

## **marbles**

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**COLLABORATORS**

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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Contents

<b>1</b>	<b>marbles</b>	<b>1</b>
1.1	Marbles v1.0 . . . . .	1
1.2	What is this all about . . . . .	2
1.3	Disclaimer . . . . .	2
1.4	Authors . . . . .	2
1.5	Installation: . . . . .	3
1.6	Launching . . . . .	4
1.7	Gadgets . . . . .	4
1.8	In game keys. . . . .	5
1.9	Trouble shooting . . . . .	6
1.10	bfbreadme . . . . .	7
1.11	BFBAnnounce . . . . .	8
1.12	Level editor . . . . .	9
1.13	Thanks . . . . .	10

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# Chapter 1

## marbles

### 1.1 Marbles v1.0

```
----- Marbles V1.0

1. Legal
1.1
    Disclaimer
    I'm not responsible.
1.2
    What is this?
    What it's all about?

2. How to use
2.1
    Installation
    How to install the beast.
2.2
    Launching
    How to launch it?
2.3
    Gadgets
    What all those gadgets do?
2.4
    Keys
    Ingame keys!

3. Miscellaneous
3.1
    Leveleditor
    How to use the leveleditor.
3.2
    Troubles
    Trouble shooting section.
3.3
    Thanks
    People I'd like to thank.
3.4
    Authors
    Contact us!
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## 1.2 What is this all about

What is this all about  
-----

Why was this game made? Well, it all started when I played a small game named boxes with one of my friend's TI-85 calculator. I got addicted and I bet with my friends that I can port that game for my amiga in a short time. I won the bet, here the game is.

Marbles is based on a very simple idea like boxes, but still it's very very addictive. Somehow you cannot leave the game until you have completed all of the levels. At least I can't, and I believe that you can't either. :)

Have fun with the game and please, if you like the game, drop me a

mail  
. I'd like to hear from you.

Sources for Marbles are available on request!

## 1.3 Disclaimer

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## 1.4 Authors

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Marbles V1.0 has been brought to you by following people:

Programming ..... Jarkko Vatjus-Anttila (Kerma)  
Graphics ..... Sami Kemilä (Butaine.Bob)  
Music ..... John Doe (Assault System)  
Docs ..... Jarkko Vatjus-Anttila (Kerma)

The music is composed by Heatbeat/Rebels according to the sample texts. Sorry dude because I didn't contact you before using your tune, but I didn't find your address. If you recognize yourself, drop me (Jarkko) a mail!

To contact just use any of the addresses below:

-----  
Jarkko Vatjus-Anttila email: quaid@kempele.fi  
Linnukkatie 2  
90450 Kempele WWW: <http://www.kempele.fi/~quaid/>  
Finland

Note: My EMail account expires on the first of june 1997. I don't know my new address yet, so if you want to get in touch with me, try to drop the main before June.

-----  
Sami Kemilä email: sima@pato.vaala.fi  
Kivitie 5  
91700 Vaala WWW: <http://www.vaala.fi/~sima/>  
Finland  
-----

## 1.5 Installation:

### Installation

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You need not to do anything special to install the game. It doesn't require any fonts or external devices. The only exeption is the BFBPlayMaster.library in the libs drawer. The library is not needed to play the game, but if you want to playback music during the game, then it has to be installed. Simply copy the contents of the libs/ drawer into your libs: drawer.

BFBPlayMaster.library is a multiformat moduleplayer that is able to playback different music format transparently to the user. This means that you can play every music format in the background bu just selecting the module file. However, in this package only the ProTracker subreplayer library is included. This means that if you want to playback other formats too than ProTracker, you have to download the BFBPlayMaster.library package from amiget and install it to your system. By doing this Marbles is also automaticly able to playback the different moduleformats. See the

.readme  
and  
Announce

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texts for further information in this matter.

That's it. After this just make sure every file is in its right place. Binary files are searched from PROGDIR:bin and music from PROGDIR:Music. The directory structure should look like this:

```

Levelsets (dir)
  Default.lvl
bin (dir)
  Gadgets (dir)
    gadget01.bin
    gadget02.bin
    gadget03.bin
    gadget04.bin
    gadget05.bin
    gadget06.bin
    gadget07.bin
    gadget08.bin
    gadget09.bin
    gadget10.bin
    gadget11.bin
    gadget12.bin
    gadget13.bin
  Blocks.bin
  Graphics.bin
  Palettes.bin
  Music (dir)
    mod.IntroTune
  Save (dir)
  Docs (dir)
    Marbles.guide
LevelEditor020
LevelEditor
Marbles020
Marbles
Marbles.readme
LevelEditor020.info
LevelEditor.info
Marbles020.info
Marbles.info

```

See also

trouble shooting

## 1.6 Launching

Launching

-----

Ok, how to launch this baby. Just by typing the name of the game: Marbles or Marbles020 depending on your machine configuration. You can launch the program from WorkBench too if you like.

If you experience troubles with launching the program check out the

trouble shooting  
section. If it doesn't help either, then  
contact me

## 1.7 Gadgets

## Main gadgets

-----

1. Load levels     Load a new levelbank. Levels in marbles are gathered in one big file. This way everyone can make his/her own levels and automatically save it in one file. No moe hundreds of files. Just a handy package.
2. Load music     Quite obvious. It just calls the bfbplay library to change music.
3. Load game     Load a game in progress. To start a game you have to load one of the level banks or a saved game.
4. Start game     What might this be. :)
5. Quit and die    Quit to WorkBench and kill all used resources.

## Ingame gadgets

-----

1. Undo           This one allows you to correct one faulty move  
If you happen to typo. The game stores only one move in memory at a time, because otherwise you could try and undo the whole level.
2. Abort          Aborts the whole game. You are not able to continue aborted game unless you have saved it first.
3. (c)            Show some credits.

See also the

in game keys

.

## 1.8 In game keys.

In game keys:

-----

The marbles has a few in-game keys you should know about:

- 's' or 'S'    Save game. The game is saved to position where you were when you first began the level. This is because otherwise you could move one step and save the game again and again. I'm just preventing this.
- 'l' or 'L'    Load a game in progress. The previous game will be erased from memory.
- 'm' or 'M'    Change the background music.
- 'r' or 'R'    Restart level.
- 'u' or 'U'    Undo last move.
- '4'           Move left.
- '8'           Move up.
- '6'           Move right.
- '2'           Move down.
- Esc          Exit the game.



## 1.9 Trouble shooting

Trouble Shooting section

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Sometimes Marbles may throw you out of the game and display an error message. If Marbles figures the problem out itself, it displays a corresponding error message and exits freeing all resources. If there happens a crash or a message is not displayed it's probably because of a bug, and it should be reported to

me  
.

Here are the descriptions for error messages:

E: Unable to open intuition.library V36+.

R: This appears only if you try to load this on an Amiga that has older kickstart ROM than V2.04.

E: Unable to open asl.library V36+

R: Make sure the asl.library V36+ is properly installed in your system.

E: Unable to open graphics.library V39+

R: Take a look at the first error message above. This game requires Kickstart V3.0+ (V39).

E: Unable to allocate memory.

R: Quite obvious. You have run out of memory. Close something and try again. Note that this software requires 1Mb of Chip RAM.

E: Unable to allocate asl request.

R: This happens too if you have too little public memory. Close something and try again.

E: Unable to open screen/window.

R: You either have run out of chip memory or you don't have an AGA machine. This game requires at least 1Mb of free chip RAM.

E: Troubles with palette files: bin/palettes.bin

R: This happens when you have run out of memory or the file is somehow broken. If you have a lot of memory, make sure you have installed the game correctly.

E: Trouble with gadget files: bin/gadgets/gadget\*.bin

R: This happens when you have run out of chip memory or the files cannot be read or are broken. Of you have a lot of free memory, then make sure that you have installed the game correctly.

E: Any error message appearing with music.

R: Music errors are all produced by BFBPlayMaster.library. Take a look at it's documents for more info.

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## 1.10 bfbreadme

This is the readme file of the BFBPlayMaster.library. See also [↔](#)  
the

announce  
file.

Description: V1.1 library based multiformat moduleplayer. All Amigas.  
Author: Jarkko Vatjus-Anttila <quaid@kempele.fi>  
Uploader: Jarkko Vatjus-Anttila <quaid@kempele.fi>  
Version: 1.1  
replaces: mus/play/BFBPlayMasterU.lha  
Dir: mus/play

BFBPlayer is a library based multi-format module player like SmartPlay but smarter. It uses multiformat replayer library system called BFBPlayMaster.library.

DEVELOPERS: check out the package mus/play/BFBPlayMasterD.lha. It offers you the needed information about how to use these libraries in you own applications.

This version is 1.1 and adds following features since last version:

- Displays sample lengths too, if possible.
- Preferences setup. You can save windows' positions and your own module path.
- Several bugs and improvements are made to the library system since last release so everything fixed there are automaticly fixed in this player.

Some features of the player:

- Small memory consumption: 20 kb for the player and about 100 kb for libraries in total.
- XPK support.
- Separate versions for KickStart V1.3 and V2.04+ to take full advantage over their features.
- It won't beat HippoPlayer, the best, but it's good anyway and it's freeware.
- The package introduces a new module format BMOD. There is a converter and of course a replayer library to play the modules.
- Autodocs and other developer information is available, but in other package: mus/play/BFBPlayMasterD.lha.

Currently supported module formats are:

- |                       |                      |
|-----------------------|----------------------|
| 1) ProTracker         | 2) MED / OctaMED     |
| 3) QuadraComposer     | 4) The Player 6.0a   |
| 5) The Player 6.1a    | 6) David Whittaker   |
| 7) GMOD               | 8) DigiBooster       |
| 9) PSID               | 10) THX Sound System |
| 11) Oktalyzer         | 12) BMOD             |
| 13) TrackerPacker III |                      |

Download this now, it's worth it!!

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Author: Jarkko Vattjus-Anttila <quaid@kempele.fi>

## 1.11 BFBAnnounce

This is the announce file of the BFBPlayMaster.library. See also ←  
the

.readme  
file.

Do you have problems with music in your applications? Do you find difficulties in interrupt setup or in audio channel allocation? These problems don't need to exist anymore!! BFBPLAYMASTER.LIBRARY has born!! Read on...

What is bfbplaymaster.library??

It's a library that uses sublibraries to playback different types of modules. All module formats are completely accessible through the master library. You do not need to know what you are trying to play or is it even possible to start the playback. Bfbplaymaster.library does EVERYTHING for you. Functions are called with taglists so you do not need to mess up with the registers.

A multiformat replayer library?? Which formats are supported??

Currently supported formats are:

- |                    |                      |
|--------------------|----------------------|
| 1) ProTracker      | 2) MED / OctaMED     |
| 3) QuadraComposer  | 4) The Player 6.0a   |
| 5) The Player 6.1a | 6) David Whittaker   |
| 7) GMOD            | 8) DigiBooster       |
| 9) PSID            | 10) THX Sound System |
| 11) Oktalyzer      | 12) BMOD             |

Remember that every replayer is in it's own sublibrary, so if you need to replay only one format in your application, you can easily call directly the corresponding sublibrary and forget the others. This saves space but does not allow you to call AllocateChannels() function.

Quite a list. What is the needed hardware/software??

Only the ones your program needs. These libs are capable to run on all Amiga machines with KS1.3+ and mc68000 CPU. Note that some of the libs may require 020+ CPU, like THX sound system and some may need higher kickstart than v1.3. However, all things like that are explained in the documents coming with the developer package.

Sounds interesting. How am I supposed to use those libs then??

When copying the developer package you receive complete autodocs, example sources and includes in both C and assembly language. They are free to use. (Autodocs are in AmigaGuide format :)

FREE TO USE!! You mean NO registration fee??

Nope. You are allowed to use the libs in your NONCOMMERCIAL programs for free. Only the commercial use is not allowed without my permission.

Too good to be true. There has to be a catch.

No there isn't. I've seen enough programs that fail with music or play

---

it wrong hanging or crashing my machine. This doesn't need to continue anymore... Oh yes, there was something. Because these are standard runtime libraries, you are not allowed to stop multitasking or make non-systemfriendly events, but I think that's not a problem, is it?

WOW! I'm off to get those, but where they are?

In the same place than other wonderful Amiga software, AMINET. Remember that there exist two packages:

BFBPlayMasterU.lha mus/play

V1.1 library based multiformat moduleplayer. All Amigas.

BFBPlayMasterD.lha mus/play

V1.1 Developer material for BFBPlayMaster.library.

Depending on your purposes download the right package or preferably both.

The packages were uploaded into ftp.uni-paderborn.de on 25th of October 1996, so if you are not able to find the files from aminet soon after that, you are free to ask me to send them to you. Or in other case, if you find difficulties in downloading the files, for example your local aminet mirror does not work, then drop me a mail and I'll send them for you! That's no problem.

Remember that a program worth using is a program worth rating. RATE!! ;)

If you have anything to inquire, suggest or complain, feel free to contact me. The EMail address is <quaid@kempele.fi> but It'll expire on the 1st of June in 1997.

## 1.12 Level editor

Leveleditor:

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Here lie the instructions for the leveleditor. The version of the editor is shareware and it doesn't allow you to build levelsets with more than one level. By registering the editor you'll receive a full version with no restrictions. The registration fee is \$12 USD or 50 FIM and I prefer that you send cash as payment. Do not send coins. Remember to tell if you want the editor by SMail or by EMail. If you want it by SMail you don't need to worry about the disk. I'll send it to you free.

Contact

me and ask more details if  
you are interested!

I think the leveleditor itself is very easy to use. The gadgets explain themselves so all I have to do is tell you the following:

- Each level has to have a starting point. Quite obvious, huh?
- Each level has to have equal number of balls and goals. Otherwise the levels would be impossible to pass.
- You may use any combination of wall pieces and others items.

Keys:

---

```
's' or 'S'  Save the levelset.  
'l' or 'L'  Load a levelset.  
'4'        Abjust level to leftwards.  
'8'        Abjust level to upwards.  
'6'        Abjust level to rightwards.  
'2'        Abjust level to downwards.  
Del        Delete current level.  
Esc        Quit the editor.
```

## 1.13 Thanks

Thanks  
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Here are some people who are involved with this project in a way or another:

Ville Helin - Thanks for betatesting, dude. :)  
Jukka Vatjus-Anttila - My little brother handled the level testing.  
Arto Pekkala - Thanks for loaning your TI-85 and "boxes".  
Unknown composer - Thanks for the great music, who ever  
you are.