Default

COLLABORATORS

	TITLE : Default		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		March 15, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Default

1.1 Welcome

```
                              Welcome to SPACE-TAXI
                        --------------------
                             Version 2.0

        SpaceTaxi is Freeware. Play it and spread it.

        This  is  a  clone from the old game on the C64.
        There  can be up to three players simultaneously
        or  six players after another.  You must pick up
        those tiny men and bring them to another pad.


            Installation

            Options Window

            Scores

            Own Sample Set

            Keys

            History

            Technical Details

            Author

            Your own levelideas
```

1.2 Installation

```
                         Installation
                         ------------
```

First you have to copy the fonts into the FONTS:
Directory.

```
 1> copy FROM SpaceTaxi2/Fonts/#? TO Fonts: all
```

Also the 'diskfont.library' is needed in the
LIBS:. The game should run on all Amigas.
There is an OptionWindow to switch between PAL
and NTSC.

1.3 Scores

```
                     Scores
                     ------
```
After a passenger has enterd your taxi, a clock
starts   to   count down. When the passenger
arrives, you get the remaining points or at
least 10 points. If you complete a level before
the bonus-time has run out, you'll get 10 points
for every remaining second. After you made all
levels of one skillgroup, you'll get 100 points
for every remaining taxi. Crashes will cost you
points. At first 100, then 50 and then 25
points for each.

1.4 Keys

```
                      Keys
                      ----
```

Keys in the titlescreen:

```
        F1 - number of players
        F2 - teammode or singlemode
        F3 - skill
     SPACE - start game
       F9  - option-window
       ESC - end game
       F10 - clear hiscoretables
```

InGame keys:
```
       ESC - abort game
         P - pause game
```

1.5 Technical Details

```
              Technical Details
              -----------------
```
Tested on A2000 and A1200, should also run on
all others.   Multitasking is switched off only

temporary while on gamescreen. The music is
replayed by a routine from Teijo Kinnunen's
great MED3.2.

If you have problems with your
harddisk-controller, then you should try to
start the game by clicking on the icon
"SpaceTaxi_from_ram". This script will copy all
data into ram: and after the program ended will
copy back the hiscore and pref-files. But you
may need 2 MB ram for that.

1.6 Options Window

```
                 OptionsWindow
                 -------------
   If you press F9 in the titlescreen, an option
   window appears. Here you can make your choices
   via mouse or keyboard:

-Music on/off
  : turns on/off titlemusic and jingles between levels

-SFX on/off/music
  : if switched to 'music' a med-module will be played
  : in game. Use your own modules by copying them
  : into data/meds/ and renaming them to 'med.0' to 'med.4'

-Intro on/off
  : if you turn it off, the intro won't come
  : up the next time you run the game

-Anim Speed slow/fast
  : 'fast' means faster fade in and out
  : and faster passenger-animations

-Thrustsound on/off

-Path to SpeechSamples
  : here you can specify a path to a different sampleset

-Display NTSC/PAL
  : NTSC 236 rasterlines overscan or Pal 256 lines

-4PlayerAdapter on/off
  : turn it off if a printer is connected or some
  : minor errors in the joystick-routines may occur

-Load from HD/Disk/Ram
  : if switched to disk, the program will wait
  : after loading to let the diskdrive turn off
  : ram means, that datas are loaded from ram:
  :  the "SpaceTaxi_from_ram"-script uses this option

-Speed slow/medium/fast
```

```
                  : the joystick-sensibility

           -Port1,Port0,Keyboard
             : if you choose keyboard you also can use
             : a joystick plugged into a 4PlayerAdapter
             : port0 is the mouseport

           -AutoGear on/off
             : if on, the landing-gears are drawn in
             : automatically after lift-off

            If  you  leave the window via the 'save'-Gadget,
            the settings are written to the file 'data/pref'
            and will be loaded the next time.
```

1.7 Own Sample Set

```
                      Your Own SampleSet
                      ------------------
            If you have an audiosampler, you can sample your
            own  set  of  speech-samples.  Put your samples
            into  a new directory as IFF-8SVX samples.  Then
            specify the path in the options-window.  Now you
            should  hear  your own samples.  You'll need the
            following ten sample-files:

                    1.8svx        6.8svx
                    2.8svx        heytaxi.8svx
                    3.8svx        pad.8svx
                    4.8svx        please.8svx
                    5.8svx        thankyou.8svx

            Send  me  your  own creations (uuencodet E-mail)
            and  I  will  add  them  to  the next version of
            SpaceTaxi.
```

1.8 History

```
History:
---------
v1.0  06/06/94

v1.01 06/20/94
  NTSC version only with 236 lines overscan
  titlescreen now has got intuition-screen-name "SpaceTaxi"
  one version with verticalblank-musicplayer
  level 6 (what a silly bug was that)
  choose every level
  consuming fuel only at thrust
  in PAL-mode taxi has to leave screen completely at end of level

v2.0    09/29/94
```

```
you can hear and see thrusts
some bugs removed
new levels
taxi won't crash on running out of fuel
rough landing
options-window
different sample-sets
skill groups with their own hiscores
single game mode
intro
AllocMiscResource for 4JoystickAdapter
titlepic and congratulations-screen
```

1.9 Author

```
Author
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Comments, suggestions or more-level-requests should go to

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 32351 Stemwede-Arrenkamp
 Germany

 EMail (Internet): andi@cadlab.de
```

1.10 Your own levelideas

```
                Your own levelideas
                -------------------

        If  you  have  your  own ideas for a good level,
        take  a  look into the "support"-drawer.  Send me
        your  own  creations by e-mail and I will try to
        include it in a next version of the game.
```