

YD

COLLABORATORS

	<i>TITLE :</i> YD		
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REVISION HISTORY

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Chapter 1

YD

1.1 YD Documentation - Contents

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***** ←
*
*           Young Defender           *
*           Release 1.1              *
*
*   Copyright © 1996 Eclipse Software Productions *
*           All Rights Reserved      *
*
*****

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This file has been modified to allow for the distribution of
 "Young Defender" on the Amiga Format Cover CD.

THE GAME

REQUIREMENTS

INSTALLATION

AUTHORS

MAILWARE

DEVELOPMENT

THANKS

1.2 description

DESCRIPTION:

Humanity is on the verge of intersellar exploration. The perfect time

for aliens intent on conquest to expand their empire before man can improve his technology and therefore his defensive capabilities.

There is one ship with any hope of stopping the aliens. An experimental design, there is only one trained pilot whose age means he is lacking in combat experience. YOU are that pilot.

With Earth in such desperate need, you are called to duty as your home planet's Young Defender.

A mission briefing will be displayed before the start of each level.

Good Luck!

1.3 requirements

REQUIREMENTS:

A Commodore Amiga 1200 or 4000 computer (AGA chipset) with in excess of 2 MB of RAM. The game has been played on a 2 MB only Amiga, however this was done by booting the game directly off of a floppy diskette. The overheads of loading Workbench and buffers for hard drives and CD-ROM drives means that more memory will be needed to play the game directly from CD.

Please note that stability of the game on a 2 MB only equipped Amiga cannot be guaranteed as there has been minimum testing performed with this setup.

ALSO RECOMMENDED BUT NOT REQUIRED:

A joystick plugged into port 2. Control by keyboard is also possible.

A hard drive.

1.4 installation

INSTALLATION:

Young Defender can be run directly from the Amiga Format CD or it can be copied on to a
hard drive
.

When Young Defender is run, it will search for a file containing score information from previous play sessions. If the file cannot be located, a new score table will be created. If there are any changes to the table, they will be written to a file which is saved to the disk from which Young Defender was run. If that disk is the Amiga Format CD, it will of course not be able to save the score table. Copy the game to hard disk to enable this feature.

1.5 harddrive

HARD DRIVE INSTALLATION:

Simply copy the Young Defender directory and all its sub-directories from the Amiga Format CD to your hard drive. Ensure that you copy it to a place which will enable the Young Defender directory icon to appear on Workbench.

This will complete the installation and the game can then be run from Workbench by double clicking on the icon provided in the "YoungDefender" draw. Please note that because you are running the game with Workbench loaded, you will need to have in excess of 2 MB of memory.

1.6 authors

AUTHORS:

Eclipse Software Productions is a software development division of Eclipse Group.

Eclipse Group is primarily Ken Richards & Sandy Earle.

We are interested in any suggestions, ideas etc, whether they be programming or design tips or even game ideas. We would like to hear from people who would be interested in testing any future games that we may develop, including Young Defender II. To date, our lack of experience has directed us to convert simple games from the past, but we have learnt a few things when developing this game which have made us eager to try new game ideas.

If you would like to contact us, please send a letter to the following address:

Eclipse Software Productions
PO Box 877
MARYBOROUGH 4650
QUEENSLAND
AUSTRALIA

or Email: kenrich1@ozemail.com.au

Check out our other games called "The Great Gold Raid" and "Class E: Lunar Module" which are available from 17 Bit Software (disk # 3309 and disks # 3665 A & B).

ADDENDUM: The graphic artist for this game, Sandy Earle, has moved on so unless I can find someone else who is talented enough to create original graphics, it seems unlikely that I will be able to develop any further games.

1.7 distribution

DISTRIBUTION:

Files contained on this CD are (C) Eclipse Software Productions 1996.

"Young Defender" is distributed as E-MAILWARE. This unmodified file MUST accompany this E-MAILWARE. All rights are reserved.

There is no fee expected for this software. However, if you have access to the Internet, please send me an email if you like the game. My email address is kenrich1@ozemail.com.au I regret that I am unable to offer any assistance should you be unable to get the game working on your Amiga. Also, if you did not like the game, please refrain from emailing complaints to me about it. I am not charging you anything for it.

1.8 development

DEVELOPMENT:

"Young Defender" was developed in the Blitz Basic 2 Version 1.9 programming language.

Graphics were created in Brilliance 2 and Imagine 3.3.

Image processing performed with Image FX 1.52.

Music was created in OctaMED Pro 5.

The game was developed on an Amiga 4000/030. It has been tested on an Amiga 1200.

The game uses AGA screen modes (64 colour screens) and contains in excess of 1 MB of graphics, 1 MB of sound and 200 KB of executable code.

1.9 thanks

THANKS:

- Jo Foxx and David Earle for testing on this game.
- Acid Software for the best BASIC development package I have ever used.
- Amiga Format for distributing this game on their monthly CD and for keeping the Amiga world informed.

Amiga is/was a trade mark of ESCOM AG. All other products and trade marks are acknowledged in the credits of the game.
