682462f8-0

Gregor Rosenauer

COLLABORATORS

	TITLE : 682462f8-0		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Gregor Rosenauer	September 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

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1.1 MonsterNOIA ß - The Documentation

```
                    MMM MM   MMM    NN   NN   NN  TTTTT EEEE RRR    --N --NN -OOO - ←
                    I  ---A
   M  M M  M   M  N N  N   N  N T T T E     R R   --NN -N -O --O -I   -A A
   M  m M  M   M  N  N N   N ~   T   EEE    RRR    -N N-N -O --O -I  -AA -A
  MM    M  M   M  N  NN  N N    TT  EE     R R   --N -NN -O --O-II -A -A A
  MM    MM  MMM  NN     N  NN    TTTT EEEEE R RR --NN  -N  -OOO -II-A --AAA
_____


              !BETA-RELEASE!
                                        (c)1993-96 by


              Gregor~Rosenauer
               alias Rosso alias
              Noesis~ULtd.
                                                           -



              Documentation
                  ** HTML-Documentation also included! If possible, go for it  ←
                     !:) **
```

1.2 Information about the Author

```
                                  MONSTER - NOIA !
                    +++++++++++++++++++++++++++++++++

            Idea, Design, Graphics, Sound, Music - and coding (*)

                               by
```

```
            Gregor~Rosenauer
                            (press ^this^ button to test recursion in real  ←
                                life;P )


                    Well documented
            SOURCES
             available!


                            Contact:

        Snail Mail:        Gregor Rosenauer
                           Seidengasse 29
                           1070 Wien
                           AUSTRIA

        ->E-Mail:          e9425635@stud1.tuwien.ac.at

         (if at first you don't succeed,
         ...my mail-quota may be exceeded - please try again then.:) )

          WWW: (*Soon*) http://stud1.tuwien.ac.at/~e9425635/
                          (still in progress...)

      *NEW* MonsterNOIA Support-Site, with infos on the latest beta at:
            http://stud1.tuwien.ac.at/~e9425635/MonsterNoia/
            +I intend to make the latest Beta available for download from
             this page, but I have to check this out first...

            Please send me feedback or even a short notice to let me
            know that you tried out my game, and what you think about it.
            Suggestions/comments are always welcome and appreciated,  if
            you want please use "MonsterNoia" as subject, that will make
            things easier for me.
```

(*) I don't want to boast here, but when I wrote this game, there was nobody
    to help me, so I had to do it all alone;-) IMHO it has become quite nice
    despite that fact:-)

1.3 Information about Noesis ULtd.

```
                                    Noesis ULtd.
                            --------------
                        the imagination-company


                      owner and only member:


            Gregor~Rosenauer
             alias Rosso ;-)


    This is a little company I founded when I wrote this game.
    Why the heck did I do this?  Here are some reasons why:
```

- I thought I needed something for a cool intro:)

- I wanted to find a 'label' I could batch on my games/programms,
  something I could identify with and which I think is essential,
  something which would express my ideals and aims.
  It happened that when I was learning Greek, I came across the
  term "noesis", noun for "no'eo", which means "to recognise",
  but also "to realise" and "to think", "to think something out",
  "to imagine something".
  So I took this term as a symbol for my creations, as I find these
  words describe elemental things, without those mankind would not
  be where it is now - ideas and thoughts have always allowed us to
  surpass ourselves, they have been the requirement of inception, of
  things which did not exist before, they can change things from one
  second to the other.

  You did not expect such poetic excesses in a *games*-documentation,
  did you? ;-> Well, I don't want to write a boring How-To-Documenta-
  tion, I want you to know a little about the _background_...
  However I can promise you that the game is not that sophisticated.;)

- because nobody would believe me I did it all alone ;-)

1.4 Documentation - Overview

          Please read these points through carefully, they contain ←
              important and I dare
say well written information, it also took me some time to write the docs, so
please take the time - that will make the moment you run the game even more
precious;-)

          INTRODUCTION
           .... why I decided to write this little game

          COPYRIGHT~&~DISTRIBUTION
           ...... some legal information
                          - since when is information _illegal_ ? ;-P

          CONTENTS/INSTALLATION
           .... quite easy, really;)

          REQUIREMENTS
           .... what you need to get the most out of it

          THE~*PLOT*
           .... you should maybe read this one...

          HOW~TO~MAKE~YOUR~*OWN*~LEVELS

```
                    .. here comes the _creative_ part..! :)


           INFORMATION~FOR~BETA-TESTERS
            .. for the circle of privileged people
                        who want to test this beast out ;-)


           WHAT~IS~BLITZ-BASIC~][~?
            ...... it's a kind of magic!


           INFORMATION~ABOUT~NEWICONS
            .... why the MonsterNoia-Icon looks so great! :-)


           HOW~TO~REACH~THE~AUTHOR
            ....... what? me..?;) (
           Sources
            also available!)


           OTHER~PROJECTS
            ............... other creations I made


           CLOSING~WORDS
            ............... Well, thought there had to be some:)
```

1.5 COPYRIGHT & DISTRIBUTION

```
             LEGAL NOTICE
-----------

This game is
           URL
           -Ware.  If you use it, I would ask you to send me an
interesting/*weird* (preferred)/informative URL, be it your homepage
or any other interesting place you came across your virutal voyage.
If you do not have Internet-access (which would really be a pity;) ),
please send me a postcard of your country or a nice letter:), just to
show me that someone looks at my nice game :^).
```

This game follows the FreeWare-concept. All rights remain by the author, but it may be freely distributed (only at _cost-price_), under the condition that *all* files (yes, even the nice NewIcon;), remain in the very order I put them together. This means especially _this_ guide.

I am not responsible for _any_ direct or indirect consequences this piece of software involves. No programm(especially not those from a strange, bloated, Bill-bugged garage-company with M.S. in the name) is 100% bug-free (and surely not this Beta;->), so use at your OWN risk.

1.6 INTRODUCTION

                      THE BACKGROUND

The initial idea was to look whether I could write a bigger project, for example
a game, in my preferred programming-language,
                  BlitzBasic
                    (in the beginning it
was Blitz->I<, which even less people might know now..:)). I was a bit
frustrated when I saw that I had only wrote little programms to test out the
many features Blitz has, but when thinking of what useful or "kewl" software I
had produced,
                  nothing
                    came into my mind...:(

THE IDEA IS BORN

So I said to myself, "let's try" and over the years (yes, I know, it was quite
a
                  long~period
                    of time;)) when I had time to relax and get creative (mostly in
the summer- or christmas-holidays), I took the project another step beyond, and

                  this
                    is what came out of it:-)

CONCLUSION

This is the *first* game I ever wrote, and after all the fun (but also

                  hard~work
                    I had, I promise: it will not be the last..!

BTW I decided to make the
                  sources
                    available for a really low fee, see there.

However, I have also made some attempts to produce so-called
                  'serious'~software
                  ,
please see there for more information. (all FreeWare:), not yet released)

1.7 What's the story .....:-)

                  GAME - DESCRIPTION

 OVERVIEW

 This is one of those strange games where you view the level from the
 top, but you see everything from the side;-P
 Your mission is to collect the passwordletters lying around and then
 search for the exit (the pink one) to get to the next level. As I am
 not going to make it that easy for you, some cute MONSTERS join your

quest with the rather nasty intention to _kill_ you.

In principle, this game reduces the infinity of universe to _three_
points of interest:

                    i)~~~>You<

                    ii)~~The~Monsters

                    iii)~What~else~is~lying~around~there
                     i) YOU

You are a strange 14*14-pixel-sized bloke in Low-Resolution, with
blue hair and a green rucksack on the back (wondered what it was?
hey, I said you should read the docs *first* - now you know :)).
You cannot shoot the monsters, but you can walk faster than they
can and there is also a magic potion to make you invulnerable for
a short time (but don't loose your head;-)). You are also quite
strong which enables you to move stones.

ii) THE MONSTERS

These are rather funny wibbling woosels walking around disturbing
you and sometimes chasing you, depending on the monster-type:
The green and the yellow ones change their direction only when a
wall or stone is in their way; the blue one that looks similar is
a bit more interesting: it can change it's direction _any_ time,
which makes it quite unpredictable.
The blue 'mammoth'-like monster is the most unpleasant one: it is
intelligent (well, kind of;-)) and tries to chase you.

iii) WHAT ELSE IS LYING AROUND THERE

Passwordletters .... the most important items lying around and
                        the only way to complete the game(level):
                        They have to be collected before you can
                        enter the exit.If you have collected them
                        in the right order, you get a bonus:)

Stones .... can be moved or be used to block monsters

Doors .... can only be opened with the same-coloured
                        keys - only the *grey* one can be opened
                        with any key

Keys   .... necessary to open the doors- just like in
                        real life;-). The grey key enables you to
                        open _any_ door, but be sure that you use
                        it wise, or else you might realise later
                        that you wasted it on a door there was a
                        right-coloured key for:->

Teleports .... Since StarTrek the fashion of beaming has
                        become quite popular - teleports beam you
                        just the same way, but only from one tele-
                        port to the other.

```
Oneways .............. block the way _back_

Extras ............... there are some useful extras like Protect,
                       Stop, meat (cannot be collected, but lurs
                       the blue Chase-Monster away from you), but
                       beware:  there are also extras  which have
                       *bad* sight-effects...! (of course I will
                       Not tell you which:-] )

Boni ................. to brush up your Score:)

Exit ................. the last point you have to visit to get to
                       the next level (of course you can only enter
                       if you have collected _all_ password-letters
                       which are scattered over the whole level.
```

1.8 How to create USER-Levels

```
HOW TO CREATE YOUR OWN LEVELS - LEVELED
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
If you have completed all the levels MonsterNoia has to offer,
and you want More, there is the possibility to create your OWN
levels - bigger, harder, meaner and more deadly;) than I could
have ever done them;-)

You can do this quite easily with LevelED (also included), and
after using it for a short while, you will have no problems in
designing your own levels, because it is really intuitive  and
easy to use, there is even an Online-Help available.

However, there are some important things to keep in mind, only
to ensure the level looks/works exactly as you expect it to:
(these points are also mentioned in the Online-Help,  but they
are explained more detailed here)

* You have to set at least _one_ monster to justify the games'
  name ;-)
* You cannot set more than 28 monsters, as this will slow down
  the game too much (on an A500). I know that AGA-systems  and
  systems equipped with turboboards (I have an A1200 68030/50)
  could easily manage more monsters, but I could not test this
  out thoroughly and I want the levels to work on any machine.
  If the number was set too high,the game could even crash, so
  I took a safe value. (<-- please see also the BETA-NOTE !)
* When the level is empty, you can see only marble-items. This
  is not just because it looks nice;-), but has an *Important*
  meaning: This item has to be placed everywhere _outside_ the
  level,that is places you (and the monsters) cannot reach and
  where no extras should appear.  You will not often need this
  item, only when you delete an old item and you want to leave
  this place 'empty', you have to place the marble-item to set
  the 'border' of the level right.
* You have to set a password which may only consist of letters
  from A-Z and may only be up to 5 characters long.
```

* You can then place the letters easily by pressing the corres-
  ponding key and clicking the mouse on the desired position.
* pressing the right mousebutton will replace the corresponding
  item with a blank one.

* you can toggle the toolbar at the buttom by pressing the right
  mousebutton over it.
* navigate simply with the Cursor-keys, when combined with SHIFT,
  you can browse through the level at steps of 10, when pressing
  ALT in conjunction with either Cursor-key, you can jump direct-
  ly to the borders of the level.
* to get an overview, just press the "Eye"-button at the top of
  the screen, you will then see the whole level scaled to the
  screen-size (sorry, no graphics-cards support yet ;))
* Ok, that should be sufficient for now, just give it a try, you
  will find it very easy to create your own levels after trying
  out the buttons:)
* Always keep in mind: someone should be able to actually PLAY
  the level you created ! ;-))

1.9 INFORMATION FOR BETA-TESTERS

```
                  NOTES TO BETA-TESTERS
~~~~~~~~~~~~~~~~~~~~~~~
CONTENTS


                MOTIVATION

                TODO

                WHAT~TO~TEST~AND~WHERE

                CONTRIBUTIONS

                NOTICE
                 ** Thanks to all Beta-Testers in advance for your
   time and trouble ! **

MOTIVATION
```

Finally(!), I have a short break before the last two exams
and so I decided to release the beta *now*, sothat you can
see the current stage and tell me what you think about it.

I will revise some things for the final version, but I did
not want to make you wait any longer and I want to know if
it works on other systems at all.:)

I also want to release the game in the summer, because new
challenges are waiting for realisation, new ideas come out
of my head, I want to write an AGA-game finally and much
more...

Sorry that the game is not AGA, but on the one hand I don't

really find it necessary to use 256 colours on 14*14-sized
items, I also wanted the game to work on ANY Amiga, and on
the other hand: AGA was C='s best kept secret at the time
MonsterNoia was born...

TODO

$\times$ The gamescreen is 21 points smaller than the screenheight,
  which is bit of a waste, but I can't get the Slices to work
  properly, I always get some unprofessional looking glitches
  when I set the height to maximum... (hope to work this out
  for the next beta), however the PAL/NTSC-support _should_
  work perfectly... (can't try this one out, as Blitz-2, the
  language this beast is programmed in, cannot be fooled to
  believe I have an NTSC-Amiga when I switch the mode to NTSC
  in the Boot-Menu)

$\times$ In Level 2 the sprite is displayed incorrectly after having
  beamed to the second teleport. I am aware of this bug and I
  hope to fix it soon.

$\times$ There are currently only *3* levels, because I had not the time
  to create more... I would be very happy if you could help me
  out with this issue – I am quite creative but I am maybe toooo
  nice and so the levels are somewhat easy I think.. (their main
  purpose was actually to _test_ out the game, not to make people
  addicted to the game;)).

  So maybe you could do better/MEANER/deadlier;) levels which
  I could include in the final version...:)
  -> see also CONTRIBUTIONS

$\times$ if you want to test out some tricky things and don't want to
  take any riscs, you can run the debug-version (MonsterNoia.db).
  This one is a bit slower and scrolling is more jerky, but you
  get a nice requester with a runtime-error when something goes
  wrong – this would be of GREAT help if you report a bug.

$\times$ This game should run well on Any processor, because it does not
  use dirty wait-loops but only the vertical raster-beam-position
  to synchronise the game. You can try different difficulties if
  you find the game too slow... (Try "Very Hard" (4) to get the
  hyper-flash! This is more a gag to show how fast the game is:))
  Only thing is the game will run 1/10 sec faster on NTSC-systems,
  but I think that's tolerable...

$\times$ The MonsterNoia.db is a debug-version and has runtime-error-
  checking enabled. This means that it will run not as fast and
  smooth as the normal version, but if you find a strange bug that
  crashes the machine, it would be *Very* helpful if you could tell
  me the runtime-error.

$\times$ ...that's all I remember ATM, I hope I have not forgotten an im-
  portant point;) – if I did, you will surely notice...:->>

The LevelED should be 100% tiptop-okay now (I HOPE;)),but if you

find any bugs in there, please let me know ...

WHAT TO TEST AND WHERE

MonsterNOIA has been currently tested on the following configurations:

A1200 - virgin
       - HD (yes, this game is easily HD-installable:))
       - Blizzard1220/4 (28MHz)
       - Blizzard1230/4 (50MHz)
A4000/060 (!) - yeah, it works:=)

This game should even run on an old Amiga500/1MB, because I started
writing it on that configuration, so it had to;-). However the game
has undergone some revisions and enhancements, so I am not 100%sure
if it still works under 1.3/1MB, but I would like to know...:>

Please test the game (
                 LevelED
                  should be no problem) on as many sys-
tems as possible, maybe there are only small revisions required to
make the game work on a specific config...I would like to reach as
many people as possible:)

It is not really important that you check which programms you have
running in the background, because the game will _disable_ multi -
tasking in the old,dirty, but FAST way and take over the whole Amiga
for maximum-power;-) (what's wrong with it? Windows does this ALL
the time :-] Bad thing is it doesn't get faster by doing so ;-]])

CONTRIBUTIONS (LEVELS..!)

It would be very *nice* if you could create some nice/nasty/
!HARD!/deadly dangerous levels with the included
                 LevelEditor
                 ,
because ATM there are only *4* levels:(. (I concentrated on
the game itself and only created levels for _testing_ purposes;))
Of course I would gratefully mention you in the final documen-
tation, so here is your chance for Fame :-9
You only have to use LevelED and save the levels normally, with
unique numbers. I can simply put them together in the /Levels-
drawer, where MonsterNOIA will find them and happily load them
in.

NOTICE

As already mentioned, MonsterNOIA _disables_ multi-tasking when
running, so PLEASE check that there is NO disk-access or other
important calculation when you run the game, as this can - as
you surely know - corrupt your HD,disk or data.
Almost every game does so, however I thought I'd write that in
sothat you don't forget..;)
To minimize chance any problems arise, the game waits 2 secs or
so before it takes over the machine, so it should be really safe.
Maybe I put in a requester in the final version, like Psygnosis

```
did in their game "Hired Guns"..?
```

1.10   Information on

```
                INFORMATION ON BLITZBASIC II
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
First of all I want to say I get nothing paid for this, and  if
you are annoyed by this, please skip this section, as I do  not
intend to annoy people.

If however you are curious about the language this game was pro-
grammed in, and in general how you can get the most out of your
Amiga with justifiable effort, then  this section is for *you*,
and I hope you will find it interesting and informative to read.

For the quick/impatient readers;-) the contents of this page:


            What~Is~BlitzBasic~][?

            The~(T)Editor

            The~Language~Itself

            The~Debugger

            Worldwide~Support
             (well, it gets better:) )

            The~Future
             WHAT IS BLITZBASIC ][ ? (current version: 2.1)
~~~~~~~~~~~~~~~~~~~~~~~~
BlitzBasic-2 is a powerful language which allows you to unleash
the *full* power of your Amiga with a comfort otherwise only in
BASIC-languages.

However Blitz is _not_ another Basic-language, but has combined
many popular features of other languages like PASCAL,C and even
Assembler.

This means you can use structs (Records) - allowing you to pro-
gramm the Amiga-OS in its natural way, as  Blitz-Programms are
fully OS-compatible.

You work in a fully integrated environment which means that you
can access the compiler and the debugger from within the editor
at the click of a button.

There are several aspects that even taken seperately make Blitz
superior to other languages which try to pretend the same power,
but alltogether make Blitz-2 unique and brilliant,ideal for the
beginner _and_ the experienced user alike.


The (T)Editor (SuperTED or TED 2.1)
```

~~~~~~~~~~~~~~
- mouseable labels: you can specify labels by simply putting a
  dot at the beginning of the line. These labels then appear in
  a column on the right margin of the screen and can be easily
  accessed by the mouse.
- Blitz-commands are highlighted during typing
- the font can be changed by the user
- *ONLINE-Help*, either a short syntax-description (HELP-key) in
  the titlebar or a full documentation with examples.
- quick save-format which also saves diskspace
- defined Structures can be easily viewed in a seperate window
  (called "NewTypes" in Blitz, see below)
- it has been thoroughly revised in the past and a severe upgrade
  should be out soon (featuring _multiple_ documents, ARexx,...)

The Language Itself
~~~~~~~~~~~~~~~~~~~~
- at first it seems a bit strange: standard BASIC-commands (Dim,
  Print, For, While,...) and then suddenly *structures* (Newtypes),
  ASM-commands (can be used *within* normal Blitz-code, for example
  for Interrupts, Copper-programming and the like!), and other heavy
  stuff - but you soon find out the concept and how !powerful! it is.
  Once you get used to it, you will never look back again!
- beside the normal Basic-commands, which are slightly enhanced over
  the traditional ones, you have *special commands* for Graphics and
  Sound (fast Blitting, playing samples, Bitmap-operations, loading
  and showing pictures, animations,...) - all with FULL AGA-support!
- several commands to work _with_ the Amiga-OS (not against or beside
  it, as in other underdeveloped languages!) to create Windows, Gad-
  gets, Screens, Menus, Requesters (full gadtools-support)
- this means you have an ideal language for *both* games AND serious
  applications
- standard-library-system, which means that you can use every library
  from within Blitz in the same way as normal Blitz-commands.
- there are loads of libraries available (most on Aminet) which make
  Blitz even more powerful and/or easy to use.
- ...just get the demo on Aminet to see what I am talking about!
  (one demo says more than 1000 words:))
- you won't believe me anyway, so why not try it out yourself?

The Debugger (by Leading Edge Software, now known as "Red When Excited")
~~~~~~~~~~~~~
- easy to use, but yet powerful Source-Level-Debugger, which means you
  can browse through the source while it is executed and see what your
  programm exactly does.
- has saved my Amiga from a crash maybe more than 1,000,000 times ;-)
- Variables can be inspected and traced
- Structures can be inspected thoroughly
- another major update is to be released

Support (now gaining vitality again...:-])
~~~~~~~
- there is the BUM (Blitz User Magazine), including a newsletter and in
  most cases serious updates with interesting examples and contributions
  from Blitz-Users worldwide
- there is much support on the WEB, some Blitz-Experts have done a very
  good job on documenting the Amiga's internal life and how to access it

```
   from within Blitz, two out of many addresses are mentioned below:
   http://sun1.bham.ac.uk/cca93057
   http://www.pinsight.com/~josh
- there is an own newsgroup for Blitz2-users worldwide:
                the~blitzlist
                  - many PD-games on
                Aminet
                  show you just what you can do with Blitz-2 and
   often the source is available for deeper investigation...

   (BTW: MonsterNoia/LevelED-source is also available! _Well_ documented,
   in English -> see
                >>here<<
                 )


The Future - Blitz-3
~~~~~~~~~~
- There are plans to upgrade Blitz to support multiple platforms such as
  WinDos and the PowerPC, which would be quite a revolutionary move into
  the right direction and *very* interesting news for professional game-
  developers worldwide.
- These plans are discussed in an own
                newsgroup
                , with much participation
  from Blitz-Experts and Mark Sibly himself, the creator of Blitz.
- Remember: this is all still future, but it looks very promising...
```

1.11   CLOSING WORDS

1.12   NIL

```
The big *nothing*
~~~~~~~~~~~~~~~~~~
```

```
(as you can see, there's not really much to say about "nothing",
you shouldn't follow EVERY link;-)  --  thanks for the interest,
though:) )
```

1.13   Other Projects

```
                  OTHER PROJECTS AND UPLOADS
~~~~~~~~~~~~~~~~~~~~~~~~~~~~


Available on
              Aminet
               are:


*2 MED-modules:

 -JungleWalk, my *first* complete module ever, created
  with the best tracker around, OctaMED v5 (well 6  is
  propably even better:) )
 -CanyonGlide .. a very nice athmospheric mod, but I
  think I'll buy another sample-CD, just can't find
  the instruments I have in mind..:)


*a nice set of
              NewIcons
               (has been included on AminetCD 11:) )
 - '2newicons', one for
              BlitzBasic2
               , my favorite programming-
   language for InterPlay, my favorite CD-Player (by Stian
   André Olsen and Espen Skog - hi, Sti:) )


SOON ON AMINET:

* BSE - The BlitzShapesEditor, propably only of interest to
  BlitzBasic-developers, very useful and handy shapes-editor,
  will release a preview-version SOON (BTW the acronym is fully
  intentional:), if you find it too tasteless, let me know;) )
  ...version 1.5 to be released in _July_ (version 2.0 will have
  an easy but POWERful Grab-function!)
```

1.14   Game History

```
M O N S T E R   N O I A
~~~~~~~~~~~~~~~~~~~~~~~~
by Gregor Rosenauer (c) 1992-96


history


developed ............from...March 10th, 1992 to ???
MAIN ................from....July  6th, 1992 to September 7th, 1992
Conversion to Blitz*1*..on December 7th, 1992
Over-Screen-Levels .....on  October 18th,1993


In between LONG BREAKS (SCHOOL, A-levels etc.!!!)


Revived...in Feburary 1996 (!), with Blitz *2.1*
 - only NOW: Blitz-internal Inkey$/BitmapInput-Bug solved(!)
 - Animbrush (Title) extended to 10 Shapes -> really smOOth ! :)
```

```
 - Coplist-Problem solved:) !

Changes:

23.05.1996 (exams!): *fixed userlevels for HD-support
                      (no longer searches 'df0:'!)
                     *Titlebrush now a bit bigger=looks better
                      -Scorebar  ->Glitches? May 96:
 (*) "MultiMonstering when beaming" - now monsters continue moving
     While you get teleported
 (*) Used Blitz-Internal FadeOut-command instead of self-made routine
 (*) Monster-Animations a bit jerky... bug solved (wrong counter)!
 (*) Titelbrush too small on the gamescreen -> fixed, now there are
     ugly glitches if the scorebar is at the bottom of the display:(
 (*) Extras limited to 10
 (*) NOW: when you collect a passwordletter, you get score
 (*) BONUS if all passwordletters are collected in the RIGHT order!
     (was Albert's idea, thanks!)
 (*) USER-LEVEL-support revied, now the GAME-Levels are _also_ on
     disk, reorganised location of the levels on disk:
     Game-Levels are now in MonsterNoia/Levels/, User-Levels are in
     MonsterNoia/Levels/User -> this enables also disk-based users
     to add as MANY user-levels as they want, as long as they are
     organised in that directory-structure. (without the need of
     an additional 'Assign')
 (*) Keys: first the coloured keys are used, only THEN the grey ones
     (else this could lead to unfair/unsolvable situations..)
 (/) Press Fire to what..? (Protect?...) <-- CANCELLED, I don't
     really think it's necessary to have something to do with the
     fire-button, and I don't want to implement it anymore;-)
 (*) use WHOLE Screen (->Scorebar displayed wrong/NOT at all?!)
   --->Glitches?!
   --->Work-around: Scorebar 21 pixel from buttom of display
 (*) Chasemonster: gfx-'bug' fixed: transparent colours removed
     where they should not be..! (->lead to flickering!)
 (+) monsters sometimes flickering -> sorry, cannot do much about
     that, this is a speed problem:( (the display-routine is exe-
     cuted every 1/50sec already!)
 (*) Fixed Font for optimal optical appearance;)
 (*) ->LevelEd enhanced: Show-Bug fixed, Qualifiers supported!
     (SHIFT, ALT)
 (*) DOCUMENTATION added, also HTML! -> stick onto Homepage
 (?) NTSC-Mode should work... Beta-Testers?!
```

1.15 What the heck is an URL?

```
 What is an URL ?
 ---------------


 URL = Universal Resource Locator = Internet(WWW)-Address of a web-site.
```

1.16 How to get the Source

```
          SOURE available NOW!
~~~~~


MonsterNoia 54.6K, BlitzBasic2-source, *well* documented and explained,
a real pleasure to read (well, Patrick Suesskind's "Parfum" is propably
better:) ), and

LevelED 31K, same as above, together for a small fee of

normal price...$15 or 20 DM or 150 ATS, cash, P&P not included
students.......$10 or 15 DM or 100 ATS, -""-  -""-

Learning by reading and imitating..!
A lot of sophisticated algorithms included..;-)


          Back~to~Contents
```

1.17 Information on Aminet

```
The infinite world of ...AmiNET
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
From the cover of Aminet-CD 11 (April 1996):

"Aminet® is the world's largest collection of freely distributable
 Amiga® software. Up to 10,000 users access the vast archives daily,
 and countless programmers publish initially via Aminet®. Only three
 years after its inception, Aminet® now holds the equivalent of more
 than 7,500 floppy disks of software."

As you can see with MonsterNOIA, Aminet is really *the* online-source
for all kind of excellent software ;-)
```

1.18 Blitz-Newsgroups

```
The blitzlists: blitz2-list and blitz3-list
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
The blitzlists discuss everything related to Blitz, and you can
be sure that someone has an answer to your question if it is re-
lated to Blitz...
The blitz3-list is more for experienced people, and the level is
quite technical (concrete discussions about multiple-plattform-
support and serious plans, ideas).

To subscribe, just send a mail to majordomo@helsinki.fi with the
line "subscribe blitz2-list" or "subscribe blitz3-list". The sub-
ject is ignored. I hope I remember the names right; just mail me
or visit one of the numerous websites if you don't succeed...
```

1.19 INSTALLATION

```
INSTALLATION
~~~~~~~~~~~~
```

No Assigns needed, just move the drawer to the desired destination
(for example 'Work:Games/' or similar) and there you go.
Also please do not copy the Fonts to FONTS: , MonsterNoia will not
find them there.

1.20 REQUIREMENTS

This piece of software requires:

- 1 MB of memory (not sure, though; when I started on my A500/1MB,
  1 MB was enough, but now I have 2+4MB and cannot check this out)
- Kickstart 1.3 _should_ be sufficient, even for the LevelED, be-
  cause I don't use specific 2.04+-functions, but I cannot verify
  this...(here is where I need your help, fellow Beta-Testers:))
- erm..an AMIGA might also come in handy...

- MonsterNoia/LevelED have
                NewIcons
                , but you only need NewIcons if
  you want to be able to display these nice icons, if NewIcons is
  not installed, you will not even notice, but just see normal WB-
  icons (also special, nicely drawn icons:)).
- AGA is not needed, but of course speeds up the game,same is true
  for FAST-mem.

1.21 NewIcons Information

INFORMATION ABOUT THE NEWICONS-SYSTEM by Nicola Salmoria
~~~~~~
Note: this is not an 'official' info about NewIcons, but
      more what I would like to tell you about it.
      If you want specific/technical information please
      check the documentation of NewIcons.

                General~info
                    - important if you don't know NewIcons

                Features
                        - what it can and why you must have it

                Where~you~get~it
                 - have I made you curious? :->

                NEWS
                          - version 3 around the corner...

GENERAL INFO

Most important thing first: This is *NOT* another icon-
package with cute icons for every possible purpose you
could imagine, BUT it is a totally _new_ approach wich
is both *powerful* and easy to use – you won't even no-
tice that you use NewIcons once it is installed – what
you WILL notice however is that your icons look *good*
in every colour-resolution because the colour-data is
stored _within_ the icon (actually as 'ToolTypes', but
you will only see that if you don't have NewIcons in-
stalled – yes, that's why some icons have these weird
characters and a line which says "Don't change ..." ,
these are *NewIcons*).

I think this had to be said, because many people don't
understand why it is a good idea to use NewIcons, they
are detracted by the isometric-styled icons included
in the package, but the _Style_ of the icon is TOTALLY
pointless – you can of course use ANY style, only the
format has to be NewIcons, sothat you can take advan-
tage of the many features mentioned below.

To all MagicWB-freaks out there: Why oh why don't you
save your good work as NewIcons?? I don't like the pa-
lette of MagicWB and I don't want to be bound to it,
so all MagicWB-icons look really *crap* on my WB.
If you used the NewIcons-format, they would look just
as you intended them to look, rather than being distor-
ted and all over pink/blue/green.

FEATURES

* enables you to use icons with up to 256 colours-icons
  and remaps them in real-time (no overhead noticable)
  ->no more distorted and wrong-coloured icons, but al-
  ways the *original* / best-possible palette. (on AGA-
  systems, you will always have the original colours!)
* you can simply make a brush into a newicon – imagine
  using digitised pictures as Icons..!
* works even on Kick 2.04
* totally _transparent_ – for the user, everything re-
  mains the same, but gets much more powerful
* DefIcons-system: part of the NewIcons-package, allows
  you to select default-tools and -icons for files with-
  out icons. Very efficient and FAST, *many* filetypes
  are recognised.
  You can for example define viewers for GIF-files,....
  which will automagically appear in the 'Execute'-Box
  when you doubleclick the fake-icon.
* Enables you to change the CrossDOS-icon which really
  looks a bit too 'peeCee' (DOS-look:( )
* Unique icons for RAM-Disk, CD-ROMs etc. included.
* FREE-Ware. <- propably the best:)

WHERE YOU GET IT

I got it from Aminet (also on CD #11), but there should
be other (disk-based?) sources, too. Please get in con-
tact with the author / newsgroups if you don't find it.

NEWS

I read there is a version *3* to be out in summer, but I
don't know anything more precise...