

die

COLLABORATORS

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Chapter 1

die

1.1 DIE docs

From the makers of

AMPU - the ultimate humanoid game.
(get it from Aminet - games/2play/ampu101.lha)
- PD selection of the month - AF 6/1997
- 4/5 stars in CU AMIGA 6/1997

Now comes the biggest breakthru since the development of
an analog synthetiziser....

D I E - the big breakthru
(c)

Naamahaukat
1997-99

About this piece of software:

- * This software is freeware, so you are allowed to spread and use this software FREE.
- * It is also copyrighted by its developer. That means that you are NOT ALLOWED to modify the program and documentation in any way. Especially you MUST NOT REMOVE the documentation or this text file.

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What is DIE?

Requirements

Game controls

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History

I need feedback, so don't hesitate to

e-mail: naama@sci.fi

(maybe i tell you how to discover
a few hidden modes ;)

Magazines! let me know if you review this game.

1.2 About DIE

So what is DIE?

Die is everything you have ever dreamed of :).

It takes two player duels in a new dimension on amiga.

The basic idea is very simple (two little men trying to kill eachother),
but behind the curtain you'll find what it really has to offer.

- 128 colour graphics + cool copper-colourslides.
- 2 layers (front and background layer)
- special effects , like parallax clouds and water
- over 300 frames of quality animation
- levels supporting background animations
- interactive objects, like teleports, doors and ladders
- 20 deadly weapons + other things to collect
(shield, health pack, gravity belt, speed etc..)
- different game modes like rob-a-flag -mode
- you can customize gravity, max.health etc.
- you can create your own levels

and now... the heart of the game:

- all weapons are made of pixels (like in turboraketti and roketz)
This great pixelroutine supports homing bullets,
pixels with gravitation and special abilities.
- up to 200 pixels on screen at once.
- The game runs at maximum speed on my A1200+030+fastmem
And i think it runs with full speed on A1200+fastmem,
if you turn some special effects off.
- and for the last, but not least.... the game is FREeware!
My only request is that you send me some feedback
if you like or hate this game :)

happy killing,
naama/Naamahaukat

1.3 Machine requirements

DIE requires an AGA Amiga and about 1 meg of free chipmem, but fastmem is strongly recommended.

I have only tested DIE with my A1200 030 and on a basic A1200, so i don't really know whether it works on other machines.

On a basic A1200 it's slow (25fps), but i think that fastmem will add some speed, so if you have an A1200 with only some extra fastmem let me know how the game runs on it.

tip:

If the game is slow, try turning off 2d-layer, special effects and background anims.

(you can also try turning vwait off, but not recommended if you suffer from epilepsy :)

If it's still slow, buy an accelerator :)

1.4 How to play?

You can control characters with joystick or keyboard.

Joystick:

up/down	- change shooting angle
left/right	- walk left/right
up + left/right	- jump left/right
fire	- shoot

Keyboard:

arrows + shift

In ladders:

Hold down fire and move with joystick or arrowkeys.
(note! you can't shoot when you are in ladders)

To open/close a door, just go on top of the button and press fire.

easy?

1.5 Game options

When you go to the options menu you'll find a bunch of options to choose from.

(the menu is controlled via mouse in case you haven't noticed :)

In some options right mousebutton is used to cycle value backwards. for example the scenario button. L.mouse for next scenario and r.mouse

for previous.

Here is a little map and explanations on menu items:

OPTIONS:

- scenario - choose a scenario to play
- random scenario - choose a random scenario!

player menu

- player setup

- max. health - maximum amount of hitpoints
- gravity - gravity (smaller - characters jump higher etc.)
- max. drop - how many pixels characters can drop before falling and losing health. ↔
(try gravity: moon and max.drop: 30)
- game mode - in rob-a-flag mode you must chase the flag.
If your enemy gets the flag, you loose health as long as he can keep it. To get the flag, shoot your enemy.
Then the flag appears in random place again ready to be collected. ↔

GFX options

Advanced options

1.6 Player menu

Choose controllers and change names of the players.

1.7 GFX menu

- 2d layer - can characters go behind certain colours?
- special fx - clouds and water
- backround anims - possible additional animations
- explosionflash - the screen flash when a big boom comes

Turn them all off if the game is slow. Or at least special fx and backround anims.

1.8 Advanced options

- vwait - Does the game wait for vertical beam to finish?
(it means that if turned off the game runs at maximum speed, but objects flicker like hell ;)
- sniper mode - Both have the sniper rifle as a start weapon. deadly :)

show gun - Does the name of the weapon show when box collected?

1.9 Ancient history...

```
HISTORY:
v0.00000000000001 ... JUST INIT CODE =)
v0.00000000000010 ... ALL inits done (PXL routine fitted in)
v0.000000000000100 ... PLAYERS IN ARENA (not ready to fight yet, though =)
v0.0000000000001000 ... PLAYERS OK. FIRST GUN. ALL ROUTINEZ READY.
        ready to make the game now.
v0.00000000100000 ... LOTS OF GUNS READY(11) and the game looks good!
v0.00000001000000 ... HIDDEN MODES ADDED
v0.00000010000000 ... two NEW weapons (13 guns)
v0.00000100000000 ... WORKING with the mainmenu now...
v0.00001000000000 ... maimeny working .... just finishing up.
v0.00010000000000 ... FIXED a few nasty BUGS....
v0.00015000000000 ... AGAIN one very nasty BUG DESTROYED....
        and a cool Naamahaukat LOGOroutine added.
        2D layer added....
v0.01000000000000 ... again nasty BUGS squeeshd!!
v0.01500000000000 ... cool parallax clouds added! (2 layers)
v0.01800000000000 ... nothing.... =)
v0.02000000000000 ... 14xPARALLAX water (14 scroll lines!)
v0.03000000000000 ... 14 guns - MAJOR BUG SQUEESHED!!
v0.04000000000000 ... working with game modes....
v0.04100000000000 ... ROB - A - FLAG MODE READY.
v0.05000000000000 ... LADDER system implemented....
v0.05100000000000 ... editable SKY colourfade
v0.06000000000000 ... players look different now....
v0.07000000000000 ... first released version... (asm'98)
v0.07100000000000 ... 1 new weapon (propeller mine) - 15 weapons
v0.07200000000000 ... some small bugs fixed(+small changes)
        One new weapon (atomic wall) - 16 weapons
v0.08000000000000 ... SOUNDS added
v0.10000000000000 ... new weapon (kuolema!) - changes - bug fixed
v0.11000000000000 ... shows gun name when box collected
v0.15000000000000 ... background-animation-routine added!
        ... One major membug killed!
v0.18000000000000 ... door system added.. 18 weapons
        bullet bar... 19 weapons(supernova)

v1.0 ... second released version( this one)
```

1.10 How to play...

Playing the game is very easy.

- shoot the other guy to make him DIE!!
- collect boxes for new weapons

You can only have one gun at a time, so if you don't want to change your gun, don't collect the box! :)

When you run out of bullets from your new gun, you get back your basic gun with unlimited bullets.

- collect medikits for health, armour for invulnerability, and so on....
- don't jump from too high, you can hurt yourself (except if you have a gravity belt).

ps. all the special abilities (like gravbelt, armour and speed) only last for a short while.

STATUS BAR

There is two green bars for each player.
Upper bar is for health, lower for the specialweapon ammo.

With the basic gun you have unlimited ammo, so the bar is empty at first.

got it?

1.11 naamahaukat?

Actually naamahaukat is no longer a group, but i still use the name.
I'm the only member, so everything is done by me.

Fortunately i got some good ideas from my friends, so i could develop such a good piece of gameware. (so my friends think)

FULL CREDITS:

coding, gfx, most of the design	-	me
A big pile of good ideas	-	Juho Helsky
big font	-	Huuhkaja/Sulpu

FUTURE:

I will continue to make games on Amiga as long as there will be people to play them. Keep AMIGA ALIVE! (don't let hungry Bill eat us all!)

btw. If you make your own levels to DIE, don't hesitate to mail them for me. I would be more than happy to receive good levels!

1.12 Making your own scenarios...

I have not made any scenario editor to DIE (yet), so creating your own scenario is not very easy, but anyone can create one

when the basics are understood.

BASIC THINGS:

WHAT YOU NEED?

- Drawing program like Deluxepaint or Brilliance for example.
(any program capable of handling .iff files will do)
- Any basic text editor (that can save files in ASCII format)

GETTING STARTED...

Load scen/BASIC_COLOURMAP.iff in to your Drawing program.
You can see explanations on different colours in palette.

DIE palette is made up from 128 colours (from 0 to 127)

Colour 1 - Teleport colour (just put one pixel of this colour into your scenario
and you have a working Teleport in that location.)
- You can only have max. 8 teleports per scenario.

Colours 0 & 2-63 are wall colours. That means that your characters can't go thru ←
them.

- wall colours 6-16 are modifiable
(that means that you can change them as you wish)

Colours 64-79 are frontlayer colours. That means that your characters can go under ←
them
if 2dlayer option is on.

Colours 80-126 are background colours. They have no effect on any objects.

All frontlayer and background colours can be freely modified. !

Colour 127 is also a background colour. But it's not an usual colour.
The sky is displayed thru that colour register.

!!!! You must NOT modify colours 17-63, unless you want to have really weird
effects ;)

When you have understood how palette works, you can proceed...

Scenario must be at size 320x256 using 7 bitplanes (128 colours)
Use wall colours to draw walls, background colours for background etc.

Save your scenario in the scen drawer. (for example mylevel.sce)

Congratulations! you now have a working scenario.

MORE ADVANCED STUFF

(adding ladders, doors, special effects etc.)

Go to a drawer scen/ADDON_EXAMPLES. Here you will find example files on any addons available.

HERE IS a LIST with short explanations on what different files do, and their format.

SPECIAL EFFECTS FILE EXTENSION .add FORMAT: ASCII Text-file

This file has to contain two numbers. First number is for clouds, second for water

Number 0 means off and number 1 on.

For example, if you want clouds on and water off you type in 10
for clouds off and water on ---> 01
and for clouds on and water on ---> 11

For water, paint a block of 320x16 pixels of empty space (starting from Y co-ordinate 240)

using colour 127 (sky colour) (see graveyard.sce)

For clouds, leave 48 pixels of sky coloured space starting from the top of the screen.

(for cool shadow effect you can paint thins on the sky using wall colours - see graveyard.sce)

confusing? eh...

Save the file in scen drawer by the name your_scenario.add
(your_scenario meaning the scenario you are making ;)

If you don't create .add file clouds and water will be automatically turned off.

DOOR FILE EXTENSION .dor FORMAT: ASCII Text-file

Defines positions for buttons and doors. (MAX. 10 doors can be created)

Read example.dor.README for info

LADDER FILE EXTENSION .lad FORMAT: ASCII Text-file

defines ladder x1,y1,x2,y2 co-ordinates. (MAX. 10 ladders can be created)

Read example.lad

PREVIEW FILE EXTENSION .pre FORMAT: IFF IMAGE

A small image of a scenario (160x64 pixels)
using the same palette as in example.pre

Read example.pre.README for more info

SKY COPPERLIST FILE EXTENSION .sky FORMAT: ASCII Text-file

Used to customize sky colourfade
Read example.sky

ANIMATION TEXT FILE EXTENSION .atx?

? means number from 1 to 5

Read example.ani.README

ANIMATION FRAME FILE EXTENSION .ani?

? means number from 1 to 5

READ example.ani.README!!

NONE of these addon files are not necessary for scenario to work properly.

Study included scenarios and see how they work. This is the best way to learn how to create your own cool levels.
