

# **RGAE**

\$VER: Quaid Team.

<b>COLLABORATORS</b>
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# Chapter 1

## RGAE

### 1.1 the Role Game Adventure Engine

```
RGAE V0.2    ->
<-
-----
- the Role Game Adventure Engine
  V0.1m

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

Graphics:   Mistral / Parallax.
             Sami Kemilä

ATTENTION:
-----
These documents are uncomplete. Please don't mind about bad links.
```

```
-----
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

Some 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 25 kb), I can say that it has been written completely in assembly. Sources are "only" 180 kb, but wait until you see the final version. It has been compiled with SNMA V2.054b. SNMA is copyrighted 1993-1995 by Samu Nuojuu.

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

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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.
- \* 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.
- \* Sometimes when you use some Shift or CTRL combination you may be unable to move or the character remains in continous run mode. Just press shift or CTRL again to return to normal mode.

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 "demo" release this game has a long list of uncomplete things.

- More items and gfx. (what, even more :)
- 100-200 different monsters. Or course with different behaviours.
- 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 bargain option.
- Some graphical tricks, like different light sources. (street posts)
- Flexible game engine will allow you to design own adventures. For this purpose I'll write an adventure editor.
- Perhaps even Sound Fx.
- I dumped the idea of serial link 2 player mode. Instead I'm thinking to add an net game possibility, using AmiTCP. I also thought that this improvement would make the game ShareWare. Don't worry, it'll be a separate version. This game is and will be FreeWare.
- 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: (use keypad)

```
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:

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- 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 Nuojuua 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:

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URL: <http://pato.vaala.fi/~sima> Finland

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

## 1.9 System Requirements

System requirements:

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You will need...

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

Ha ha, just a joke... :=) This is not a PeeCee nor Windows(tm) game :E

Actually you need...

- OS 1.3 or above.
- About 100 kb of free chip memory ...
- ... and about 120 kb of any other memory.
- About 140 kb of disk space for game.
- And an empty disk for save games, if every slot is used. That is about 800 kb. This size will be reduced in future.
- Possibly you will also need a color monitor, such as Philips CM8833-I/II because these 16 colors might look a bit blurry on TV.

## 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.

This mode will be removed in full version, but until then, 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

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- 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.

V0.2

-----

- We're closing the full version.... :)
  - Routines for monsters written. This version includes 4 differently acting monsters. One of them is invisible.
  - Can you believe, you can even smash a door on monsters to kill them Boy, I love Dungeon Master. :) Of course you can kick 'em and throw items on them, and...
  - Routines for following statuses written: hallucination, poisoned, invisible, paralyzed, confused, stunned. Monsters have these: Ability to open doors, invisible, fire resistant, cold resistant, friendly, undead. More will follow.
  - A system that allows multiple items in one place at a time. You know NetHack. No more messages: "No space to drop here". Because of this new feature I had to rewrite almost thw whole game. That's why this took so much time.
  - Simple and separate mapeditor for level editing. See MapEditor.guide for more details.
  - Items in shops are now displayed with item graphics.
  - About 250 new items in datafiles.
-

## 1.12 Disclaimer

THERE IS NO WARRANTY FOR THE PROGRAMS, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAMS "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAMS IS WITH YOU. SHOULD THE PROGRAMS PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

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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. The inventory is kept sorted in a way described below, and 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 drink. 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.

---