OpElim

COLLABORATORS

	TITLE : OpElim		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

OpElim

1.1 Operation: Elimination 1.0 Copyright © 1995 by Jean-Guy Speton

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                        Operation: Elimination 1.4

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        Introduction
          A brief overview of the game.

        Legalities
          Copyright and distribution information.

        Registration
          Why and how to register.


        Installation
          How to set up the game.

        Programs
          The three programs and what they do.

        Operation
          How the game works.

        Configuration
          Configuring the game.

        Help Files
          What they are and how to change them.

        Map Design
          How to go about designing your own map.

        Computer Players
          Setting names, number, and location.
```

```
                    History
                       The story so far, such as it is.

                    Future
                       What futures versions have in store.

                    Author
                       How to get in touch with me.

                    Credits
                       Who's responsible for this.
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1.2 Operation: Elimination Introduction

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                    INTRODUCTION
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Operation: Elimination is a STDIO door for your single- or multi-line BBS.
It requires AmigaOS 2.04 (v37) or higher to run.

Operation: Elimination is fast action game of kill or be killed. Each
player is given a cyborg to control, collecting weapons and equipment,
forming teams and alliances, and staking out territory in the complex.
Interaction between players is an important part of the game, as trust and
betrayal play intricate parts in survival. As players advance in score and
skill, they are capable of increasing feats which will help in their
gameplay.

The freely distributable unregistered version may be used on a trial basis
for 30 days following the date of initial reception of the unregistered
archive. The registered version has some features which the unregistered
version lacks, but the unregistered version is still completely playable.

See also:
                    Legalities

                    Registration

                    Installation

1.3 Operation: Elimination Legalities

COPYRIGHT

Operation: Elimination exists in two incarnations: the unregistered and
registered versions.

All files included in the distribution archive of both versions are
Copyright © 1995 by Jean-Guy Speton. All rights reserved.

DISTRIBUTION

The unregistered version of Operation: Elimination (hereafter referred
to as UOE) is freely distributed in its original, unmodified form
providing that the distribution contains all files in the original
distribution archive. No charge in excess of the cost of media may be
charged for the distribution of UOE.

The registered version of Operation: Elimination (hereafter referred to
as ROE) may not under any circumstances be distributed without the express
written consent of the author.

DISCLAIMER

This product is sold "AS IS" without representation or warranty of any
kind, either expressed or implied. The user assumes all risks and
responsibilities related to its use.

I hereby reject any liability or responsibility for any consequences from
the use of UOE and/or ROE. This includes, but is not limited to, damage to
your equipment, to your data, personal injuries, financial loss or any
other kinds of side effects.

1.4   Operation: Elimination Registration

                REGISTRATION

Why would you want to register your copy of Operation: Elimination?
Aside from alleviating the guilt plaguing your conscience, the registered
version of Operation: Elimination includes the following features:

 · Allows unlimited players in the game at once, whereas the unregistered
   version does not allow more than 3 players at a time.

 · Create or modify your own map, instead of using the map provided with
   the unregistered version.

 · Players can increase their stats past level 10.

 · Players can construct and use bombs to create new rooms in the complex.

To register, send $20 in US funds to the address below. Acceptable forms
of payment are US cash, personal check drawn from a US bank, or a bank or
postal money order in US funds. I cannot accept foreign currency,
Eurochecks, etc. If you decide to send cash, please be sure to properly
conceal the money in the envelope from unscrupulous postal workers. This
includes padding the envelope with paper, etc.

Send your payment, including your name, mailing address, BBS name and
number, and E-mail address to:

 Jean-Guy Speton
 RR 6, Box 21

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 Lexington, VA
 24450
 USA
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As soon as I receive your payment I will mail to you your registered
version, which will include a keyfile with your BBS name and registration
number encoded in it. This keyfile will allow you to simply download the
unregistered version of future releases and the registered features will
be enabled automatically.

Registered owners of Operation: Elimination may at any time request a free
update. Simply send a blank disk and self-addressed stamped envelope to
the address above and I will copy the latest version to the disk and return
it to you in the supplied envelope. If you already have the latest
version, I will hold the disk and envelope until a new version is ready.
(You may also send $2 US in lieu of a disk and stamped envelope, in which
case I will supply the disk and envelope.)

See also:

                    Author

                    Credits

1.5   Operation: Elimination Installation

                    INSTALLATION

Installation of Operation: Elimination is very simple. Some shell
knowledge is required, but if you can set up a BBS you most likely know
enough to set up the game.

Create a directory where you wish Operation: Elimination to reside. Copy
all files from the distribution archive to that directory, and add an
assign in your user-startup to that directory called OPELIM:.

Now you must set-up your BBS software to execute Operation: Elimination.
Operation: Elimination uses STDIO input/output (also known as a shell or
DOS door). The game should be executed with the command line:

OPELIM:Elimination <player_id>

where <player_id> is a unique identifier for the user wishing to play.
This could be the player's real name, phone number, etc. Remember that if
it contains spaces to enclose the argument in quotes.

That's it! Operation: Elimination is now ready to play.

If you wish to test it before installing it on your BBS, Operation:
Elimination may be played from the shell. Simply enter the commandline
above from a shell prompt and the game will start if everything has been
installed correctly.

See also:

                    Programs

Configuration

1.6 Elimination: Operation Programs

PROGRAMS

Three executables form the basis of Operation: Elimination.

ELIMINATION

Elimination is the client program. One copy is run for each player in the
game. Elimination is pure, which means it may safely be made resident with
the AmigaDOS 'resident' command. If you expect more than one person to
play Operation: Elimination at a time, it is highly recommended that you
take this step, as it will greatly reduce the amount of RAM used.

MASTER

Master is the server program. Only one copy will be running at any one
time. You should NEVER execute Master yourself. Elimination will look for
and execute Master automatically if it is found. Once run, Master will
remain in memory until your Amiga is shut off or until the Shutdown program
is run. When there are no players in the game, Master will go to sleep,
using no CPU cycles. As soon as a player enters the game again Master will
waken and resume normal operation.

SHUTDOWN

Shutdown, as mentioned above, will cause Master to remove itself from
memory. The next time Elimination is run Master will again be loaded
and run from disk. Shutdown cannot be run if there are players currently
in the game; it will complain and exit.

See also:
Installation

Operation

1.7 Elimination: Operation Operation

OPERATION

The game stores its data in the file "OpElim.data". When you first install
the game you will notice that this file is absent from the distribution.
What the game does the first time it is run is build this data from the
files "Data.default", which specifies the

                    map
                    , and "Computer.players",
which specifies the names, location and number of
                    computer controlled
                    players.

Loading the data from the original specifications could take a while; the
more rooms you have, the longer it takes. Fortunately, this step is
required only once (or when you reset the game), and subsequent start-ups
using "OpElim.data" are much faster.

The file "OpElim.data" stores the current room layout, including new rooms
which have been bombed since the original map was loaded, the
information for all teams, and the high scores. This file is automatically
saved by Master every 15 minutes (when not in 'sleep' mode) and whenever
the Shutdown program is run. Deleting this file will cause the map to be
reset, as well as all teams and high scores. Note that the players will
NOT be reset by deleting this file. To reset the players, you must delete
all files from the Players directory.

See also:
                    Installation

                    Programs

1.8   Operation: Elimination Configuration

                    BULLETIN TEXT

Operation: Elimination will try to read a text file called "Bulletin.txt"
in the OPELIM: directory each time a client is run. In this file you can
place anything you want, be it an announcement of map changes, the current
state of affairs in the complex with regards to teams, major goings on,
etc. Of course, it is not necessary to have this file; the choice is
entirely up to you.

Other configuration options are modified with the OEConfig program.
This program modifies the file "OpElim.config", which stores your
configuration options. Currently, the following options for configuration
are available.

SYSADMIN PASSWORD

This string should contain a single word of not more than 30 characters
which will be the password to access the special administration commands
available in the game (see the "admin" help file for a list of these
commands). To activate the commands, simply type this word, prefaced by a
@ character, while playing the game.

For example, suppose the file contains the word "operation". To gain
access to the administration commands simply type in "@operation".

Every unregistered copy will have the same password (obviously, since

everyone gets the same copy) and it is ESSENTIAL that you change this
before installing the game or otherwise you'll have a game full of
max-stat, plasma rifle-toting armoured tanks.

DROP ITEMS ON DEATH/EXIT

Checking this option will cause items carried by players who die or exit
the game to drop to the floor of the room which they are in. If this
option is unchecked, the items carried by such players will simply
disappear.

Note that with this option checked the number of items in the maze will
vastly increase. The author recommends that you leave this option
unchecked.

See also:
                    Installation

                    Programs

1.9 Operation: Elimination Help Files

                    HELP FILES

The on-line help files for Operation: Elimination are in the directory
OPELIM:Help. They include basic gameplay descriptions and a list of all
commands and available weapons in the game. The help system is triggered
when a player types "help" in the game or selects the [H]elp option from
the menu. The first file the player sees is the "help" text file, which
should always list the other help files available.

You are free to edit these files, even create new ones, to your liking.
Note that the "admin" help file, which lists the commands available to
players with administration access, is not listed in "help" but is still
visible to any player who types it in: you may wish to rename it or even
remove it from the directory.

See also:
                    Configuration

1.10 Operation: Elimination Map Design

                    MAP DESIGN

The setting of Operation: Elimination is a three-dimensional layout of
rooms, all of equal size. Each room receives an X, Y and Z coordinate,
which determines the other rooms in the game that connect to it.

Movement along the positive X axis is east, and the negative X axis is
west. Movement along the positive Y axis is north, and south the reverse.
Up and down work respectively for the Z axis.

The room layout of Operation: Elimination is completely configurable, as is
the description of each room. The layout is specified in the file
"Data.default" using a combination of description and room placement
definitions. There is only one restriction on the ordering of rooms and
descriptions in the file: the description number for a room MUST correspond
to a description which precedes the room definition in the file. Other
than this you are free to intersperse rooms and descriptions as you please.

NOTE: The unregistered version of Operation: Elimination does not support
      user-defined maps. Please
                    register
                     if you wish to take advantage of
      this feature.

Please refer to the "Data.default" file supplied with the game for an
example.

The file formatting looks like this:

Lines preceded by a #-sign are comments and are ignored by the
interpreter, as are blank lines.

Room descriptions are denoted by the four letters DESC at the start of a
line. These letters are followed by whitespace and a unique description
number, which is used to reference this description in the room
specifications (see below). This number may not exceed 65535 (16 bits
unsigned). The remainder of the line is the title of the room. This
should be brief but describe the purpose of the room. The next lines
comprise the detailed description of the room. This should not be long;
usually 1-5 lines is best. The description specification ends with the 7
letters ENDDESC which reside on a line by itself.

Example:

DESC 10 Torture Chamber
All manner of racks and devices of torment clutter this room. Particularly
menacing is the iron maiden which hangs against the east wall.   Listening
intently, you almost believe you can hear the cries of the damned which once
occupied this horrid place.
ENDDESC

The room specification is a single line, beginning with the four letters
ROOM. Following this is the room's number. Note that rooms do not
necessarily have to follow the natural ordering of their numbers, and not
every number needs to be presented. It is entirely possible, for example,
to have a room 6 and a room 8, but not a room 7. However, new rooms are
created starting with one number higher than the highest numbered room
specified in the file.

Following the room's number is its X, Y and Z coordinates, either positive
or negative. Values lower than -32768 and values higher than 32767 (16
bits signed) are not allowed. After these three numbers is the description

number of the description which this room will inherit. It is highly
recommended that rooms share descriptions, both to simplify your task and
to reduce memory usage.

The remainer of the line contains none, all or any number of special
options, defined below:

   D?   This will place a door between this room and the room which lies
            to the north, east, south, west, above or below this room (put a
            N, E, S, etc. in place of the ? after the D, appropriately). It
            is not necessary to put a corresponding door in the other room:
            the game will place one automatically. However, no harm is done
            if you do.

   W?   This works identically to D?, but will place a wall instead.

   OPEN   Marks this room as an open area. If two rooms are both OPEN
            and share the same description number, a person in one will
            unconditionally be able to see a person in the other. This
            allows for large open areas of any size, not just hallways.
            Note that the description is the key to which OPEN rooms can
            see other OPEN rooms.

   NOFLOOR This word specifies that the current room has no floor. Items
            dropped will fall down to the room below, as will players. It
            is recommended that rooms with NOFLOOR actually have a room below
            them.

   LADDER Places a ladder in the current room, which will allow players to
            use the up exit, if one exists, without the use of a jetpack.

   DARK   This word marks the room as having no light source. A flare or
            light-amplification goggles will be needed to see in such a room.

   MEDICAL Specifies that this room contains medical facilities where
            players may heal and advance their abilities. Your map should
            always have at least one room with medical facilities.

   SLEEP   Places sleeping modules in the current room. Players who do
            not quit the game in a room with sleeping modules roam the game
            mindlessly under computer control. As with MEDICAL,
            your map should have at least one such room.

   STORE   Allows players to buy various staple items in this room.

   RECYCLE With this option, players can recycle unwanted items for credits.

The ordering of these flags on the line is unimportant, but they must
follow the five numeric values which follow the ROOM keyword.

Example:

ROOM 14 4 -10 2 5 DN WE WW MEDICAL DS

WARNING: Currently tabs are not supported by the interpreter. Use spaces
         when necessary.

Exits which have either a door or wall inherit a special property: if
adjacent to such an exit, one cannot see more than one room away in that
direction. This means that, for example, if in a room with only one exit,
which has a door, and if the door is open, only the people in the immediate
room outside the door will be seen. Any people further away will not be
seen until the current room is exited. This property holds even if the
door or wall is completely blown away. In addition, only such exits may
have new doors or walls constructed on them. This is to prevent the
construction of walls in the middle of a main hallway, for example. Any
exits for which a room does not exist on the other side automatically
inherit this property. For this reason, the placement of doors and walls
should not be haphazard, unless desired.

When new rooms are created by bombs, they will always inherit the
description numbered 1. For this reason, your map specification must
contain a description numbered 1.

See also:
                    Computer Players

1.11   Operation: Elimination Computer Players

                    COMPUTER PLAYERS

The players controlled by the computer are specified in the file
"Computer.players". Unlike the map, the computer players are reloaded from
this file each time Master is run, and they are not saved in the file
"OpElim.data".

The format of this file is very simple:

Lines preceded by a #-sign are comments and are ignored by the
interpreter, as are blank lines.

The first non-blank, non-commented line must contain a single integer
value. This value is the number of the room where the computer players
will initially reside. If this room number does not exist, the computer
players will be dumped in the first room specified in the file
"Data.default".

Example:

58

All remaining non-blank, non-commented lines are the names of the computer
players, one to each line. In addition, the first such line is the name of
the computer leader, the rest are his followers. The leader is simply a
tougher, smarter version of the other computer players.

There is no limit to the number of the computer players which may be
specified, other than memory and CPU constraints. The more computer
players there are, the more CPU time it will take to manage them. Trial

and error is a good way to manage the number of computer players.

Example:

Agent Anderson

See also:
                    Map Design

1.12 Operation: Elimination History

HISTORY

Version pre-1.0   · Internal beta releases.

Version 1.0 (Apr-01-95)   · Initial release.

Version 1.1 (Apr-20-95)   · Fixed recycle bug whereby recycling a readied
                            weapon would cause Bad Things to happen.
                          · Various other small bugs squashed.
                          · Computer players will now reload their weapons
                            occasionally instead of always dropping them.
                          · Computer players in the same room as the player
                            they are hunting will now occasionally drop
                            live grenades.
                          · The computer leader will now drop live grenades
                            if he finds himself in a room with no exits
                            (usually resulting from players building walls
                            around him).

Version 1.2 (May-11-95)   · High-level players can now build energy shields.
                          · The computer leader will now change location
                            every so often.

Version 1.3 (Jun-09-95)   · Another bug squashed.
                          · Added keyfile support for registered owners.
                          · Removed 3 node restriction from unregistered
                            version.
                          · Players are now given 10 seconds to find shelter
                            after death.
                          · Added OEConfig program to archive.
                          · New configuration option: drop items on death or
                            exit.

Version 1.3 (Jun-16-95)   · More bugs fixed.
                          · Added @admin command.

1.13 Operation: Elimination Future

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              FUTURE
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Future versions of Operation: Elimination will contain the following:

 · The ability for players to build and arm armoured sentries, which can
   be programmed to guard rooms, hunt down players, etc.

 · Increased computer AI.

 · More special player abilities, such as being able to scry the location
   of other players.

 · Teleporters?

If you have any suggestions, I'd be more than willing to hear them. If I
like them, they will most certainly be implemented.

See also:
                Author

1.14 Operation: Elimination Author

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              CONTACTING THE AUTHOR
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I can be reached via the Internet at:

 jspeton@flame.blaze.bc.ca

(please allow several days to weeks for a response)

and always via regular mail at:

 Jean-Guy Speton
 RR 6, Box 21
 Lexington, VA
 24450
 USA

If you have bug reports, suggestions, comments or any questions please don't
hesitate to contact me.

See also:
                Registration

1.15 Operation: Elimination Credits

All code is the original work of Jean-Guy Speton.

A big thank-you to my beta tester: Kyle Chow of Quest Communications BBS.
Without his suggestions and bug reports this game would not have been
possible!