# 0010be28-0

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**COLLABORATORS**

| | TITLE : 0010be28-0 | | |
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| WRITTEN BY | " | January 19, 2023 | |

**REVISION HISTORY**

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# Contents

# Chapter 1

# 0010be28-0

## 1.1  ULTIMATUM

```
                         Full Moon Productions
                   Presents


                 -===================-

              U L T I M A T U M
                                  Version 1.25
                 -===================-
```

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```
              1. Prelude
              - Atmospheric Background Information

              2. Introduction
              - Quick overview of features


              2a. Quick Start
              - For those who hate reading


              3. Installation
              - How to make the game work

              4. Legal Stuff and Registration
              - IMPORTANT STUFF, PLEASE READ


              5. How to Play
              - All the controls and what to do

              6. The Arena
              - Where everything happens

              7. Tips and Tactics
```

## 1.2  Prelude

```
   PRELUDE

   It is the year 2030 AD and the Earth is no longer the place it once was.
Crime levels have increased exponentially – Arson, theft, extortion, assault
and murder are at record highs. Most citizens refer to the new breed of
criminals as Transgressors. Highly organised, these criminals have a hand in
almost everything that goes on within the city – from politics to medical
facilities. Extremely territorial, most cities have only one Transgressor
gang – an unspoken code generally helps keep the peace between the gangs
from various cities.

   This is not to say that the Police and Governments have done nothing in
response. Indeed, most National Governments are constantly increasing law
enforcement numbers and equipment. However, with the Transgressors having
the backing of the drug lords, the police are barely able to stem the flow
of crime. Until now.

   Some scientific personal have been secretly researching genetics and
weapons, with government assistance, in an effort to develop some form of
anti-crime personnel. After five years of trials, the first of these
crime-fighters are now ready. Known as the Vindicators, these civilian
volunteers are a cut above any normal human. Possessing better reflexes,
intelligence and perception, the Vindicators are perhaps the last chance for
law and order.

   Success will not be easy however. The Vindicators are still in limited
numbers – only one has been assigned to each city. Furthermore, if the
Vindicators fail, not only will crime quickly overcome that city, but the
large numbers of failures may cause the governments to abandon the
Vindicator Program and submit before the Transgressors. A lot rides on the
shoulders of each Vindicator.

   You are Vindicator 800, Rick Murphy, assigned to protect the city of
Albora. It is your 6th week on the job and you have had some excellent
results. Taking the fight directly to the Transgressors, you quickly
crippled their drug and money inflows, as well as destroying many key
personnel. Everything was going beautifully – at least until yesterday.
```

Fearing that the end was near, the Transgressors decided to make a major strike. While diverting your attention through a series of raids on outlying houses, a  hit squad attacked and killed your family. You were devastated. Hot rage swept through you and has not abated since. You were sick of the violence, sick of the suffering, sick of fighting. It was time to end it once and for all.

You arranged a meeting with the leader of the Transgressors – Traxxion. You were willing to end the fighting as quickly as possible. Traxxion listened and agreed with you. Your plan was simple – you would fight, one by one, each of Traxxion's remaining gang members, and then Traxxion himself, in the City Battle Arena. Each fight would be to the death. If you lost then the city would be theirs for the taking. If you won – well, the Transgressors would obviously be no more. A fight to the death – the winner takes all – this was your Ultimatum.

## 1.3    Introduction

INTRODUCTION

Ultimatum is a 3D tank game in the vein of Battlezone and Cybersled. You play the Vindicator Rick Murphy and must fight Eight opponents – Seven Transgressors and their leader Traxxion. Each fight is one on one and takes place within the city's Battle Arena. The game is very fast and furious and includes:

   – A full 3D arena
   – Intelligent and varied opponents
   – Standard Laser and Missile weapons
   – Over 10 special Power-Ups and Extra-Weapons
   – Digitised Speech for the Opponent, Commentators and Crowd
   – Digitised Sound Effects
   – Full Music score
   – Practice mode
   – In-game Help Screens
   – Options to suit your playing preferences.

## 1.4    Quick Start

QUICK START

OK slacko's – for those of you who can't be bothered reading the whole thing here is a quick overview of what you have to do.

   1. Load the game however you like
   2. Go to the options screen and choose your options (if you have anything faster than a bog standard A1200, slow the game down at least one notch).
   3. Choose the Campaign mode.
   4. Kill the Transgressors one by one.
           Left Mouse  – Fire lasers
           Right Mouse – Move forward

```
        Delete      - Fire missiles
```
5. Kill the final Transgressor (Traxxion) and win the game.
6. Pat yourself on the back, say out loud "This game is great!" and send
   us some money.

## 1.5  Machine Requirements

```
    INSTALLATION

Required
    - Amiga Computer with KS 1.2 or higher
    - 2 MB Chip Memory
    - Mouse or Joystick
    - this is a PAL game.

Recommended
    - Faster Processor for smoother 3D action
    - Harddisk with 1.4 MB free for much faster loading time
    - A cool stereo :)


 INSTALLING ULTIMATUM
 ~~~~~~~~~~~~~~~~~~~~~

HARD DRIVE:

    - unarchive "Ultimatum_1.2.lha" to wherever you want to
    - make sure you have the "diskfont.library" and "mathtrans.library"
      in your Libs: directory

    Just click on the icon to play :)

FLOPPY DISK:

    - Copy "data1" and "data2" to a disk called "Ultimatum-B"
    - Copy all of the other files to a disk called "Ultimatum-A"
    - Install the "Ultimatum-A" disk.
    - You're ready to go!
```

## 1.6  Legal Stuff and Registration

```
    LEGAL STUFF & REGISTRATION

    Ultimatum
    Copyright ©1995 Stuart Matthews, David King and Scott Matthews.
    All Rights Reserved ®1995.

    Ultimatum is shareware. It may be freely distributed for any
non-commercial purpose  providing that the archive and all documentation is
not altered. It may be used for a period  of 30 days on a trial basis. After
which, the program must be registered with the Authors.  Else the game must
be deleted and not used furthermore. Public Domain libraries may  distribute
```

Ultimatum for a nominal cost (the cost of the disk and postage). Computer
Magazines cannot distribute the game on a Cover Disk without first obtaining
written permission and other considerations from the Authors.

   Ultimatum may not be sold, copied, modified or used for any commercial
purpose.

   Ultimatum is designed for lots of fun and entertainment but is not
designed for any professional use. Any damage, injury or losses resulting
from inappropriate use of the program, whether accidental or intentional are
not the responsibility of the Authors, David King, Stuart Matthews and Scott
Matthews, their families, pets, friends, beta testers, or anyone else
mentioned in the game or these documents.

   All rights to the documentation, source code and programs are reserved.


>> SHAREWARE SHAREWARE SHAREWARE SHAREWARE SHAREWARE SHAREWARE SHAREWARE <<

   Please note that Ultimatum is a shareware game. We have spent a lot of
time developing this game and making it as good as it can possibly be. The
Amiga needs good software now more than ever. Support the Amiga and support
us – we are just lowly uni students after all.

Register now and you'll feel happy knowing that you have helped some
struggling uni students, and got a great shareware game.

How to register:

   Send 15 Australian dollars, or 10 US dollars to this address:

       Ultimatum
       Stuart Matthews
       P.O. Box 83
       Brisbane Markets
       QLD  AUSTRALIA  4106

   Due to high bank charges, it is best to send cash. Put the cash inside
   a card or something so that it cannot be seen through the envelope.

Benefits of registration:

   – email from the authors personally thanking you
   – the password that activates the cheatmode
   – the knowledge that you have supported the Amiga!


   We now return to regular programming.



## 1.7  How to Play


                        HOW TO PLAY

```
                Game Modes
                      Get some practice before taking on the big guy.

                Tank Control
                      Learn how to ram your opponent's tank.

                Weapons
                      Lasers and guided missiles. State-of-the-art.

                Specials
                      Lots of power-ups and super-weapons.

                Winning
                      Find out how to save the City!
```

## 1.8  Game Modes

```
THE GAME MODES

In Ultimatum you can play several different types of games.

   1. Practice Mode - Practice mode allows you to get familiar with the
   controls of the tank as well as some opponents and the layout of the
   arena. At the end of each game you will get a detailed analysis of
   the game to allow you to improve your strategies.

   2. Campaign Mode - Story mode pits you against the eight combatants
   in the story outlined in the prelude. You must defeat all eight
   enemies to rid the city of the Transgressors. Each opponent will
   become progressively harder. Thankfully you will begin each fight
   with full shields and ammo.
```
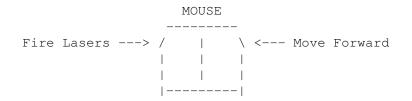
## 1.9  Tank Control

```
   TANK CONTROL

   Battles in Ultimatum are fought using tanks. The tank can be operated
with the Mouse (or Joystick) and the Keyboard. The sensitivity of the mouse
and Joystick can be set in the options screen. The controls are:

   MOUSE:

   Moving the mouse left and right will turn the Tank left and right.
Pressing the right mouse button will move the tank forward. Pressing the
left mouse button will fire the lasers.


                       MOUSE
                     ---------
   Fire Lasers ---> /    |     \ <--- Move Forward
                    |     |     |
                    |     |     |
                    |---------|
```

```
                         |              |
Turn Left <---  |              | ---> Turn Right
                         |              |
                         |              |
                         \              /
                          ---------
```
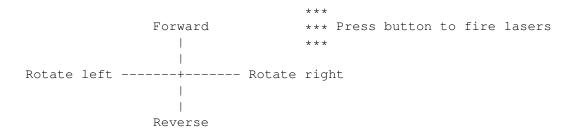
JOYSTICK:

Left and right rotates the tank, while pressing forward moves the tank
forward.  Pulling back will reverse the tank while pressing the fire button
will fire the lasers.

```
                                        ***
                 Forward                *** Press button to fire lasers
                    |                    ***
                    |
   Rotate left -------+------- Rotate right
                    |
                    |
                 Reverse
```

KEYBOARD:

<SPACE>  - Turbo. This gives the tank a short burst of speed.

 <DEL>   - Missile. This fires a missile and switches to the missile
            view. The missile does not automatically hit the enemy tank.
            Instead you must guide the missile to the enemy tank by
            steering left and right. The missile has limited fuel and
            moves very fast. As soon as it hits anything it will
            explode.

<RETURN> - Special. This will activate a special weapon if you have one.
            These are outlined below.


## 1.10  Weapons

WEAPONS

Lasers - The Lasers can be fired almost continuously and will show as
    flashing beams coming from both sides of the tank. The technical term
    for lasers is H-PAC. This stands for Heavy Particle Accelerator
    Cannon (© E Sean L Rintel).  H-PAC is the term used in-game.

    Lasers have two restrictions:

    (a) Limited Ammo - The Tank cannot store the energy to keep the
    Lasers firing on a never-ending basis. The tank can hold 40 shots at
    any one time. Your remaining shots are indicated on the lower left
    hand corner of the screen.

    You can reload the Lasers from one of the two reload stations in the

arena. The stations are at either end of the arena and marked with
either a ONE or a TWO. You start in number ONE. Further, you must
reload from alternate reload stations. Thus, your next reload will be
at station TWO, then back to ONE, back to TWO and so on. To make it
easier the computer will tell you which reload you must use next. You
actually reload by driving through the centre of the station.
NOTE: you can drive in either way, not just the way the arrows point.

(b) Limited Strength – The Lasers are not very strong. They do very
little  damage from any great distance. In close, however, they make
very capable weapons.

Missiles – These are your secret weapons. The missiles, known as
TankBusters, deliver large amounts of damage. However, you must
control the missiles yourself. When you fire a missile, the tank
stops moving and the screen will change to the missile view (green).
You must then guide the missile to the Enemy tank.

Please note a few things: the Enemy tank WILL try and dodge the
missile, the missile moves very fast and can be hard to control, the
missile will explode as soon as it hits anything, and the missile has
limited fuel (which counts down on the bottom right of the screen).

Missiles may be used to destroy Specials (to prevent your opponent
from getting it).

You also have limited missiles – you begin with only four – so use
them sparingly. To your advantage the enemy tank does not have any
missiles.

Turbo – By pressing the space bar you will get a short burst of speed.
This may be enough to get you to a reload station or just to get some
breathing space. You can also use it to get really close to the other
tank and blast him before he has time to react.  The number of turbos
you have left is indicated by the blue arrows at the bottom of your
heads-up-display.

Aegis – these are the shields.  I know this isn't really a weapon but I
couldn't think of anywhere else to put it :) Your shields are
expressed as a percentage.  When they fall below zero you are dead :(


## 1.11  Specials


SPECIALS

Specials are collected by obtaining the rotating power-up pyramids that
appear from time to time. They will appear randomly and you will be alerted
to their presence by a unique sound – you'll learn to recognise it!  Whoever
gets to the pyramid first will get the bonus, so quickly look for it.

Specials consist of two different types of bonuses: Power Ups and Extra
Weapons. Both Power Ups and Extra Weapons look identical so you will never
know what special it is until you get it.

These are the specials:

1. Shield Repair – This power up will either partially or (if you are
   lucky) completely repair your shields.
2. Laser Reload – This will reload your lasers to their maximum
   capacity.
3. Laser Bonus – This will both reload and increase your lasers to a
   total of 80.
4. Missile Reload – This will reload your missiles to four (Major
   KICK BUTT TIME!).
5. Turbo Reload – This will reload your turbos to four.
6. Velocity – This will increase the speed of your tank permanantly.
7. Enemy Analysis – This will show the current statistics of the
   opponent.
8. H-PAC Booster – This will replace your normal laser with a better
   Laser.
9. Starbursts – these are self-guiding charges of energy fired at
   your opponent. Simply point at the enemy and shoot – the starburst
   will then home in on the enemy tank. Starbursts require 15 units
   of H-PAC each – once you have run out of H-PAC then you lose the
   Starburst special.  Press return to activate this special. (And it
   makes a cool sound when you fire it!! Excellent! Party!!)
10. Recoil Bomb – this converts all your remaining H-PAC, Missiles and
    Turbos into one huge bomb.  No aiming is required :)  Just press
    return to activate.
11. Z-Sphere – gives temporary invulnerability – indicated by your
    Aegis percentage shown in yellow (Dave says, "I always have to say
    DIE MOTHERS when ever I get this special!!")
12. Transmogrifier – pressing return converts all of your current
    H-PAC into Aegis! (Scott says, "what does Transmogrifier mean
    again?")
13. Rammers – ramming the enemy tank will now do him lots of damage
    *grin*

## 1.12  Winning

WINNING

    When you defeat an opponent or are defeated, you will get a summary
screen showing you all sorts of interesting details about the game. Press
any key to go on. If you have defeated the opponent the next opponent will
appear and on you go. If you are good enough to defeat all the opponents you
will get the end game sequence.

Note that there are different end game sequences depending on the level you
are playing at. You only get the really, truly, its all over, end game
sequence if you are playing at the hardest level.

    If you are defeated you may get another chance depending on if there are
any continues left. There is also a secret mode if you know what to type in
and where to type it in (HAH! Send us money and we will tell you what and
where – see, another good reason to register).

## 1.13   The Arena

```
THE ARENA

     In total there are three different arenas set in three different
locations. The locations are on the surface of the Earth, on the surface of
the moon, and underground. The arenas vary in size and shape, but each
consists of similar structures. Only experience will teach you how to best
use each arena to your advantage. However, to get you started, the first
arena is outlined below.

     The first arena is approximately square in shape with the four outer
points marked by tall rectangular END posts  – they are marked with the word
"END" and indicate the boundaries of the arena. An invisible wall prevents
you from moving outside the boundaries of the arena and your tank will
simply bounce off it. (Map – Objects 1, 2, 3, 4)

     The starting points for the two tanks are at opposite ends of the
arena and look like walled parking bays with arrows on the ground and walls.
The two starting bays both have a sign above them saying  either a "ONE" or
"TWO" written on the sides. You start in bay ONE and the computer starts in
bay TWO. You can enter the bays from either direction. The starting bays are
used for reloading the lasers. (Map – Objects 5(One), 6(Two))

     The center of the arena is marked by a large structure (Map – Object
7). There are also four multi-layered storage pods in the arena. Two are on
each side and they are rectangular in shape (Map – objects 8, 9, 10, 11).

     There are also two special objects in the arena. The first is the
local Television Building. It houses the commentators and the television
cameras and studios. It is in one corner of the arena and looks like a large
building with TV written on one side and large antenna on top of the
building (Map – Object 12).

The other object is the Hazard.  It is located diagonally opposite the TV
building on the far side of the arena. A large striped sign floats above the
pit warning contestents to stay away. Hitting the pit with your tank will
result in damage! (Map – Object 13).
```
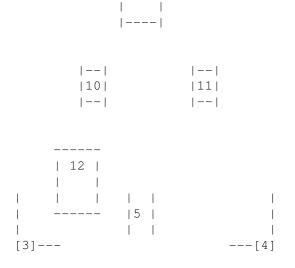
```
   [1]---                         ---[2]
   |               |  |              |
   |             |6 |      ------   |
   |               |  |      |    |  |
                   | 13 |
                   ------


       |--|            |--|
       |8 |            |9 |
       |--|            |--|


           |----|
           | 7  |
```

```
                    |    |
                    |----|


          |--|              |--|
          |10|              |11|
          |--|              |--|


      ------
     | 12 |
     |    |
|    |    |   |  |           |
|    ------  |5 |            |
|           |  |            |
[3]---                ---[4]
```

## 1.14  Tips and Tactics

TIPS AND TACTICS

Getting Started

- Read these docs from top to bottom
- The first thing you should do is run the practice game, to get you
  familiar with the game and how to use the lasers, missiles and
  specials.
- Also get familiar with the sensitivity of the controllers (either
  mouse or joy). Remember that you can change the sensitivity of the
  controllers in the options menu - different computers will require
  different sensitivities so try a few different ones.
- Different computers will also require different speed settings. The
  standard game was designed to run on an unexpanded Amiga 1200, so if
  you have anything different (ie faster) you will need to slow the
  speed down a little. If you find the screen is glitching this may be
  because the speed setting is up to high. For instance, on my A4000/030
  (Dave writing here) I knock the speed setting down one or two.
  Experiment till you find the setting that suits your computer.
- Register and get the full version.

Advanced Combat Tactics

- Get in close. Your lasers do more damage the closer you are.
- Use the turbo to get you to specials or reload bays quickly.
- Don't be afraid to use the missiles in close (its easy to hit the
  enemy in close) or to just scout out the arena.
- If you can't see the special, try and find the enemy tank - it may be
  heading for the special.
- If know you can't get to the special before the enemy tank, you may
  wish to missile the special. At least the enemy can't get it :)
- Try not to turn your back on the computer for long - it will always
  take advantage of your blind spots.
- Get familiar with the arena - know where the reload bays are.
- Try different strategies with the specials - they will often mean the
  difference between winning and losing.

  – Register and get the full version.


## 1.15   8. Undocumented Features


    UNDOCUMENTED FEATURES

Ultimatum has been tested on an A1200/020/2M and an A4000/040/4M and works
fine on these computers.

FLICKERING SCREEN DURING PLAY

On an Amiga faster than a stock A1200, the "ground" may flicker. This is
because the game is running too fast. Correct this by bringing the game
speed down a notch or two. You can do this on the Options screen. On Dave's
A4000, Dave had to use a value of 1 or 2 for the game speed.

ARENA OBJECTS UPSIDE-DOWN

On rare occasions the arena objects are upside-down during the "fly-in"
sequence, just before you fight your opponent. This appears to be a rather
annoying quirk of Amos3D and cannot be corrected as far as I know.

FLICKERING GARBLED GRAPHICS

Sometimes while the music is being played you may see some flickering
garbled graphics. This is caused by the music player I am using :(  This can
often be corrected by rebooting and loading Ultimatum from a "fresh" start.
If you have been using Workbench for a while and then load Ultimatum, old
bits of memory may still be floating around, causing the flickering.
Therefore rebooting is recommended.


## 1.16   About the Authors


    ABOUT THE AUTHORS

We LOVE email!! So please send us some email telling us whether you liked
Ultimatum or not.

 Dave's email address : ecdking@jolt.mpx.com.au
                        ^^^^^^^^^^^^^^^^^^^^^^^
 Stu's email address  : co314519@student.uq.edu.au
                        ^^^^^^^^^^^^^^^^^^^^^^^^^^^

David King was completing an Economics Degree with Honours at University,
but has since finished the degree, got a real job, moved a 1000 kms away,
and is living life to the max (Drink Pepsi :) ). Most people call me Dave
BTW. I use and recommend:

    (a) Books – Anything by Katherine Kerr (Fantasy), Douglas Adams (Sci-Fi)
        and Joe Donnelly (Horror). Also check out the Star Wars trilogy by
        Timothy Zann. Everville by Clive Barker was also excellent.
    (b) Movies – Star Wars and Alien Trilogy, Evil Dead movies, The Fisher

        King, Ace Ventura, Reservior Dogs, True Romance, Pulp Fiction.
    (c) TV - The X-Files!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!, Seinfeld, NYBD Blue,
        Star Trek, Picket Fences, Lois and Clark.
    (d) Music - Dire Straits, Was (Not Was), Rodney Jordon, The Cure, Pink
        Floyd.
    (e) Computer Games - Civilization, Mean Arenas, Doom (on IBM) , Black
        Crypt, Stunt Car Racer, Kick Boxer, Black Crypt, NBA Jam (on Sega),
        IK+, Sim Anything, Black Crypt, Hired Guns!!!
    (f) Computer Programs - Final Writer (we need more software like this),
        DPaint, Imagine, Art Expression, Memacs, Directory Opus, X-Comm.

Stuart Matthews is doing a Commerce/Law degree (no, he doesn't  know why
he's doing Law either, so don't ask).   Stuart likes...

    (a) Books - Books by Tolkien, Zahn, Moorcock, Piers Anthony, any of the
        Dragonlance books.
    (b) Movies - Star Wars, Aliens, Indiana Jones movies, every one of James
        Cameron's movies, Army of Darkness, James Bond.
    (c) TV - Star Trek: The Next Gen (I hate the original series), X-Files,
        Seinfeld, The Simpsons.
    (d) Music - Billy Joel, any sort of Jazz, Pet Shop Boys, Enigma,
        Clannad, Michael Jackson, Elton John, The Lion King soundtrack.
    (e) Computer Games - Hired Guns (top game!), Cannon Fodder, Elite and
        Frontier, Super Cars 2.
    (f) Computer Programs - AmosPro, OctaMED (what else do you need?)


## 1.17  Credits

    CREDITS

Ultimatum - A Full Moon Production.

Designed by David King and Stuart Matthews.

 Stuart Matthews - Programming, Music, Sounds Effects, Creative Input
 David King - 3d Objects and Graphics, Game Design and Scripting,
   Documentation

 Scott Matthews - Bitmap, handdrawn, pictures of the Characters and the
   Game Over pics.

 Starring:
   Sean Rintel as the Evil and Nasty Transgressors
   Stuart Matthews as the Cheerful and Helpful Commentators
   David, Stuart, Tim, and Jim as the Crowd


 The following Programs were used to help make this game:

   1. Amos Professional - a beautiful piece of software and a joy to work
        with. But where is the AGA update!! AARRGGHH!!
   2. Amos Compiler -Works fine. I wish it'd speed up the frame rate a bit
        more *grumble*
   3. Amos 3D - "Arrrrrrrrgggggghhhh I hate this stupid program", says
        David, "What about you Stuart?". "I think Voodoo (who made Amos3D)

          never actually intended anyone to make a game with it.  Amos3D
          lacks a lot of features that are needed to make a good 3d game.
          You have to struggle to do anything with it", says Stuart.
4. DPaint 4.5 – Very nice.
5. Imagine 2.0 – I wish I had a faster computer, more ram, 24 bit
    graphics, and Imagine 3.0.
6. OctaMED Pro – a truly fantastic program. Ignore the other trackers,
    MED is the best!
7. Final Writer – The best.
8. Memacs – Fast, small and easy to use. (It has stupid hot keys though
    – Stu.)
9. Directory Opus – The best directory management program ever, but why
    doesn't it free all memory when it exits?? ("Yeah" says Stu.)
10. X–Comm – Ok, so its buggy. But its fast and gets the job done. And I
    like the interface.

The following bits of hardware were used to help make this game:

1. David's Computer – Amiga 4000/030/4/120, Commodore 1940 Monitor.
2. Stuart's Computer – Amiga 1200/020/2/170, Commodore 1940 Monitor.
3. Stuart's Sound Digitizer.
4. Stuart's Microphone.
5. David's Chair.
6. Stuart's Chair.
7. David's Brain.
8. Stuart's Brain ("Sometimes", says David.)
9. David's Modem.
10. Stuart's Modem.
11. Lots of Telecom's cabling.

    The authors would like to thank the following people for playing and
testing our game and making useful suggestions:

    Craig Smith, Scott Matthews, Sean Rintel, Jonathan Mitchell, Tim Ling,
Scott Holden, Jim Hawkins, Mark Hermanussen, Greg Romans, Scott Whitla,
Eng–lye Ong, Chris Gascoigne and probably a lot of other people we've
forgotten but said something useful at some stage in the last 18 months.

## 1.18  The Final Word

    THE FINAL WORD

    Its taken us a year and a half to make this game, and its turned out
completely different from the program we both spoke about right at the
start. Funny how things turn out like that.

Truth be told we probably could have finished this game a hell of a lot
quicker but life in general got in the way. Anyway, its been a lot of fun
and we hope that at least some of you enjoy it. Please write and tell us
what you think:

    – flames will be deleted
    – constructive criticism will be taken on board
    – praise will be graciously accepted

Go ESCOM and may the Force be with you, always.

Go ESCOM and may the Force be with you, always.