# YAGG

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| COLLABORATORS |                               |                  |           |  |  |
|---------------|-------------------------------|------------------|-----------|--|--|
|               | TITLE :                       |                  |           |  |  |
|               | YAGG                          |                  |           |  |  |
| ACTION        | NAME                          | DATE             | SIGNATURE |  |  |
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## **Chapter 1**

## YAGG

1.1 Y.A.G.G.

Black Blade Desing Y. A. G. G. Yet Another Gravity Game

What is Y.A.G.G.? Installation. What do you need to run Y.A.G.G.? Setup screen. Weapons. \_ The game. History. Known bugs. Shareware notice. \_ How can you reach the author? Registration - orderform. Greetings. Copyright 1995 -Black Blade Desing (sorry for my bad English...)

## 1.2 What is Y.A.G.G.?

YAGG is a gravity game like Roketz and Bratwurst. 2, 3 or 4 player must destroy their opponents ASAP.

## 1.3 Installation

Just drag YAGG drawer anywhere you want. No assigns are needed.

If you cliks on YAGG icon once and select "icons/informations" from WB menus, you'll find the tooltype FIELD=<arena's name>. Write here the default battlefield name, if you want...

### 1.4 What do you need to run YAGG ?

- A fast Amiga. 68030/25MHz or above highly recommended.
- Kickstart v.39 (3.0) or above.
- FastRam recommended.
- At least 490KB free chip ram
- AGA recommended (Blitter will thank you) but not required.

YAGG is written in 40% assembly and 60% in BlitzBasic2. Due to using a high level language a data cache will increase the speed very much. YAGG opens a standard "intuition" screen, so you are free to use a screen promotor to use a non-PAL screenmode (e.g. try to activate the "mode promotion" option in Prefs/Icontrol). Anyway you should not use a vertical refresh frequency different by 50Hz. YAGG accesses directly to the blitter, anyway, it multitasks happily.

YAGG has been successfully tested on:

 Amiga 4000/040
 25MHz
 8MB Fast + 2MB Chip Os v.3.0
 SetPatch v40.16

 Amiga 4000/Ec030
 25MHz
 8MB Fast + 2MB Chip Os v.3.1
 SetPatch v40.16

 Amiga 1200/TQM50 (030/50MHz)
 4MB Fast + 2MB Chip Os v.3.0
 Amiga 4000/Cyberstorm060/50MHz
 8MB Fast + 2MB Chip Os v.3.1

PAL and DblPAL AGA modes and ECS/OCS emulation modes.

## 1.5 Setup screen

| Player1 O  | @ Keyboard  | Quit  | Available sh | ips |
|------------|-------------|-------|--------------|-----|
| Player2 o  | Player name |       |              | ·   |
| Player3 O  |             | Start | Plane        |     |
| Player4 O  |             |       | Eracle       |     |
|            |             |       | Nettuno      |     |
|            |             |       |              |     |
| _  Flms  _ | cmt         |       |              |     |
|            |             |       |              |     |
| Last match | winner      |       |              |     |

Shields |5| L. |350 | g Rot. sp. Ship infos ----> Ship mass Antispin Weapon1 0 |Nothing Acceleration Weapon2 O |Big Gun 1 Weapon3 0 | Weapon4 0 | \_\_\_\_\_ Arena: |FourL | \_\_\_\_\_ Ship picture Speed Damage Shots/s Power Deviat Ammo <--- Weapon infos Range Time \_\_\_\_\_ From top to bottom: Player ? - Select the current player CPU modes are not yet implemented. PlayerName - Write your name here. Quit - The end. - Starts a new battle. Start Available ships - These are the ships you can use. Just click on the name of the ship and it will be displayed in the box below. - Enable the "flame" effect. Flms - Enables the comet-like missile trails Cmt LastMatchWinner - It explains itself. - The number of lives. Τ., - Gravity acceleration. Useful values are -3000...3000. a - Click here to choose the battlefield. Arena - Each ship can mount up to 4 different weapons. Select here Weapon ? what mounting you are going to select the weapon. The mounting is highlighted in the ship box and you can select the type of weapon in the list. Each mounting can carry a certain amount of weight. According to the chip you have and the mounting you have choosed, the same weapon can have a different amount of ammunitions. Ship Infos:

Shields - The damage yuor ship can sustain.

Rot. sp. - Rotation speed. - Ship mass. Mass Antispin - How fast your ship regain control after an uncontrolled spin. Acceler. - Acceleration. Weapon infos: - Starting bullet speed. Speed Shots/s - Mah, I don't know :-) Deviat - The lower, the better precision. - The distance the bullet can reach. In case of autoguided Range weapons this is the distance after which the missile begins to follow the nearest ship. Damage - Single bullet damage. (before arming and not counting splinters). - Average damage for 1 second burst. Power Ammo - Number of shots. - Lifetime of the bullet. For autoguided weapons this is the time Time after which the missile begins to follow the nearest ship.

## 1.6 Weapons

| Machine Gun 1-5   | Standard gun. Medium range. Quite weak. Each model<br>have it's own speed ang Shots/s rate.<br>Bullets appears grey in color.                                                                                                                                                                                                                                                                       |
|-------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Big Gun 1-3       | Same as above, but the autofire is very slow. It's<br>between 5 and 6 time more dangerous than MG.<br>This is a long range weapon. Bullets are orange.                                                                                                                                                                                                                                              |
| Small Rocket 1-3  | They have accelerated movement and an exposive<br>warhead. They strike a damage just like BG1, but<br>can bump your opponent against a wall.<br>The color is white.                                                                                                                                                                                                                                 |
| Medium Rocket 1-3 | They are similar to SR, but they are slower and 3-4 time more harmful.                                                                                                                                                                                                                                                                                                                              |
| Large Rocket 1-3  | More dangerous versions of MR. They are really<br>powerful, but also very heavy. Usually you can<br>carry only a few shells.                                                                                                                                                                                                                                                                        |
| Turbo Gun 1-3     | High powered version of machine guns. Only little<br>ships (which can't mount heavier weapons) can carry<br>these guns.                                                                                                                                                                                                                                                                             |
| Missiles 1-4      | Simple missiles. They are quile easy to avoid<br>beacuse of their strong inertia, but don't try to<br>exceed them in speed!<br>When you launch a missile, it starts just like a<br>small rocket. After a certain amount of time<br>(lower in Mis-1, higher in Mis-4), the missile<br>begins to follow the nearest ship. So don't launch<br>a missile-1 when your opponent is far and<br>vice-versa. |

```
Mini Gun 1-3
                        Between MG and TG.
                         :-)) Really bad weapon. After they are armed
Shooting missile 1-4
                         (arming time varies very little), they begin to
                         shot to the nearest ship. The higher the model,
                         the longer is the lifetime.
Class-A Smart Missile 1-4 Slow and hard to avoid missiles. They are a bit
                         less powerful than standard missiles.
Auto Rockets 1-3
                         Just like Small rockets, but they can change they
                         direction a bit. You can hit yor opponent much
                        more easily. Higher models have higher precision.
Shooting Mine 1-5
                        Very very slow shooting missiles. You
                                                                     are
                         recommended to not collide with them....
Class-B Smart Missile 1-4 Faster version of Class-A smart missiles.
Mine 1-4
                         Simple and powerful proximity mines.
```

If a missile (mines and smart too) hits before being armed, it strikes a very low damage. Actually, you waste a bullet.

### 1.7 The game

Ship controls are:

```
- Rotate the ship.
Left and right
                 - Accelerate.
Up
Fire
                 - Shoots weapons 1 and 2.
    е
Down
                 - Shoots weapons 3 and 4.
Keys:
                       5
Keyboard 1 LShift 1 2 3
                                 numeric pad
                      W
Keyboard 2
            RShift A S D B
              |----- Double key
```

Try to not bump against the wall. You must destroy your opponent before you can do it with you. To the edges of the screen are displayed the following informations: Lives (2 pixel = 1 life) Shields Ammo1 (1 pixel = 16 bullets) Ammo2 (1 pixel = 16 bullets)

```
Ammo3 (1 pixel = 2 bullets)
Ammo4 (1 pixel = 2 bullets)
Number of missiles that are following you.
```

### 1.8 History

DO NOT USE OTHER VERSIONS BUT THE FOLLOWING ONES !!

- v1.0 \* First release.
- v1.8 \* Fixed stupid bug in the GUI. Now player 1 has no more need to reselect the first weapon after every match.
  - $\star$  Simple mine added. (Old mines are renamed to Shooting mine).
  - \* Some changes to the ships.
  - \* Minor changes.
  - \* Added "Arena:" button to choose the battlefield at runtime.
  - \* Added some undocumented weapons.
  - \* Speeded up by 50% ship's points calculation.
  - $\star$  The direction of weapons in the pre-battle screen was wrong.
  - $\star$  Small change to the sound routine
  - \* New intro screen
- v1.12 \* When you ship is damaged you cannot shoot well
   \* Ships no more reappear over another ship.
   \* Stupid bug that trashed 115KB of memory removed
   \* Now missile trails are much more fun :))
   \* Now you cannot completely disable the flames
   \* Little bug in the GUI fixed
- v1.13 \* Now takes care of the ship mass when you are hit. \* Code is a bit shorter \* Two ships added
- v1.14 \* Stupid bug introduced in v1.13 fixed \* Various changes in collision handling routines \* "Eracle" collision detection error fixed.

### 1.9 Known bugs

- On A1200s the keyboard controller can't handle multiple key pressings, so you can't control your ship by keyboard on A1200s :-(
  YAGG seems to hang when QuickGrab is running.

Please report all the bugs you find !!

#### 1.10 Shareware notice

This program is shareware. If you often use it, you must register.

This software is subject to the "Standard Amiga FD-Software Copyright Note"

It is SHAREWARE as defined in paragraph 4s. If you like it and use it regularly please send \$8 to me (see below). For more information please read "AFD-COPYRIGHT" (Version 1 or higher).

YAGG has the following limitations:

- You can load only 7 ships.
- When you load the game, you must wait 10 seconds.
- After 3-5 matches YAGG quits and you have to reload it.

If you want to regiter, fill the form at the end of this document and send it to me.

Please send only cash, EUROcheque or postal orders. I cannot cash foreign cheques. I'll send you the password to disable all the above limitations. I also accept the registered version of a your program (if I like it, of course).

If I will not receive enought registration agreements, I'll stop development.

#### 1.11 How can you reach the author?

To pay the registration fee, send bugreports, ...

Write to:

Giuliano Pochini Via Torino 34 19122 La Spezia Italy

Tel. +39-187-714863

Or via e-mail:

2:332/807.18@fidonet.org (FidoNet)

Giuliano.Pochini@p18.f807.n332.z2.fidonet.org (Internet)

#### 1.12 Greetings

Thanks to: Francesco Leonardi - Black Blade Desing - Betatester, designer and author of presentation screens. EMail: 2:332/807.19@fidonet.org Dario Pochini - My brother, author of a few ships and betatester. Jukebox/talent - Author of the really good PD music. Acid Software - For BlitzBasicII!!

| Martin Huttenloher | _ | For MagicWB.                                                                                 |
|--------------------|---|----------------------------------------------------------------------------------------------|
| Prrrr! to:         |   |                                                                                              |
| My mum             | _ | To be so much demoralizer.                                                                   |
| Acid Software      | - | To not fix those stupid old bugs!!!                                                          |
| Stefano            | - | My brother's friend. He promiser to draw some ships,<br>but he did nothing, wasting my time. |

## 1.13 Black Blade Desing

Black Blade Desing is Giuliano Pochini and Francesco Leonardi

| Giuliano Pochini     | Francesco Leonardi         |
|----------------------|----------------------------|
| via Torino, 34       | via Aurelia, 251           |
| 19122 La Spezia      | 19020 Riccò del Golfo (Sp) |
| Italy                | Italy                      |
| EMail:               | EMail:                     |
| 2:332/807.18@fidonet | 2:332/807.19@fidonet       |
| Coding, Concept      | Concept, Desing            |
| and Programming      | and Graphic                |

## 1.14 Registration

| To:  |    |     |     |      |
|------|----|-----|-----|------|
| Giul | ia | no  | Poc | hini |
| via  | То | rin | ο,  | 34   |
| 1912 | 2  | La  | Spe | zia  |
| Ital | У  |     |     |      |

| I would li | ke to receiv | e the registered version of YAGG |  |
|------------|--------------|----------------------------------|--|
| Name:      |              |                                  |  |
| Address:   |              |                                  |  |
|            |              |                                  |  |
| EMail:     |              |                                  |  |

|--|

| Hardware | config: | <br> | <br> |  |
|----------|---------|------|------|--|
|          |         | <br> | <br> |  |
| Other:   |         | <br> | <br> |  |
|          |         |      |      |  |
|          |         |      |      |  |
|          |         | <br> | <br> |  |
|          |         | <br> | <br> |  |

I send the registration fee by...

- o Lit. 12.000 (or \$8 or equivalent) in cash included in this letter.
- o An international postal money order of Lit. 12.000.
- o A registered version of a my program, included in this pack.

I read all the copyright notes of this program and I completely agree with them. I will install the registered copy of YAGG only on my Amiga and I will not distribuite it.

Date

Sign