

Battlecraft

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COLLABORATORS

	<i>TITLE :</i> Battlecraft		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Copyright	This game is shareware
Installation	It's easy
Instructions	Play the game
The editor	How to use the editor
Troubleshooting	Questions and some answers
History	The evolution of this program
Future plans	What I am intending to do
Register	Why not?
Acknowledgement	Who I would like to thank
Author	How to contact the author

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1.2 introduction

Introduction

Warcraft II players should know this after running the program. It's Warcraft clone (a god-game, like populous). Besides this game, an editor and CD player are also released.

* IMPORTANT *

This version of the game enables you to cheat by displaying the complete map. To do this you have to select the "god"-button. This is the left button under the minimap (there are four buttons). The right button will stop the game and return to the menu.

Note: units can now be moved by selecting them and pressing the right mousebutton on their destination (just like War2).

1.3 requirements

Requirements

You need the following to use Battlecraft:

Hardware

Software

1.4 copyright

Copyright

Battlecraft is copyrighted © 1996/97 by Peter de Boer. That means that you are not allowed to modify the program(s) and documentation in any way. Especially you must not remove the documentation or this text file.

You are not allowed to use this software or any part of it for other purpose than that one mentioned in this documentaion, this also includes any images and samples.

Marathon is shareware ... Also read: [distribution](#) and [disclaimer](#)

1.5 installation

Installation

Installing the game

The archive decompresses into its own drawer. Just copy or move the drawer and its icon into whatever directory you want to keep it in. Sorry, there's no install script yet, you really don't need one anyway.

Installing extra maps

When you've got a new map you can install it by putting it into the maps directory. The program will know if it's there. No more is needed to use these extra maps. Just run the game, choose your new map and have fun.

Installing keyfile

To install the keyfile, copy it into the battlecraft directory. From then on you'll be able to use external maps and make savegames.

1.6 instructions

Instructions

ATM no instructions are available..

1.7 userlevels

How to use the editor

ATM no information available..

1.8 trouble

Troubleshooting

ATM no information available..

1.9 history

History

Version 0.168 (28-mar-97)

- * Partially working interface
- * Interface graphics improved
- * Unit training added
- * SoundFX for training units added
- * Some harmless bugs removed

Version 0.153 (03-mar-97)

- * SoundFX for selecting and walking added
- * Intromusic by Ruben Monteiro added
- * Display bugs removed

Version 0.146 (03-feb-97)

- * Simple walking routine
- * Selected units now have a display box
- * Units wait when others are blocking their way
- * Map updated when undiscovered area is found

Version 0.132 (21-jan-97)

- * Standing routine for units implemented
- * Units placed correctly now
- * Selection graphics for units now for all colors

Version 0.125 (10-jan-97)

- * First unofficial release

1.10 future

Future plans

Although I have got a lot of ideas to improve the game, it would be nice if you, the user, would let me know what features you would like to see in the next version of Battlecraft. The amount of requests will determine what will be implemented first.

As you can imagine there are a lot of possibilities to improve the game. Why not send me your own ideas.

1.11 register

How to register

I spent a lot of work and 6 months of programming in Battlecraft so I think it's only fair to demand a little reward if you, the user, want to use my program on a regular basis.

What do I get?

How do I get updates?

What and how do I have to pay?

1.12 acknowledgement

Acknowledgement

I would like to thank the following people:

Gabriel Hiriart, for the great introduction pictures;
Ruben Monteiro, for his work on the Battlecraft CD;
Hans Torm, for his ideas for the Battlecraft units.

Also many thanks to all the people who've registered this game...

1.13 author

Author

If you have any comments, new ideas or found any bugs, feel free to write.
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WEB-Page:

http://www.cybercomm.nl/~peterdb/rav_ami.html

If you have created one or more new landscapes you may also send them to me (on disk or via E-Mail), I will release them on AmiNet.

1.14 get

What do I get?

After paying the fee you will receive a keyfile of Battlecraft. The registered version enables you to play your own maps and save your game. Newer versions of Battlecraft will add more stuff .

1.15 update

How do I get updates?

Updates and new Maps will be published through AmiNet and my homepage. If you don't have access to AmiNet, you can send me a letter, including an empty disk and 2\$ (inside Europe) or 3\$ (outside Europe). All I ask from you in return is to be a registered Battlecraft-user.

ATTENTION: Orders without disk and/or p&p-money can't be fulfilled!

1.16 pay

What and how do I have to pay?

If you want to register, please fill out the registration-form. There are two ways to pay the money:

Cash:

If you want to pay in cash, the shareware fee is fl.25,- (dutch-guilders) or when you live outside of Holland you may prefer one of the following currencies:

25 DM (German-Marks) or
15 \$ (US-Dollars) or
10 £ (Britisch-Pounds) or
500 Bf (Belguim-franks) or
75 Ff (french-franks)

Other currencies can not be accepted.

Cheques:

if you live INSIDE of Holland, you may send me a check for the amount given above. I prefer cash though...

1.17 shareware

Shareware

This product is shareware. Free distributable only says that you do not have to pay for copying or re-distributing the unregistered version of the program. You are allowed to test this product for 30 days. If you like it and decide to use the product regularly, please read the chapter How to register and pay the shareware fee.

1.18 distribution

Distribution

This package is freely distributable. That means you are allowed to re-distribute this package as long as you follow these points:

- Any re-distribution has to include all files in this archive, without any modifications. You are not allowed to add or remove any files to/from the archive.
- This package may be freely distributed via BBSs, InterNet/UseNet, software libraries such as Fred Fish's and AmiNet CD-ROM, and other similar electronic channels. You must not include it on any disk that is sold for more than 5 US Dollar (or an equivalent in other currencies).
- Disk magazines and services that charge extra for file transfers may distribute it without written permission by Peter de Boer. Please let me know if you do though! See how to contact the author .

1.19 disclaimer

Disclaimer

By using this product, you accept all responsibility for any damage or loss that might occur through its use or the inability to use it. The developer of the software can not be held responsible.

1.20 hardware

Required hardware

You need the following hardware to run the game:

- An Amiga (surprise, surprise)
- 68000+ (68020+ recommended)
- 1MB chip (AGA recommended)
- Amiga OS Version 37 or higher (Not tested)
- Harddisk recommended

Battlecraft is tested on the following configurations:

A2000/030/40/40/7 - Kickstart 3.0
A4000/030/25/25/10 - Kickstart 3.0

Please let me know if you've got another systemconfiguration and although meeting the above requirements still have problems using this game.

1.21 software

Required software

The following files need to be available to run the game:

<..archive added soon..>
