

Racer Doc

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<i>SIGNATURE</i>		

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Chapter 1

Racer Doc

1.1 RACER Guide

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Copyright 1996-97 © D'HEEGER Sébastien

Design and made by Sébastien D'HEEGER

Music and Sounds of UNISON

* IMPORTANT *

This version is a public domain version, all rights are reserved to the author Sébastien D'HEEGER , NOBODY is authorized to make profits with this version. This demo version of RACER can be freely copied and distributed but it can't be sold. If you like RACER , order quickly the full registered version with 6 Races in various conditions (Snow, Rain, Night, Desert), a Race Editor, saving your game, and latest version of the game (see last part of this doc to get more information). The registered version isn't public domain (It is SHAREWARE), so if you decide to order the full registered version you must accept not to copy it !

Introduction

The History

Requirements and features

Installation of the game

How to play ?

Information about the author

How to order full version ?

***** Please support Amiga developpers,help us,buy shareware (←
THANKS !) *****

1.2 Introduction

I)- Introduction :

To begin,I wish Amiga users an happy new year 1997,I wish the most fantastic machine ever made : THE AMIGA a long life.But now some explanations about RACER.As distinct from others games,RACER is a 3D racing game with texture mapping in 3D Real Time.RACER is also designed to meet Amiga users,because the Amiga hasn't a racing game like Daytona USA or Sega Rally.RACER isn't as powerfull as this games but it was designed to reach their quality.And it reveals the powerfull of Amiga AGA with FAST RAM.Keep in mind,it runs on Amiga AGA+68020+FastRam,and current racing games run on machine 20 times more powerfull than Amiga.It was made in 1 year to reach a high level of quality.The car of the game,a Lancia Stratos,was designed in Ray-Tracing with Imagine 3.0 (All cars were rendered in Trace Mode with Cast Shadows).All scenery of the race is rendered in real time with a rate of 16 frames per second on an Amiga 1200+ 68020/28 Mhz.I think that it is a good rate for 3D rendering on Amiga !

1.3 HISTORY

II) - History:

I was so exciting when I saw the first time Daytona USA on arcade in 1994 I didn't believe that it could be made on micro-computers but today,3D racing games like this are available on any current machine (PC,Saturn...).But I thought a day the same games would appear on Amiga,but not,so I decided to create my own racing game : RACER .

What happened ?

- 1994 : I saw DAYTONA USA ! I wanted it on my Amiga !

- 1995 : I created my first game MALEDICTION,a 3D mapping role-adventure game on Amiga 1200 , but It was only available in FRANCE,so it was unknown

in others countries.

- November / December 1995 : I modelized the Lancia Stratos in 3D with a real model during 2 months with Imagine 3.0 !
 - March- April 1996 : I upgraded my first game MALEDICTION because it was selected for a french competition 'SOFT QUI PEUT' which happened in futuroscope of Poitiers.
 - January -June 1996 : I coded of my own library for blitter, sprites, graphic modes, sound etc... (Lot of work ! Little boring !)
 - June 1996 : I coded a tiny 3D-Rendering, and chunky conversion (Lot of work to optimized chunky conversion ?!)
 - July/August 1996 : I coded texture mapping in asm, very exciting moment!
Cube with mapping like demos !
I created graphic of the game with Deluxe Paint IV,
Imagine 3.0, and all powerfull graphic utilities
available on Amiga.
 - September 1996 : I created a little race editor, Racer 3D rendering.
Creation of graphic of level 1.
I coded zoom functions in asm.
 - October 1996 : Improvement GFX quality.
I coded very hard to create the 3D engine of RACER (3D rendering, animations, sprites, cars motion...)
 - November 1996 : Enhancement every day the project in all area.
I found some way to move ennemy cars, avoid collision...
Enhancement of the editor which became a big editor
with a lot of functions. A very fast period for me !

- First real versions appeared :

Preview 0.1 : You can run on a little race without scenery.
Preview 0.2 : Enhancement of the car driving with more flexibility.
Preview 0.3 : 3D level with sprites and mapping.
Preview 0.4 : Ennemy cars.
 - December 1996 : Last part of development !
Contact Unison to make musics and sounds.
Preview 0.5 : Introduction - Options
Debug all the code ! Very hard work !
 - January 1997 : Last part of development !
Edit the level 1, and try to find last bugs.
Improve the gameplay and fun !
Debug all the code, and give the Beta Version 0.9 to
my friends to test the game.
 - February 1997 : Version 1.0 !
RACER is available on Aminet, yeah !
-

1.4 REQUIREMENTS

III) - Requirements and features :

* Requirements are :

 AMIGA AGA : 2 Mb CHIP Mem (Amiga 1200,4000)
 Any processor : 68020,68030,68040,68060
Memory : 4 Mb of FAST memory
Hard Drive : 3 Mb free on your HD
System : 3.0 and more.

Full version requires the same configuration !

* RACER Features are:

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- High graphic quality in 256 colors !
 - Real 3D Rendering
 - Real 3D mapping and zoom
 - Cars in Ray-Tracing
 - Excellent Gameplay ! Lot of sensations !
 - Big level !
 - And the most important a lot of fun !
 - Game in high resolution for 68040 / 68060 (16 fps!)
 - Game in low resolution for 68020 / 68030 (16 fps!)

1.5 INSTALLATION

IV) - How to install RACER ?

Click on the icon 'HDInstall_RACER'.The installation must start (This program needs 'Installer' from Commodore on your system).It's an automatic installation which requires 3 Mb free on your HD for this demo version.You select the HD partition and drawer where you want to install the game,an assign on your User-Startup will make,so you must reboot your system to activate this assign ,and then you can play !
For any problem , you must verify :

- If your Hard Disk has enough free space available (3 Mb free).
 - If you have the required system (AMIGA AGA + 4 Mb of FAST RAM).
 - If the 'Medplayer.library' is installed on your drawer Libs: (This library is included in this archive)
 - Strange configurations with some utilities which can disturb the system or take a lot of cpu time.
(Advise : Don't run the game with PowerCache!)
 - If your memory is fragmented,or in game,there are graphic bugs,I advise you to reboot your system.And try again !
 - And if you can't solve the problem,you can send a mail to my uploader at "sebastien.Mametz@scinfo.u-nancy.fr" to find help.
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1.6 HOW_TO_PLAY

V) - How to play and what is the aim of the game ?

Aim of the Game:

There are 2 game modes: Position mode and Time attack

In 2 modes, Amiga controls 9 racers which are determined to reach checkpoint before you. You must also avoid obstacles on your way and try to drive good. But you can knock down some road signs and straw bundles with your car for the fun, and it increases your score ! So don't hesitate to hit them. (Others road signs stop your car if you hit them !). You can also make jump on the springboards. There are few springboards on your way (they are blue and yellow). You can also skid on slipping road ! If you want to enjoy yourself, don't miss the springboards !

- POSITION MODE :

It offers you to race a competition with 9 others racers. To win, you must arrive at the end of the race in the third, second or first position else you lost.

- TIME ATTACK :

In this mode, each level (in this version only one but in full registered version 6 levels) is composed of several checkpoints which you must reach before time is out.

Config Game:

You can configure the game with the Config program. It allows you to choose between playing in high resolution or low resolution :

- high resolution has 320*200 pixels, but it requires a 68040 or 68060 to have a good gameplay, it was designed for powerful Amiga.

- low resolution has 160*100 pixels (2*2 zoom mode) but it requires only a 68020 or 68030, it was designed for most popular Amiga.

The game was developed on an Amiga 1200 + 68030 /28 Mhz + 8 Mb of FAST RAM, so I can't play a lot in high resolution mode because this mode is too slow on my Amiga, so it could have bugs in this mode that I didn't see. (I'm sorry !)

To activate an option, select it and select "Save configuration"

How to play :

To run the game, click on icon 'RACER'.

To play Racer, you must connect a joystick on the second port of the Amiga, only one button is required to control the Lancia.

At the beginning, you can select an option by moving the joystick and push fire :

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| START | To start Game
-----
| INFO  | To get information like version,author...
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| QUIT  | This option exits from RACER.
-----

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If you have selected START, you must choose in moving cursor between :

- Music : To play only with music (no sound)
- Sounds: To play only with sounds (no music)

- Automatic or Manual gear, like the most popular racing game, RACER offers you to have a manual gear or an automatic gear.

Manual Mode : It allows you to change gear manually like a real car
 ----- it's more difficult than the automatic mode, so I advise
 you to begin with automatic mode, and then try manual mode.

To change gear : You must push fire and go up with your joystick.

To speed up : You must go up with the joystick.

To slow : You must go down.
 To brake : Go down and push fire.

To turn left : Go left with your joystick
 To turn right : Go right with your joystick

When your car reaches his maximum speed for a certain gear, you must change gear to accelerate again, else your acceleration will become tiny.

Automatic Mode: The gears change automatically.

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          To speed up : You must go up with the joystick.
To slow : You must go down.
          To brake : Go down and push fire.

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To turn left : Go left with your joystick
 To turn right : Go right with your joystick

This mode is more easy to use, I advise beginner to use this mode because they haven't the problem of changing gear all the time.

In 2 modes, the highest speed is 230 Km/h.

During game:

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You can see in game screen :

- at the top of the screen ,the current time or your current position (position is between 1 to 10)
- at the left hand: Your speed in kilometres with your mode (Auto/Manual)
- at the right hand: Your current gear

- Press the key 'Esc' to quit the game.

1.7 AUTHOR

VI) - Information about the Author

I have created this part because you could hesitate to order if you haven't some information about me. This part is not a gag, I'm very serious on this information. My name is Sébastien D'HEEGER (Seb), I live in FRANCE near England and near Belgium (Dunkerque). I have created another game called Malediction in 1995 which was a tiny success in France but it wasn't distributed on Aminet so it was unknown. I'm a student in Mathematic and computers but I want to become a game developper because it's so exciting. So don't hesitate to order the full registered version, I love Amiga and Amiga users, I will deal all the orders which you will send me from any country in the world ! Contact by post if you want the full version, if you want to contact me for information or to report bugs, you can send e-mails to my uploader at "sebastien.Mametz@scinfo.u-nancy.fr", he will give me your message but you must wait a little for the answer.

I want to thank :

- Jay Miner for creating the Amiga
- Commodore for creating the Amiga AGA
- Electronic Arts for DeluxePaint IV
- Impulse for Imagine 3.0
- Amiga community for his support (I hope !)
- My friend Sébastien Mametz for his help
- My sister Elodie for her patience
- Unison for his musics
- All demomakers for their Fantastic Demos !

1.8 FULLVERSION

VII) HOW TO ORDER THE FULL REGISTERED VERSION OF RACER !

This version is a demo version but don't think that I am a bad author who don't want to distribute his work free but this game was designed and made in more than one year, I have worked very hard to reach this quality, and I was alone to make it. (Only musics was created by a good musician called UNISON). So I hope you like this game and you will order the full registered version which is composed of :

- Better Gameplay !
- All levels available : 6 RACES in various landscapes and different meteorological conditions ! (See screenshots in the drawer pictures)
- A RACE EDITOR to create your own RACE (Top fun !)
- Last version of the 3D engine
- Version specially designed for your processor 68020-30-40-60
- New levels free when available

Full registered version uses the files of this demo version,so keep this demo version on your HD to install the full version.You can see some screens of the full version in the drawer Pictures.To order the full registered version of RACER,send me 100 FF (French Francs) or 40 D.M or 25 \$ (US Dollars) or 15 £ (Pounds) or any equivalent amount of money in other currency to :

D'HEEGER Sébastien
137 Rue du General CATROUX
59 495 LEFFRINCKOUCKE
FRANCE

Phone Number from FRANCE : 03-28-69-04-41
Phone number outside FRANCE : 33-3-28-69-04-41

IMPORTANT : ALL ORDER WILL BE DEALT FROM ANY COUNTRY IN THE WORLD !

You can print the file "English-Orderform" to order the full version. Each order will be dealt as quickly as possible but you must receive your game before 2 weeks at home.So I wait for your orders,if I receive more than 300 orders,I would create new extra levels and then RACER 2 with a 3D engine more powerfull than RACER and registered users will have free advantages (new levels free,updates etc...).

I have worked hard on RACER so support Amiga developpers because it's a fantastic machine but if you don't support developpers ,they can't continue to produce great games else they will leave the Amiga !

The Author : D'HEEGER Sébastien

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