

# **Scions**

Jimmy Westerlund

Copyright © Copyright1996 DSP, All rights reserved

---

<b>COLLABORATORS</b>
----------------------

	<i>TITLE :</i> Scions		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Jimmy Westerlund	February 19, 2023	

<b>REVISION HISTORY</b>
-------------------------

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1 Scions</b>	<b>1</b>
1.1 ALMAGICA -- Scions of a Forgotten World -- Preview Version ©Copyright by DSP 1996, All rights reserved . .	1
1.2 Disclaimer . . . . .	2
1.3 How to install Scions . . . . .	2
1.4 Configuring Scions . . . . .	2
1.5 Requirements . . . . .	4
1.6 Limitations . . . . .	4
1.7 About the game . . . . .	4
1.8 About DSP . . . . .	6
1.9 How to contact us . . . . .	6
1.10 How to write a bugreport . . . . .	7
1.11 Credits . . . . .	7

---

# Chapter 1

## Scions

### 1.1 ALMAGICA -- Scions of a Forgotten World -- Preview Version ©Copyright by DSP 1996, All rights reserved

Welcome to the Preview of ALMAGICA - Scions of a Forgotten World. ↵

-----

This is a preview version of a new realtime strategy war game, called Almagica - Scions of a Forgotten World.

The reason for us realeasing this preview is to give you a chance to see what kind of game this will be. And I would like to say a few words before you start this preview. This preview IS NOT ment to impress anybody with blending full framerate 256 color graphics or to make you howl with joy about the stunning soundfx or make you spending hours trying to outsmart the AI. This IS a preview, so don't be disappointed if Scions doesn't kick WarCraft 2's ass...

Disclaimer

Installation

Requirements

Limitations

Game description

Configuring

About DSP

How to contact DSP

Bugreports

Credits

---

## 1.2 Disclaimer

### Disclaimer

-----  
Almagica - Scions of a Forgotten World is  
©Copyright by DSP 1996, All rights reserved.

This preview version of scions is FREeware. You may copy it as you like and how much you like (that's the general idea with a preview release) as long as you do not alter the contents of the archive in ANY way.

Magazines/PD libraries/etc have our permission to include this preview on Cover Disks or similar, although if you do we would like you to send us a copy of that issue/disk (see  
How to contact DSP  
for  
addresses).

Please note that the above ONLY apply for THIS release. The final version of Scions (if we ever make it that far) WILL NOT be freeware.

Needless to say, you MAY NOT sell Almagica for profit.

And as usual... You use this software ON YOUR OWN RISK. DSP cannot be held responsible for ANY kind of damage Almagica may produce.

### PTReplay.library

-----  
PTReplay library is ©Copyright by Andreas Pålsson 1996.

PTReplay.library is freeware and a complete archive can be found on a AmiNET site near you.

## 1.3 How to install Scions

### Installation

-----  
Well, first you need you unpack the archive, which you obviously already have. After that, double click on the installation icon and follow the instructions.

If you wish to install Almagica by hand, then simply copy all contents to the directory of your choice.

## 1.4 Configuring Scions

---

## How to configure Almagica - Scions of a Forgotten World

To configure Almagica, run the program called 'setup' placed in the scions directory.

```

++-----+
|·| Almagica - Scions of a Forgotten World - Setup | |
++-----+
| +-----+                Priority                |
| | Select Screen Mode... | +-----+            |
| +-----+                | ## | 5                |
| ++++                    +-----+            |
| | | Emulate Blitter      | Sleep Pri            |
| ++++                    +-----+            |
| ++++                    | ## | -10              |
| | | Bitmaps in FAST     +-----+            |
| ++++                    | Hot Spot X           |
| ++++                    +-----+            |
| | | Pause when inactive. | ## | 7                |
| ++++                    +-----+            |
| ++++                    | Hot Spot Y           | |
| | | CyberGraphX         +-----+            |
| ++++                    | ## | 7                |
|                          +-----+            |
|                          |                      |
| +-----+ +-----+ +-----+ +-----+ |
| | Save & Run | | Save | | Cancel | |
| +-----+ +-----+ +-----+ +-----+ |
++-----+

```

- Select Screen Mode: Pressing this icon opens a screen mode requester and allows you to select which screen mode to run Scions in.
- Emulate Blitter: Checking this box will prevent scions from using the blitter. Instead the CPU will be used.
- Bitmaps in FAST: Checking this will force scions to place the render bitmaps in FASTmem instead of CHIPmem. On ordinary computers (i.e. no gfx card and such) it's slower to have them in FAST, since then they have to be copied to CHIP before they can be displayed.
- Pause when inactive: Check this if you want scions to pause whenever you deactivate its screen.
- CyberGraphX: Set up scions to be used with a CyberGraphX screen mode.
- Priority: Sets the priority of Scions when it is activated.
- Sleep Pri: Sets the priority of Scions when it is inactive. Note that this slider is disabled when the 'Pause when inactive' checkbox is active.
- Hot Spot X & Y: Due to a bug in either CybGfx or Scions, the hot spot on the mousepointer isn't correct when using a CyberGraphX screen mode. You can manually correct this with these sliders. Note that different screen modes may/will require different

settings.

Save & Run: Saves configuration and runs scions.  
Save: Only save configuration.  
Cancel: Forget changes and quit.

## 1.5 Requirements

Requirements

-----

To be able to run this preview, you will need atleast this equipment.

- o AGA chipset or a CyberGraphiX card.  
A 64 color ECS version may be considered in the future.
- o AmigaDOS 3.0 (V39) or better.
- o The preview version don't require much ram, 0.5 to 1 Mb should be enough. Some FAST ram is strongly recommended.
- o 68020 or better.
- o Harddrive with about 1.5 MByte free space. If you don't have a harddrive, then it's about time to get one.
- o To play music your computer must be able to use PTr replay.Library. Which means that models like the DRACO will not be able to play music.

## 1.6 Limitations

Limitations

-----

This preview has the following limitations.

- o Only 2 levels.
- o Only 2 different kinds of troops.
- o Only 4 different kinds of houses.
- o You cannot load or save games.
- o No surprises.

## 1.7 About the game

About Scions

-----

As said before, Scions is a realtime strategy war game. Other simular famous games in this genre are Dune II, War Craft (NoAmiga) and Command & Conquer (NoAmiga). Since fewer and fewer games are ported to the Amiga platform, we decided that something had to be done.

---



Anyway, this preview isn't very complicated, only a few minutes of gameplay is needed for you getting accustomed to how things are done. But to give you all a headstart I'll try to describe what you're supposed to do.

After you have started the preview you will be presented with the main game view. Here you will see that most part is taken up with a map showing different kinds of terrains with troops and houses placed here and there. It's on this map most of your gameplay will take place.

On the bottom right corner you have a smaller map. This overview map shows the entire gameplay area, with parts that you haven't discovered colored black. Enemy houses and troops are displayed as red dots and your troops and houses as blue.

Above this smaller map is the "currently-activated-item-picture" box. Here you will see a picture and the name of the currently active object (troop or house). Also when something is activated you may see a number of boxes appear beneath this box. These boxes are called "orderboxes", because they represent different kind of orders you may give your troops or houses.

And finally, on the top-right of the display you have the amount of resources you have. Resources are needed for you to build and repair houses and troops, and a couple of other things. If you ever run out of resources, then it's time for you to consider yourself in trouble.

This release have 2 different fully playable levels. In both these levels the mission objective is to simply remove any enemy presence on the map. There are two different kinds of troops and four different kinds of houses that appear in this preview:

**Farmer:** Farmers are your hard workers, collecting resources and building houses. They have no offensive skills and should be kept out of battles as much as possible.

**Militia:** Militias are farmers equipped mostly with farmer tools to serve as weapons. A hay-fork may not be a sword, but it's nasty enough if someone try to stick it up your belly. They get a small amount of war training and can therefore be used as primitive warriors.

**Inn:** The inn serves as your headquarter. Here you gather all the young men in your village that may be trained into troops. It is also here that the farmers unload all collected resources. If you loose the inn, you will also loose all you people in your population pool, meaning that you can't create more troops.

**Well:** You need wells in order to make you village grow, freeing new people to join your army.

**Farms:** Farms trains villagers to become farmers. Since the villagers already knows most of farming, creating farmers is quite cheap and fast.

**Blacksmith:** At the blacksmith, young men are equipped with weaponlike

---

farming tools and is given some amount of war education. It's here you create your militia.

## 1.8 About DSP

About DSP

-----  
DSP currently consists of the following people:

Jimmy Westerlund

That's me. I'm the main programmer. That means that if the game crashes or something, it's me you should blame. It also means that you shouldn't blame me if you don't like the graphics :-)

Björn Hagström

Björn is our misc guy. We haven't really been able to find out exactly what he does yet, but I'm sure it's something important. But we do know some of what he does, and that includes writing a level editor, thinking up nice pathfinder algorithms, making contact with various non-DSP people on the net etc etc.

Per-Anton Aronsson

Per-Anton (or more shortly, just PA) is the one that is to blame for the graphics. I know I should be writing a little more about him or he'll just be envious, but I really can't come up with something... He's simply making the graphics, and believe me, he's the one with most to do.

We are all about 20 to 23 years old and VERY dedicated to our lovely computer. For this reason I think I speak for all of us when I say that we WON'T abandon the Amiga for the PC. Please, don't ask us to make a PC version of Scions, we may get rather upset...

Except for the three of us there's a number of other people that has in different ways helped and inspired us all. See

Credits

.

## 1.9 How to contact us

You can contact us on the following addresses:

orgin@medio.mh.se, or  
ping9514@ntostud.mh.se (Björn Hagström)

jimmy@eagle.ovik.se, or  
ing9435@ind.mh.se (Jimmy Westerlund)

Or you could talk to us on IRC, we have these nicknames:

orgin           (Björn Hagström)  
krywes          (Jimmy Westerlund)  
dahmal          (PA Aronsson)

If you don't know how to use /msg or /whois then goto #AmigaSWE as this is the main place that we hang about.

Or you can visit our official homepage on this URL:

<http://www.eagle.ovik.se/~jimmy/DSP>, or  
<http://www.ind.mh.se/~ing9435/DSP>

Or for all you poor bastards that isn't connected, you can write to:

Jimmy Westerlund  
Ringvägen 15  
890 42 Mellansel  
Sweden

And please... we prefer E-Mail before snail-mail....

(Although trade offers or Free Magazines are preferred by snail-mail. ;)

## 1.10 How to write a bugreport

How to write a bugreport  
-----

If you find a suspected bug, we would like it if you could write us a bugreport. If you decide to send us a report, please have these things in mind :

- o Your system (Computer, CPU, memory, GfxCard, OS version, etc etc).  
Although this never should be the cause of the bug, it still might.  
Better give to much info about your system then to little.
- o What happens?  
Describe what happens. If you get an enforcer/mungwall hit you should include where the hit happend (hunk and offset). See if you can get to reproduce the bug regulary. If you can tell us exactly where, when and how to get this bug, it will be much easier for us to track it down and remove it.
- o Is there another program interfearring with scions?  
If you get a bug and is able to reproduce it, see if it is still there if you boot with no startup-sequence. If the bug has suddenly gone away, then you are running a program that for some reason interfears with Scions. In that case, try to find out which this program is.

## 1.11 Credits

---

These people were involved in this release

-----

Programming:	Jimmy Westerlund	- Krywes
	Björn Hagström	- Orgin
Graphics:	Per-Antron Aronsson	- Dahmal
	Björn Hagström	
Betatesting:	Björn Hagström	
	Jan Johansson	- IcePic
	Mattias Karlsson	- Betasoft
	Mikael Niczko	- SamRedakt
	Fredrik Söderberg	- McDrill

Finally, we wish to express gratitude to Andreas Pålsson for allowing us to use PTReplay.Library in this release.