

**Default**

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**REVISION HISTORY**

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# Chapter 1

## Default

### 1.1 Welcome, folks...

```
=====
| Welcome to the documentation for |
| the ultimate 15-Game simulator. |
=====
```

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Pick a subject of your interest, please...

What Is It really?

About the Author

How to install it  
and requirements.

How to play

Ingame specials

Revision history

Future plans

Acknowledgements

Legal Stuff

How to  
contact the author

### 1.2 The Game

What kind of stupid game is called 'fifteen'?

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This a game you can play when you don't have anything better to do. It is very simple. When you start the game you will see a grid of 16 squares with the numbers 1-15 in random order and an asterisk (\*) marking a blank spot. Your mission is to move the numbers in order by moving one of the numbered tiles to the blank until you've finished.

```
See '
    Playing the game
    '.
```

It is very easy at first but wait until you only have the last row left. This is when it gets really frustrating :->.

### 1.3 About myself.

Who am I?  
-----

I'm a poor Swedish student who likes to make small totally useless :-) programs for the Amiga (the only computer you can use and have fun doing it), and drive my neighbours mad by playing the trumpet without mercy (he he).

NOTE: The language and grammar in this document may be far from coorect. This is because since this is one of very few times I get to write in English without getting it valued by my english-teacher, I don't have any intention of making it perfect. I hope it will be understandable at least.

I used an Amiga 600 without any expansion except an extra-drive (not even a hard drive) to make this game. If anyone wishes to send me an A4000 or a PPC-accelerator I would be truly thankful.

Sad to say, I don't have any connection to the Internet (I don't even have a modem) so I can't offer you an E-mail adress to contact me on. The only possibility to reach me is by Snail-mail:

Mattias Backman  
Älvängsgatan 40  
S-681 51 Kristinehamn  
SWEDEN

" Life starts at '030,  
Gets better at '040.  
Senility strikes at '86! "

### 1.4 How to install it.

Installation  
-----

From the WB: Just drag the icon to whatever

---

drawer you want to put it in.

From the CLI: If you want to use the Shell,  
I bet you are experienced enough  
to do this without my help.

What it takes to run it.

The game has been tested on the following machines:  
A500 (1MB) (first versions only)  
A600  
A1200  
but I'm pretty sure it will run on any Amiga.

## 1.5 How to play

### Playing the game

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Simple. Just point to the number you wish to move to the blank space (marked by a white asterisk (\*)) and click the mouse. If it is a legal move (you are allowed to move the numbers wich are raised), the selected tile and the blank space will switch places. Do this until all numbers are in order (1-15 and the blank at the end). When this is accomplished you have won the game!

Both the number of moves that have been made and the time taken will be calculated but I haven't made a highscore function yet. This means that your best scores won't be saved (if it's important to you there's always pen and paper).

## 1.6 Specials

Well, there's really nothing special about it.  
Perhaps I'll add something fancy in the future, like a prefs window or something.  
Greatful for suggestions...

## 1.7 History

### Revision history (very brief).

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First version. (never released to the public)  
CLI-based version. I simply opened a console window and read all commands from the keyboard. Extremely boring.

Number two. (never released to the public)  
Opened a 'real' intuition window, wherefrom the commands where taken. You clicked the number you wished to move and the progress was shown in a console window.

Third attempt. (first release)

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For the first time the actual progress was shown at the same place as you gave your orders. For the first time the game became playable ;-)

Current version (v3.3).

I'm rather satisfied with this one, actually. I think the GUI looks quite nice and I've tested everything I can think of and I haven't found any remaining bugs. (Please report if you find any.)

Future versions.

## 1.8 Year 2000?

Future versions.  
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Perhaps I will add a hi-score feature.  
Contact me if you have suggestions.

## 1.9 Helpful people etc..

Thanks to:

Escom	for reincarnating the Amiga.
AC/DC	for providing me with background music (and driving my family mad :^)
Daniel Hallgren	for his beta-testing, moral support, inspiration and for being a true Amiga fan
Amiga·Info	for presently being the only Amiga magazine in Sweden

## 1.10 Booring.

Legal Stuff  
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This program is totally FreeWare, copy it as you like, spread it for your friends. The only restriction I want to make is that you mustn't alter the program or this documentation and that the program mustn't be spread without this file (there are both a Swedish and an English version included in this archive, you may leave one out if you like as long as the documentation isn't skipped).

If you spread it, you can charge anything you like for it, I don't care.  
If you can convince anyone that it is worth money, you're well worth it...

If you have any comments, suggestion, bug reports etc. I would like you to tell me about it.

Also, if you play the game a lot, I would be grateful if you would send me a postcard with a nice picture and tell me what you think about the game. I love getting pretty cards.

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How to get in touch with me

I will not take responsibility for any damage whatsoever that ←  
this

program might cause to your system (hard- or soft-ware), you use it  
totally on your own risk.

( I really don't think there's any risk that anything will happen,  
it's been thouroughly tested, but I think it's better to be safe  
than sorry so I wrote this part as well. )

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