

# **BlackBox**

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**COLLABORATORS**

	<i>TITLE :</i> BlackBox		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>BlackBox</b>	<b>1</b>
1.1	BlackBox 1.1 . . . . .	1
1.2	disclaimer . . . . .	1
1.3	distribution . . . . .	2
1.4	shareware . . . . .	2
1.5	installation . . . . .	3
1.6	history . . . . .	3
1.7	Author . . . . .	3

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## Chapter 1

# BlackBox

### 1.1 BlackBox 1.1

BlackBox 1.1

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BlackBox is a game where the goal is to find the hidden balls in a box using imaginary laser beams! This is an enhanced computerized version of the boardgame with the same name. It's for 1-6 players, runs on any Amiga with kickstart 1.2 or higher. Includes a demo for fast learning of how to play, therefor this guide contains no actual instructions of how to play. This is a few years old, so it might look a little 1.x-ish. I hope you don't mind too much.

~~Disclaimer~~~

~Distribution~

~~~Shareware~~~

~~~~History~~~~

~~~~Author~~~~

### 1.2 disclaimer

<std.disclaimer>

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This software is provided as is, and the author cannot be held responsible for any damage caused by this program.

However this does not mean that this software is not carefully written and tested. All code is 100% systemfriendly, so nothing could possibly go wrong.

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### 1.3 distribution

BlackBox is ShareWare and is Copyright © 1992 Wizo. This means ↔  
that you  
are allowed to spread this or include it on PD-series provided that you  
don't charge more than a small copy fee of maximum \$5 / DM 6 / SEK 25.  
It's absolutely forbidden to charge more for a disk with this program on  
it without my personal permission.

This may also be included on CD-ROM (for example AmiNet CD-releases) as  
long as it's not part of a commercial release, ie contains only  
Shareware/PD/Freeware etc.

Magazines with cover-disks/CDs may include this on their disk/CD provided  
they send me a copy of the magazine (and disk/CD) in question.

Other sorts of distribution is not allowed without my personal permission.

The program may not be distributed without it's icon and this  
documentation.

Modified versions of the program, it's icon, or this documentation may not  
be distributed. Distribution of the files in packed or archived form is of  
course also allowed.

That should cover it all, if it doesn't  
~contact~me~  
for clarification.

### 1.4 shareware

If you after trying this game out (for no longer than two weeks) ↔  
find that  
you wish to keep it you should do as follows to become a registered user:

- 1 If you have written any useful program(s) / fun game, wether it's PD,  
shareware or commercial, you should send  
~me~  
a copy of it (fully  
feautured). Then you will become a registered user of all my software  
as well.
  - 2 If you haven't written any software of your own either:
    - a You're a student or don't have a job so you can't afford to pay  
anything for this. Therefor you are allowed to use it absolutely  
free, but please take a hint from paragraph 3 below.
    - b You have some kind of job and therefor you can afford to pay for  
this. You can decide how much it's worth. I would suggest \$5 - \$10.  
Cash in US\$, DM, £ and SEK (Swedish crowns) accepted.
-

Cheques only in SEK. Gifts instead of money are also welcome.

- 3 Not doing anything of the above, but sending bug reports, nice ideas for improvements, or in other ways helping me out in developing my programs may also gain you the title of registered user.

Becoming a registered user means registered for all my other released shareware software as well (currently FourInARow and Tangle ). So far none of my software is crippled, since I personally don't believe in crippleware. Therefor registered users will receive no new version if it doesn't exist. As soon as they will be available however, registered users will be notified or receive updates by email (If you want me to mail you a disk, you either need to register by method 1, or donate at least \$10). New versions will probably be uploaded to AmiNet as well.

If you feel you can't afford to pay for this you need not feel lousy, but sending a simple comment by

~email~

you could afford, right?

## 1.5 installation

Installation

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No installation needed really. Just put the executable and the icon anywhere you like.

BlackBox will run from Workbench as well as from CLI/Shell, and it runs on both PAL and NTSC (and may be mode promoted).

## 1.6 history

History:

1.0 First version  
1.1 Small fixes

## 1.7 Author

If you wish to contact me here are a couple of addresses:

Email: dlwizo@dtek.chalmers.se

URL: <http://www.dtek.chalmers.se/~dlwizo>

(Here you should be able to find my current address

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and of course the latest versions of my sotfware.)

Smail: Ola Lundkvist  
Gibraltarg. 84:527  
S-412 79 GOTHENBURG  
SWEDEN

(Above address is temporary and will change within a year.)

Alt Smail: Ola Lundkvist  
Ekv. 8  
S-360 44 INGELSTAD  
SWEDEN

(Will Always work, but it will mot reach me that fast.)

Comments, suggestions, contributions, bug-reports or whatever - please feel free to send it to me!

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