps even Sound Fx.
- Or an optional background module player for PT or P61 modules.
- Lot's of exotic items.
- Null modem 2 player mode. I haven't ever tried to handle serial stuff, and because I have only 1 machine it's difficult to test. However, if I manage to make it, it will be added to game right away.
- Lot's of lot's more.

Please contact me if you have a suggestion/wish that would make the game even more interesting. There doesn't exist a dumb idea. Remember that.

Contact me

1.6 Game commands

Game commands:

This list contains every in game command in alphabetical order. More info can be found through links, but they are not necessary if you have ever played Moria/Nethack/Larn more than 5 minutes. :)

Parameters tell you what kind of input is the specific action requiring:

IS = Inventory Slot
ES = Equipment Slot
DIR = Direction

SR = Spell runes

Command: Function:

a IS Use item
c DIR Close door
d IS Drop item
e IS Eat
i Inventory
o DIR Open door
q IS Drink
s DIR Search
t IS, DIR Throw item
C SR Cast a spell

E Show equipment
K DIR Kick
L Load game
N New game
Q Quit game
R ES Remove weapon
S Save game
T ES Take off armor
W IS Wear or wield

Movement:

1 Lower left
2 Down
3 Lower right
4 Left
5 Wait
6 Right
7 Upper left
8 Up
9 Upper right

Special:

Ctrl+w Debug (/Wizard) mode
Ctrl+r Redraw screen

Other:

, (comma) Pick up
> Descent stairs
< Ascend stairs

1.7 Who I want to thank.

Thanks:

- To developers of Rom Kernel Reference Manual: Libraries. That book is invaluable. Also thanks for Mungwall, Enforcer and Sushi. They have been a great help.
- Greatest thanks to Samu Nuojuu for his great compiler (SNMA) and his most invaluable help when I stuck into some stupid problem.
- Tumu / Big Fat Brothers for pre-testing this piece of product, and to his computer which allowed Mungwall testing.. :)
- Other BFB members for *great* (but sometimes soooo WeIrD) suggestions. Also thanks for support. (Markus Niiranen, Aki Flink, Kalle Kotila (and of course Tero Pihlajakoski, our autisti peecee coder!! :))
- To everyone who have given me those great suggestions.
- And of course to everyone who actually try this game. ;)

1.8 How to contact us.

Credits:

- Programming, AGuide documents and misspellings by Jarkko Vatjus-Anttila.
- All incredible 16-col graphics by Sami Kemilä.

If anything, I repeat anything comes to your mind, and have to contact either of us, don't even think about hesitating, do it.

Jarkko Vatjus-Anttila can be contacted with these addresses:

EMail: <quaid@lyyra.kempele.fi> SMail: Quaid / BFB Team.
 <quaid@louhi.kempele.fi> Jarkko Vatjus-Anttila
 Linnukkatie 2
URL: <http://lyyra.kempele.fi/~quaid> 90450 Kempele
 Finland

And Sami Kemilä can be reached with these:

E-Mail: <sima@mimas.oto1.fi> S-Mail: Mistral / Parallax
Sami Kemilä
IRC-NICK: Sima_ Kivitie 5
91700 Vaala
Finland
Europe
Earth
SOL system

Contact Ksyli-BBS dORMANT AcTiON - +358 (9)81 5361 093

1.9 System Requirements

System requirements:

You will need...

- CyberStorm 50 Mhz '060 Turbo.
- 512 MB of free RAM.

Ha ha, just a joke... :=)

Actually you need...

- OS 1.2 or above.
- About 100 kb of free chip memory ...
- ... and about 120 kb of any other memory.
- About 90 kb of disk space for game.
- Maximum space for savegame files is 278204 bytes. That is if every savegame slot is used.

1.10 Wizard/Debug mode

Wizard/Debug mode

WARNING: This game's debug mode is not the usual one. It is only meant to debug the game. It can be used as a discover mode, although I don't recommend it. It's easy to crash the whole machine.

By entering this debug-mode the game will remove different check routines allowing you for example to run through walls. This means that you can run out from the screen and mess up with memory that doesn't belong to RGAE. This causes most usually crashes to guru 81000005 or 8100000F.

It's true that when your hitpoints are not decreasing, and food and water statuses are stable, the game can be very much

easier. That's why this mode can be used as a discover mode. Do remember that I wrote these routines only for debugging, so don't blame me if you gain some hardware or software damage from possible crashes. I TAKE NO RESPONSIBILITY.

I could hide the keyboard combination to enter to debug-mode, but because it's easy to seek the correct combination there's no use to hide it. Someone will most likely discover it, no matter what. Use ctrl-w to enter the debug-mode.

Use with caution.

1.11 History list.

V0.020a

- First release, very poor, (I think :)

V0.040a

- New map system. Allows 65536 different items in game.
- Intuition-gadget interface. (keyboard shortcuts still missing)
- Multicolor messages.
- Multicolor inventory.
- Throw option.
- New filesystem. Holds the game in memory in three parts. Each part about 30 kb. Shouldn't be too much.
- Better load and save options (probably with bugs).
- Few tools added. (Hand missile, keys...)
- 16-color graphics drawn by Sami Kemilä. Greatest Thanks
man... :)
- RGAE font removed.
- Little explosion routine written. Lousy routine but good enough for alpha version.

-

Wizard/debug mode.

- 100 new items added in data files.

- Food and water added.
- Some weapons added.
- Cast option. RGAE has NO spells yet, but the spell routine is ready.
- Many routines debugged and optimized. See also disadvantages

V0.044d

- A bug in AGuide file fixed. Never use comma before link command.
- Can be launched from WorkBench, but it requires an assign COC: into game directory.
- Hopefully no more load and save problems.
- Keyboard shortcuts for gadgets added. Yippee. :)
- RGAE window changed to be borderless -> more space for map.
- Size of map changed from 51*22 to 78*18. -> Memory usage raised about 20 kb.

- "New game" gadget replaced by "Options" gadget, although there is no options menu yet.
- New graphics for explosions. Check it out :)
- Encryption system developed. Uses random-kind crypt seed.
- New mapping routine. Heavily more realistic than the last one.
- To break doors they usually have to be kicked more than once.
- Some misspellings fixed.
- Little improvements added here and there.

V0.052a

- If correct level file wasn't found when descending stairs, the game would usually crash. Fixed.
- No more food and water loss, if no action was made. For ex. by pressing shift and other exotic keys you could lower the food and water level. Fixed.
- A routine to keep the floors separately in memory. Removes few graphical bugs, and gives more possibilities in creating levels.
- Run mode. Hold down shift to run.
- Town created. Shops added also, but you cannot visit them yet.
- Improved DisplayInventory routine.
- New items added to data files.
- About 100 items added into data files.
- Fire power removed, because the game will be happening in about 1920s. There were no Nuclear missiles in 1920s :(
- Regeneration routine added. Player regenerates in every 50 turn.
- More intelligent system created for mapping. Thanks are going to my maths teacher.
- Routine for palette fading written. This will be an option when I get my options window working.
- Somehow workign randomnumber generator. It's used in many new things.
- Some routines optimized.

V0.060s

- The player is defined now with 4 values: physical strength, intelligence, mental strength and dexterity. However, only physical strength has an effect currently. Play the game, you'll see how.
- TADAA!! Working shops. Too bad you cannot bargain yet.

1.12 Disclaimer

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1.13 Fooled you!

Boy, you are curious :)

1.14 Use item

Use item: Keyboard: a (apply)

With this command you can use different items on different things. For example if you want to open doors you use this command. Apply key to door.

Additional info will be found in the game. Almost every item has it's own instructions.

1.15 Close Door

Close door or trapdoor Keyboard: c (close)

You can close doors or trap doors with this command. Simply enter the direction from keypad after pressing the letter "c".

1.16 Dropitem

Drop item: Keyboard: d (drop)

With this option you can drop items from your inventory. Remember that you cannot anything on another object and if you drop it in water it's gone.

Inventory will be displayed and by selecting a slot you can confirm the action.

1.17 Eat food

Eat food: Keyboard: e (eat)

Eat food. Raises characters food level. Food level is displayed on the game screen in position "Food:" and it can get these vales:

Satiated -- No need to eat. Character is completely full.
Ok -- Ok status. Not hungry.
Hungry -- Better find some food, although not necessary.
Starving -- Critical warning. Character is very hungry.
Dying -- Final warning. Character is dying in few minutes.

Select inventory slot to confirm action.

1.18 Inventory

Inventory: Keyboard: i (inventory)

Displays a normal Nethack-type inventory, but includes also graphics. Different items are marked with different colors:

Armors -- Light brown
Weapons -- Red
Tools -- Grey
Food -- Dark brown
Drinks -- Light blue
Reading -- Somekind of green :)

1.19 Open door:

Open door: Keyboard: o (open)

Simply opens doors if they are not locked.

1.20 Quaff

Drink item: Keyboard: q (quaff)

Drink bottles and other liquids with this command. Character's water value is displayed on the screen after "Water:" reading. This value can get these values:

Full -- No need to full. Character is completely full.
Ok -- Ok status. Not Thirsty.

Thirsty -- Better find some water, although not necessary.
Drying -- Critical warning. Character is very thirsty.
Dying -- Final warning. Character is dying in few minutes.

1.21 Search

Search: Keyboard: s (search)

This option is used to search secret doors on walls and in floor.
Yes, there are hidden passages in floors also. Hidden traps can
be also located easily with this option.

1.22 Throw item

Throw item: Keyboard: t (throw)

With this command items can be thrown through air. Hits against
walls, doors and other such things are registered.
