AAntics

Anthony Roberts

COLLABORATORS

	TITLE : AAntics		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Anthony Roberts	September 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

AAntics

1.1   Albatross Antics

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                          ALBATROSS ANTICS

                         Anthony Roberts 1996
                         anthonyr@pavilion.co.uk

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1.2   Ye olde History of Albatross Antics

         Albatross Antics was written by myself a few years ago and was ←
                 released
onto the internet (ftp://www.pavilion.co.uk/pub/Amiga/AAntics.dms)

The original release was no where near as sophisticated as this 'final'
release. It included no simulation of real world physics and was not really
a very accurate simulation of life as an albatross. However, it was, and
still is the fastest game I know of written in Amos that runs on a hires

laced screen (you'll be pleased to know this version doesn't).

However, Albatross Antics has evolved with the help of several play testers
to become the
                    'game'
                     it is today.

Although the actual game engine has been around for a while, I have only
just recently (1996) finished it off with option and help screens, and the
cinematic intro sequence.

1.3 Game ??

I use the term game loosely, as clearly Albatross Antics is designed to be
an albatross training exercise.

1.4 Installation

If you're a normal person, follow these steps:

1) Double click the install icon and follow the on screen instructions.

2) Look in the directory you chose, and there it is !!

If you are abnormal, copy all the files across to where you want them and
make sure you've got the amos library.

Remember: If you've only got 2mb of free ram, you
will need to assign T: to somewhere on your hard drive.

eg. Type in a shell:

                    "assign T: work:"

If you've only got a 68020 processor (A1200) and no fast ram, the game will
run slower and slightly more jerkily, so set the speed higher in the
options menu.

1.5 Albatross Flight manual

                              ALBATROSS MISSION BRIEFING

After the animation, if the screen looks wierd, by pressing LAmiga A, you
can flip back to the workbench. Press it again to go back to Albatross
Antics. If you do this a few times it will eventually look right.
   If this is too mauch hassle, boot your computer with the AGA chipset
disabled. This appears to be a bug in Amos.

To start the game, press fire on the main screen

Control of your Albatross:

   Use the joystick to rotate the albatross clockwise (left) and
anti-clockwise (right). Press fire to fire.

   You must use gravity and momentum to control you speed. Go down to pick up
speed (greater angle = more speed) and then pull up before you crash. Going
up slows you down.

   If you find you start falling because you're going to slow, aim your
beak down and try to pick up speed.

   If you hit the top of the screen you will turn round and have to be
quick to stop yourself crashing.

   Practise flying around before trying to start attacking the other
albatross (you can put it in two player mode for practise).

   Set the speed in the options menu to a slower speed while you practise.

Objective:

   The objective is simple, kill you opponent 16 times (or watch him
crash!). When you've done this, you've won !!

Options:

   You can access the options screen by pushing right on the title screen.
Move the albatross down or up using the joystick, left and right selects
the options.

   The options are:

```
                 1
                  or 2 Players
     Speed
```

1.6   It's Alive !!

The one player option enables the crafty computer albatross, programmed
using advanced artificial technology techniques.

The 1-player routine closely models the behaviour of a real albatross based
on my own scientific research over the last four years. The routine is so
accurate it can be used to predict albatross behaviour years in advance.

For the code of Albatross Antics (including the artificial intelligence
routine) send £5 (sorry, no foreign currency please) to the following
address:

  16 Hartington Villas
  Hove
  East Sussex
        England
  BN3 6HF

remember to send your name and address

email me at "anthonyr@pavilion.co.uk" for any other offers.

1.7   Requirements

The minimum you need to play Albatross Antics is:

An Amiga with a 68020
2Mb of ChipRam
A hard drive

Recommended:

Lot's of fastram

Without any fastram, Albatross Antics will be a bit slow and jerky. You
also need to assign T: to your hardrive (see installation).

1.8   Doh!

1) You hear a distorted sound, see part of an animation, then it crashes.

Fool! I told you already to assign T: to your hard drive – see installation

2) After the animation the screen looks wierd.

Fool! I told you already. Its a bug in Amos, you have to either flip
between AAntics and Workbench a few times (LAmiga A) or reset with the AGA
chipset disabled.

3) The sounds seem to repeat during the main game.

Load the game from workbench instead of DOS

4) I can't fly the blinkin' albatross

Read the playing guide and practise

5) My problem isn't listed above !!

email me at "anthonyr@pavilion.co.uk" or ask me on IRC (Ant)

1.9 Credits

Game Programming and Graphics:
Anthony Roberts

MainView (used to display the intro sequence) is part of the MainActor
package.
The shareware MainActor program is available from the aminet and all
good pd libraries.
For further details about Mainactor and how to obtain the complete package,
email zeus@jupiter.oche.de

Music modules:
Unknown, but thanks whoever you are !!

Albatross Antics was programmed in Amos 1.3 and compiled using the Amos
compiler.

For the source code send £5 (sorry, no foreign currency) to:

```
     Anthony Roberts
     16 Hartington Villas
     Hove
     East Sussex
     England
                BN3 6HF
```

remember to send your name and address.

Email me at "anthonr@pavilion.co.uk" with any comments (as long as they're good ones).

or talk to me on IRC (Ant).