

MegaBall

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REVISION HISTORY

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Contents

1	MegaBall	1
1.1	main	1
1.2	intro	1
1.3	playing	2
1.4	options	3
1.5	gamescreen	3
1.6	controls	4
1.7	takeoff	4
1.8	stalling	5
1.9	battlefield	5
1.10	bombing	5
1.11	targets	5
1.12	landing	6
1.13	endgame	6
1.14	keyboard	6
1.15	history	7
1.16	author	7

Chapter 1

MegaBall

1.1 main

Dogfight v1.1

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Welcome to France, 1916. In those days, The life expectancy of young pilots like you was said to be about twenty minutes. In this game, twenty seconds is a more usual lifespan!

You and a friend are the top aces of your time - the pride of the British and German air forces. In this game, there is no real purpose to life other than hearing the expiring whimper of the other player.

Contents:

What's this Dogfight game then?

How to Play

A Brief History of Dogfight

Author & Copyright

### 1.2 intro

What's this Dogfight game then?

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Dogfight is a simple, two-player game of air combat. The players fly biplanes for competing air forces and have the task of destroying as many enemy forces as possible using their machine guns and bombs. Besides the other player's plane, there are zeppelins, submarines, airfields, and anti-aircraft batteries to keep you busy, and all of them explode in a most satisfying manner.

Dogfight is an attempt to go back to the days when computer games were simple and fun; they were played because they were enjoyable and not because they had 15 gazillion megabytes of photorealistic graphics. The graphics in Dogfight have improved a bit since v1.0, but I have tried to focus on gameplay rather than graphics and sound. Dogfight is easy to play; it takes only a couple of minutes to learn, and probably doesn't need any instructions at all, but I hear rumours that people play this game for hours at a time.

Dogfight v1.1 should work fine on any Amiga, from an A500 up, provided it has at least 1 MB of memory. I now develop on an unexpanded A1200 and Dogfight runs at a good speed on that, so it may be a little slow on an A500.

I'm a pretty busy guy (this is the first update to Dogfight, which was first written in 1990), but I do like to hear from people about comments or suggestions. As a result, Dogfight is now PostcardWare (please see the Copyright section at the end of this document.)

1.3 playing

How to Play

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When you first start Dogfight you'll see the Options screen. After setting options, you'll see the Game Screen, and you're ready to play.

Playing Dogfight consists of three main skills:

taking off

,

flying around

,

and

blowing things up

. Something for everyone. ;-)

Contents:

Options Screen

Game Screen

Controls

Takeoff

Stalling

Bombing

The Battlefield

Targets and Scoring

Landing

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Keyboard Commands

The End of the Game

## 1.4 options

Options Screen

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After the game loads you will be presented with the intro screen, where you can select the game options using the joystick in port 1.

The first of the options is automatic or manual throttle. Automatic is best for beginning players.

The second is for air-to-air collisions. Enabling this means your plane will be destroyed if you try to fly through the other plane, a zeppelin or submarine.

The third is limited or unlimited bombs. If limited bombs is chosen, each plane carries only two bombs.

The fourth option is just there for a laugh, it's not really part of the game. It lets you fly off the top of the screen. You can then nosedive from a great height, reaching speeds which are quite ridiculous and not at all safe.

When you exit the Options screen (by choosing "Start") you'll go to the

Game Screen

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1.5 gamescreen

Game Screen

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The game screen shows a side view of two planes sitting on runways. The British plane (player 1's plane) is shown on the left, and the German plane (player 2's plane) on the right.

At the bottom of the screen is the information panel. Player 1's score is at the left, and player 2's score at the right. Underneath each score are two bomb icons, showing that each plane is carrying two bombs. If you have stereo sound connected to your computer, all sound effects for player 1 will come from the left speaker, and all sound effects for player 2 will come from the right speaker.

If you picked automatic throttle, the planes will now accelerate down the runway. Otherwise, you will have to press forward on the joystick to

accelerate.

## 1.6 controls

### Controls

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There are only five simple controls in Dogfight. Pressing forward on the stick will accelerate. In auto mode, this is done for you, which makes it harder to stall.

Moving the stick left will make your plane turn anticlockwise; that is, the British plane (which faces right) will pull up, and the German plane (facing left) will nosedive.

Moving the stick right will turn your plane clockwise; that is, the German plane will pull up, and the British plane will nosedive. (The easiest way to see how this works is to load the game and try it.)

Pressing the fire button will fire the plane's gun. Hold the button down for rapid fire.

Finally, pulling back on the stick will
drop a bomb
(provided you are
carrying any).

1.7 takeoff

Takeoff

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An extremely annoying tree growing at the end of each runway makes taking off difficult. For a successful takeoff, you must lift off in time to clear the tree, but not so early that you  
stall  
the plane.

When you are about half way along the runway, lift your nose up just a fraction. (The British player needs to tap the joystick quickly to the left, the German player to the right.) If the plane loses power and falls to the ground, you pulled up too early or raised the nose too far. If the plane clips the top of the tree and crashes, you pulled up too late. (And if it just explodes on the runway, you moved the stick to the wrong side!) With trial and error, you will soon find the takeoff easy.

The simplest way to take off is to accelerate right to the end of the runway. Just before the tree, loop around until you are flying upside down. Then when you have more speed, loop around the other way until you are the right way up again.

## 1.8 stalling

Stalling  
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Your plane will lose speed if your throttle is off, or if you fly up at a steep angle. If you lose too much speed, your plane will fall out of the sky. By listening to the tone of your engine, you will get to know when your plane is about to stall. In this case, point your nose down to speed up again. If you do stall, point straight down, push forward and "head for the deck" to get up as much speed as you can, then pull out of the dive right at the last moment - you may be able to recover from the stall if you were high up.

1.9 battlefield

The Battlefield
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The two runways are a fairly long way apart, separated by fields and a wide river. At each end of the battlefield is a tall cliff. Flying into a cliff, the river or the ground will destroy your plane. If you fly over the top of one of the cliffs, you come out at the other side. Also, when flying at low altitude, remember to look out for the two trees. Flying into the top of the screen will

stall  
your plane.

## 1.10 bombing

Bombing  
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Each plane is normally fitted with two bombs. When one is dropped (by pulling back on the stick), a bomb icon disappears from the info panel at the bottom of the screen. These bombs are not replenished until you get a new plane.

When a bomb is dropped, it will have the same horizontal velocity as your plane. If you are flying level, the bomb will fly forwards as it drops, so you will need to drop the bomb before you get over the target.

1.11 targets

Targets and Scoring
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Besides the enemy plane, there are other targets around. Each player has a hangar and a gun emplacement next to their runway; zeppelins periodically appear in the sky; and submarines sometimes surface in the river.

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Hitting any enemy target will increase your score. Planes are worth one point; everything else is worth two points. If you crash your plane or destroy your own forces, the other player gets the points. Sometimes you may even be shot down by "friendly fire" - this also gives the other player the points.

Zeppelins and submarines have coloured markings to tell you whether they are friendly or not. British forces have yellow markings, and German forces have red markings. Also, German forces always go right to left, and British forces always go from left to right.

Zeppelins are armed with a gun similar to the one in your plane, but it can't fire as often. They are deadly accurate and are just about guaranteed to hit you if you don't take evasive action. Zeppelins can only be destroyed by gunfire.

Submarines are armed with a flak gun. You will hear the shot and see a flash from the submarine's deck. Soon afterwards there will be a flash of smoke in the sky where the shell explodes. If it hits you, you're dead. Submarines can only be destroyed by bombs.

Airbases have a hangar and an anti-aircraft gun. Each emplacement is worth two points, and can only be destroyed by bombs. The AA gun is well defended and needs a very accurate hit from a bomb to dispatch it. It will be replaced soon after it is destroyed, sometimes with a very nasty flak gun like the one submarines have. Hangars are rebuilt only occasionally.

The enemy plane can be destroyed by gunfire in a dogfight, or can be bombed or strafed while on the ground. You can also try to bomb the enemy plane in the air if you like!

## 1.12 landing

Landing  
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Can't be done.

1.13 endgame

The End of the Game
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It doesn't end. If the scores reach 9999, they simply reset back to 0. War is hell, man.

You can exit at any time by pressing Ctrl-C.

## 1.14 keyboard

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## Keyboard Commands

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Space Bar	Pauses and unpauses the game.
Left-Amiga + A	Switches between the Dogfight screen and the Workbench. (Left-Amiga key may be marked with a Commodore symbol on some old keyboards (may their name be forever cursed!! ;-))
Ctrl-C	Exits the game.

1.15 history

A Brief History of Dogfight

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v1.1 (1995)

## \* Bug fixes

Occasionally in v1.0, the German plane would just explode repeatedly on the runway. I initially attributed this to my computer's dislike of sauerkraut, but then I discovered it was actually a BUG in the collision detection routine (horror)! This has been fixed.

The game is now fully AGA-compatible - the screen no longer comes up corrupted on AGA machines.

## \* Zeppelins and submarines can shoot

Zeppelins now carry an AA gun and they are damn accurate, too. Subs carry flak guns which are less accurate but difficult to dodge.

## \* Base Defence

Your home base is now defended by a gun. The gun can be destroyed, but it reappears soon after. This makes shooting the other player on the ground a risky business.

## \* Improved graphics

Now uses 32 colours instead of 16, and many more frames of animation.

v1.0 (1990)

The original!

## 1.16 author

## Author &amp; Copyright

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Dogfight is Copyright © 1990-1996 by Richard Ling. This program is written using AMOS.

Dogfight may be freely distributed with these simple conditions:

- 1 - this doc file must accompany the program file.
- 2 - both files must be unaltered, with the exception that common compression or archive tools may be used.
- 3 - no money may be charged for this program (except for a reasonable copying fee such as what Fred Fish charges).

Dogfight is PostcardWare - if you use it, please send me a postcard telling me where you're from. If you can't afford the postage, e-mail will do I guess. :-) Suggestions are welcome. Who knows, maybe in another 5 years there'll be a version 1.2... :-/

Send postcards to:

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Bowral, NSW 2576
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Or e-mail me at:

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...Richard
