

Whools

COLLABORATORS

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

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Whoops	1
1.1	Contents	1
1.2	What you need	1
1.3	Screen modes etc.	1
1.4	Installation	2
1.5	Harddisk installation	2
1.6	Floppy disk installation	2
1.7	How to play	2
1.8	Hmm? Copyright? What's that?	3
1.9	File List	4
1.10	Pointed Ear Software Design	4
1.11	The Holoboys	4
1.12	The official Whoops support site	5
1.13	ThanxNGreetinxGoTo...	5

Chapter 1

Whoops

1.1 Contents

W · H · O · O · L · S

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[Requirements/Compatibility Installation](#)

[How to play this game](#)

[Legal information](#)

[Who made it? Support through Internet](#)

[Thanks and greetings...](#)

--= START THE GAME =--

This guide uses some special features of the OS3.1 Amigaguide system. Hope it will be readable for users of older versions, too...

1.2 What you need

Whoops needs an Amiga equipped with OS2.0 or better and at least 512 KB RAM. Since Whoops doesn't hack around anywhere in the system, it is compatible with all kind of hardware and software supported by the OS (see the section about [screenmodes](#)).
ptreplay.library V2 is needed to hear the music (version 6 is included in the Whoops package).

1.3 Screen modes etc.

Note for non-PAL/NTSC-screenmode users:

Whoops opens its screen (320×200×32) in PAL or NTSC mode, according to your Amiga hardware. But due to Whoops' system friendly routines this screen may be promoted to any screen you desire.

I (Philip) am using a VGA monitor connected to an A1200 in multiscan screen modes and have Whoops' screen being promoted to a Multiscan 320×240 screen without having any problems.

There are different commodities which will promote screens for you, e.g. NewMode, ModePro or MCP, which are available thru Aminet. I assume that everybody using non-PAL/NTSC modes has already obtained such a tool.

If you are using DbIPAL or DbINTSC modes you can also promote Whoools' by selecting 'Mode Promotion' ('Modus übernehmen' in German) in the IControl system preferences.

Theoretically, Whoools should be capable to run on graphics board screens, e.g. under CyberGraphX, too. But this could not be tested by the authors, so feel free to send [us](#) your superfluous hardware :-)

1.4 Installation

Select the medium you want to install Whoools on:

[Harddisk](#)

[Floppy disk](#)

1.5 Harddisk installation

Double-click on the Install icon to start the installation. Then follow the instructions given on the screen.

1.6 Floppy disk installation

Whoools can be started directly from disk without any further installation process.

If you play the game from floppy, you should make a backup of it. Consult your Workbench manual on how to make backups of disks if you don't know.

Do only perform changes (deleting unneeded icons etc. - read on) on your private backup! Always keep an unchanged original version! Please do not redistribute changed versions (see the [legal information](#) for more details)!

After you have made the backup, have a look at the Icons drawer. If you like the icons you find there better than the original ones, put them into the main directory of Whoools. The old icons will then be overwritten.

Then you may delete the Icons drawer.

You may also want to delete the Installer script.

If you have only 1 MB RAM, you should make your disk bootable. Then you don't need to start Workbench first but you can simply boot the Whoools disk to start the game. This will save some memory. In order to make the disk bootable, type

Install df#:

in the Shell/CLI, where # stands for the drive number where your Whoools disk is in (0-3). If you have only one drive, type

Install ?

Then put the Whoools disk into the drive, type df0: and press Return.

If Whoools is in a subdirectory on the disk, you should move the files to the root (main) directory of the disk now. (If the subdirectory is named "Whoools" then rename it first, because otherwise the Workbench would try to overwrite the drawer with the program file of the same name.) Note that there are some files without icons, so select Show All Files from the Window menu first.

Now you can simply boot the disk and the game will load automatically.

1.7 How to play

You start the game by double-clicking on its icon, by clicking on the START THE GAME button on the [contents page](#) of this guide or by typing Whoools in the CLI/Shell (after "CD'ing" into Whoools' directory). Depending on the type of [installation](#), it is also possible to start the game by booting its disk.

Your task sounds simple, but it isn't... You have to eliminate all whoops in all levels because they have stolen your grandma's toothbrush last week. (Hmmm... I guess some work has still to be done on this "story" :-)

After you have started the game, you'll first see a map of the whole level. Press a key or mousebutton to start playing this level. During the level, only a smaller map is available. It shows an area of 13*11 fields around you and is activated by pressing the Help key or by clicking on "SHOW MAP". Using the F10 key you can select whether the map shall be oriented to your viewing direction or always to the north. The latter might be better for orientation.

You move through the maze by using the cursor keys: Via the up key you move one step forward, the down key brings you one step back and the left/right keys allow you to turn left/right. Holding the Shift key down while pressing left or right brings you one step left or right. Using the mouse for moving is also possible: Move the mouse pointer over the 3D view, and you'll see the mouse pointer changing its shape depending on its position. Click with the left mouse button and you'll move/turn in the direction indicated by the mouse pointer's shape. Try it out, it's harder to explain than to see.

When you meet a whoop then shoot at him. The fire key is the Ctrl key. You can also fire by pressing the right mouse button when the mouse pointer is located over the 3D view. This allows "mouse-only" steering.

You can select one of three weapons by pressing the corresponding numeric key. The weapons are different in strength and need of energy.

Now click on "SET TARGET" or press Return or Enter. You'll hear a short beep that indicates that your transporter is programmed with a new coordinate, namely your current coordinate in the maze. Move some fields away from that position and then click on "ENGAGE BEAM" or press the Backspace key. You beam to the position you was at when you clicked on "SET TARGET". If not, that can have two reasons: You either don't have enough energy left, or a whoop is currently at the target position.

By clicking on "SAVE" you can save the current game status to disk and continue the game at a later time. **WARNING:** The score is not saved to disk for the simple reason that otherwise you could get one hiscore entry after the other by simply reloading a saved game with a high score!

Here's a complete overview about the buttons and keys:

KEYBOARD:

cursor up-move one step forward cursor down-move one step backward cursor right-turn right by 90° cursor left-turn left by 90°
shift + cursor right-move one step to the right shift + cursor left-move one step to the left

1 - 3-select weapon no. 1 to 3 Ctrl-fire

F10-toggle map orientation

P-pause game Esc-same as button GIVE UP

Backspace-same as button ENGAGE BEAM Return-same as button SET TARGET Help-same as button SHOW MAP

MOUSE:

SHOW MAP-map on/off

SET TARGET-set the target coordinate for the transporter ENGAGE BEAM-beam to the coordinate previously set with SET TARGET

SAVE-save the current game status onto disk LOAD-load a game status saved with SAVE

GIVE UP-terminate the current game (back to title) PAUSE-pause the game

HAVE FUN.

1.8 Hmm? Copyright? What's that?

You play this game on your own risk! Do not make us responsible for any heart attacks or whatever could happen...

This game is ©1997 by [Pointed Ear Software Design](#) .

You may copy it, copy it and copy it, give it to anyone you do or do not like, put it on your harddisk, print Hex dumps of the files and put them on your walls, burn it on PD CD-ROMs, on magazin cover disks or wherever you like. But: **All files** must be included in their unchanged form! Compressions and the like are, of course, allowed. If you find it necessary to add any files

(whyever?), it should be apparent at first glance that they do not belong to the original package. You may not take money for the software! You may take a small fee for the disk and for copying the data on it, but not more than 5 DM or 3 US\$! Commercial use of this program is only allowed if it is an addendum (for example, to a hard disk or to disk packages). But then the price of the product may not rise because of this software!

This release concept is commonly known as FREEWARE.

There are quite a number of companies who offer freely distributable software for 5.90 DM or more per disk and - to make things even worse - only copy 1 program onto a disk, even if it takes just a few K! One of these companies is Mallander Computer Software in Germany. This is too much! If we see you offering this game for more than 5 DM without us having given you our written permission, we will take proceedings against you!!! Remember this.

For legal information on ptreplay.library, read ptreplay.readme.

1.9 File List

The complete Whoops package consists of the following files:

data/gfx/credits data/gfx/game data/gfx/hiscore data/gfx/ingame data/gfx/logo data/gfx/title data/gfx/won data/a.snd data/b.snd data/c.snd data/d.snd data/e.snd data/f.snd data/g.snd data/h.snd data/i.snd data/j.snd data/k.snd data/l.snd data/level1 data/level2 Icons/NewIcons.info Icons/Standard.info Icons/Whoops.guide.info Icons/Whoops.info Icons.info Install Install.info Libs/ptreplay.library S/Startup-Sequence Whoops Whoops.guide Whoops.guide.info Whoops.info Whoops.readme.info

1.10 Pointed Ear Software Design

Pointed Ear Software Design currently are:

Malte Schreiber--- coder, sound effects editor, project manager Philip Steffan--- **musician** , graphics artist

The alternative icon sets for this game (MagicWB & NewIcons) and the installer script have been designed/written by Philip. The Pointed Ear Software Design logo, the Whoops and the win picture have been designed by Malte.

Malte Schreiber Philip Steffan

snail mail:snail mail: Malte SchreiberPhilip Steffan Schulring 38Im neuen Roth 8 D-41812 ErkelenzD-47918 Tönisvorst

e-mail:e-mail: none yet... :(stimp@newswire.de

phone:phone: ++49-(0)2431-74878++49-(0)2151-797217

(For both of us, most likely our parents will answer the phone)

1.11 The Holoboys

If you like the music of this game, you may be interested in listening to some other MODs by the same musician. Then you should download the following archives from the AmiNet:

mods/med/ HB_FirstCompo.lha HB_FourDogs.lha HB_tajMahal.lha HB_Pizza.lha

They are also available on the AmiNet CD No. 19. (June 1997)

If you want to include the file mod.whoops in a modules collection, please get the complete archive HB_Whoops.lha from mods/med instead.

Also have a look at the official HOLOBOYS support site:

<http://www.homepages.newswire.de/stimp>

(browser should be capable of displaying frames)

1.12 The official Whoops support site

YOU NEED SOME HINTS, CHEATS OR THE LIKE?

YOU HAVE QUESTIONS ABOUT THE GAME (OR THE **AUTHORS**)?

AND you have access to the Internet?

Then have a look at the official Whoops support site!

<http://www.homepages.newswire.de/stimpy>

This homepage is maintained by Philip.

1.13 ThanxNGreetinxGoTo...

WE WOULD LIKE TO THANK:

Frank Wille for PhxAss

Cloanto for Personal Paint

Gregor G. Flesch for providing some of the original samples

Thanks to Amiga Plus for releasing PPaint on their coverdisk...

A very big THANK YOU goes from Malte to Peter Wollschlaeger, the author of the "Amiga Assembler-Buch". (Without this book, I still would be programming in AmigaBASIC...)

Thanks to Bill Gates and Microsoft for Amiga Basic! :-)

Thanks to the guys who invented, produced and produce the Amiga (Amiga, Inc./Commodore Amiga, Inc./Amiga Technologies/Amiga International) ...hm - at least they all still fit into one line... :-)

Thanks to the worldwide Amiga community that has kept our computer system alive. Well done, folks!

Thanks to the Aminet team and all the contributors who keep it growing.

Thanks to my (Malte's) parents for getting on my nerves during my programming sessions in the night ("It's 3 o'clock, go to bed!"); blame them for any bugs and anything you don't like about the game ;-)

Thanks to Gene Roddenberry for inventing Star Trek!

Thanks to QUEEN for making (or - ****sigh**** - having made) simply GOOD music

Greetings to the other people from the Trekdinner in Mönchengladbach
