Scott

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COLLABORATORS

	TITLE : Scott		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Scott

1.1 SCOTT Free AMIGA V1.4

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            AMIGA SCOTT-Free


UNIX/MS-DOS version (c) by
Swansea University Computer Society (Alan Cox) 1993-95

AMIGA version (c) by Andreas Aumayr 1996

MWB icons provided by Roman Patzner



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1.2 Introduction

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INTRODUCTION


This is the AMIGA version of the free Scott Adams (SA) adventure interpreter.
It's based on Swansea University Computer Society's Scott-Free for DOS & UNIX
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machines. Scott-Free runs most of the Scott Adams and Brian Howarth classic
adventure games.

If you like Infocom adventures you'll like Scott's adventures, too. This
package is for people who prefer game-depth and playability rather than
games with Gigs of gfx & sound (but without a plot) on at least 10
CD-Rom's.

More adventure data files can be found at ftp.gmd.de/if-archive/scott-adams/
and ftp.kjsl.com/tandy/m1-3-4 (filename: SA-ALL.ZIP). Included are the PD
versions of "Adventureland" and "Pirate Adventure".

Scott Adams adventures useable with SCOTT-Free are:
(released on most 8 Bit platforms, text only)

* ADVENTURELAND   * MYSTERY FUN HOUSE
* PIRATE ADVENTURE   * PYRAMID OF DOOM
* SECRET MISSION   * GHOST TOWN
* VOODOO CASTLE   * SAVAGE ISLAND PART 1
* THE COUNT   * SAVAGE ISLAND PART 2
* STRANGE ODYSSEY   * GOLDEN VOYAGE

Brian Howarth adventures:

* The Golden Baton   * Feasibility Experiment
* The Time Machine   * The Wizard of Akyrz
* Arrow of Death Part 1   * Perseus and Andromeda
* Arrow of Death Part 2   * Ten Little Indians
* Escape from Pulsar 7   * Waxworks
* Circus

1.3 Installation

INSTALLATION

Just copy the contents of the lha-archive to a directory of your choice.

SCOTT-Free needs at least Kickstart 2.0 (V37) and the following standard libraries ←
   :

   asl.library   Used for file requesters.

   mathieeedoubbas.library   Used by my optimising compiler :-).

   diskfont.library   Needed if you want to use another font than
                              topaz as your text font.

1.4 Starting SCOTT-Free

                    STARTING SCOTT-FREE

From Workbench:

SCOTT-Free can be started by double-clicking (what a surprise) on the
SCOTT-Free icon. Thus SCOTT-Free will either automatically load the
adventure-datafile provided in the
                    tooltypes
                     or open a file-requester.
Use the file-requester to choose your favourite adventure.

From the Shell:

The simplest use is to just pass the full filename of the game file to
SCOTT-Free, i.e.

    SCOTT-Free <game file>

From the shell the following switches can also be used:

    SCOTT-Free [flags] <game file> [save-file]

    -d   Debugging info on load
    -i   Generate 'I am' type messages (default)
    -y   Generate 'You are', 'You are carrying' type messages for games that
            use these instead (eg Robin Of Sherwood)
    -s   Generate authentic Scott Adams driver light messages rather than
            other driver style ones (Light goes out in %d turns..)
    -t   Generate TRS80 style display (terminal width is 64 characters; a
            line <----------------> is displayed after the top stuff; objects
            have periods after them instead of hyphens

1.5 Using SCOTT-Free

USING SCOTT-FREE

The text being input to the game can be edited using backspace, delete, and
the left and right cursor keys. A history buffer stores the last twenty input
lines; use cursor up and down to scroll through the history.

The following menus are also available:

    SCOTT-Free Menu

    About   Opens a requester with information about
                who has done what (copyrights).

    Quit   Exits SCOTT-Free.

    Adventure Menu

    Provides shortcuts for typing in often used file
    commands in the game, e.g. "Save Game".

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    Game Info    Opens a requester with information about
                 the game.


    Commands Menu

    Provides shortcuts for typing in often used game
    commands, e.g. "Look".
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1.6 History

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HISTORY


Amiga Release 1.4 (public)

* Introduces tooltype support, font preferences, ASL for loading adventure files
  and loading/saving save-games, custom screen support, 'real' command history.


Amiga Releases 1.1 to 1.3 (internal)

* Countless minor/major enhancements to original interpreter.


Amiga Release 1.0 (SCOTT-Free UNIX 1.14b)

* Initial public release



Scott-free AMIGA has been tested on:

A3000, 2/8 Chip/Fast, Piccolo (CyberGFX), Kick3.1
A2000, G-Force 040/33, 2/16 Chip/Fast, EGS110/24, Kick3.1
A2000, 2/0 Chip/Fast, Kick2.0
A1200, Blizzard 030/50, 2/8 Chip/Fast, Kick3.0
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1.7 Authors

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            AUTHORS


If you wish to contact me, the author of SCOTT-Free AMIGA write to:

    E-Mail:    Anden@highnet.co.at

    Snail-Mail: Andreas Aumayr
                Weidenweg 22
                A-4210 Engerwitzdorf
                AUSTRIA
```

I'd really appreciate your comments to SCOTT-Free. So snatch up and send me an email or a postcard. Only ONE (thanks Jon) sent me an email after releasing V1.0. So it seems that exactly 2 people are using SCOTT-Free and that means it's not worth the time to develop a next/better version. I don't want to bore you to death but the future of this project heavily depends on you!

SCOTT-Free UNIX/DOS was written by Swansea University Computer Society (Alan Cox) in 1993-95.

    E-Mail: computer.society@swansea.ac.uk

More information and programs relating to SA games and text adventures generally can be found at the
               IF Archive
                .

1.8 The Interactive Fiction Archive

THE INTERACTIVE FICTION ARCHIVE

If you have access to the Internet and are interested in text adventures, then you can find all sorts of programs and information at The Interactive Fiction Archive, at the ftp site ftp.gmd.de, in the /if-archive directory.

1.9 TOOLTYPES

TOOLTYPES


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TANDYFLAG    = ON/OFF        If TANDYFLAG is set to ON, a 64 character wide
                             window is used, else the window width is set to
                             80 characters per line. Use it if your screen is
                             tiny our your font is wide. Default is ON.

FONT_NAME    = <fontname>    Sets the used text font to <fontname>. Has to be
                             a non-proportional font. If no fontname is set,
                             your system default font will be used.

FONT_SIZE    = <height>      What font height do you want?

ADV_DATAFILE = <datfile>     Filename (with full extension) of your prefered
                             SA adventure. If datfile is invalid, a ASL file
                             requester will appear at startup.

ADV_DIR      = <dirname>     Path where the <datfile(s)> reside.

SAVE_GAME    = <savegame>    Default filename for your save games. If savegame
                             is not set it will default to <datfile.save>.
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      SAVE_DIR     = <savedir>      Path where the <savegame(s)> should be stored.

      CUSTOMSCREEN = <screen>       Name of the custom screen on which you want to  ←
         play
                                    SCOTT-Free. Don't forget: Custom screen names are
                                    case sensitive and the full name must be supplied.
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1.10   A Beginners Guide

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                   A BEGINNERS GUIDE


Walking around is easy. Try: "GO NORTH" or just "n". You'll be north of your last
position in no time (if it's possible to walk north from there).

"LOOK" gives you a description of your environment and special places or things.

Type "INVENTORY" (or "i") to see what you already possess and carry with you.

Use "TAKE", "GET" or "GET ALL" to (yes!) take or get some or all objects in the
present room.

You can always save your game progress with the "SAVE GAME" command.

Saved games can be reloaded with "!RESTORE".

Try the "Adventure" and "Commands" menus. Most of the basic commands are already  ←
   there.

Draw a map of your adventure. This will help a lot.

Tip: If your screen resolution is to small to display >= 80 characters/line ( ←
   depending
on the used text font) you can try the TANDYFLAG-
              tooltype
               or the -t parameter.
This switches from 80 chars to 64 chars per line.
```