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The Ships

There are 6 ship types in A.G.F., each has a certain point, where it is better than the rest:



The Warper

This ship is the only one, that can warp away when being attacked or warp to someone in order to attack him.



The Patrol

The only ship that shoots with two shots at the same time.



The Bomber

Only the bomber can get the heaviest bombs.



The Spy

This ship can get invisible for all players. In order to give other players a chance against the spy, he gets visible every time he shoots something. The only place he can be seen, while he is invisible, is on the radar, but this means, he cannot be hit very precise.



The Jet

This is the fastest ship in the game. It can fly, turn and accelerate faster than all other ships. If you can handle the speed, you can avoid most shots, or even fly away from a possibly better enemy.



The Tank

This ship has the best reactor of all the ships. This means, the energy will be recharged faster than with another ship. Since every shot, that hits your ship, draws a bit of your energy, you can consider the tank of having the best shields in the game.

The Displays

The Players:

To the top left there is a window, where all the players are listed. You can cycle the kind of information shown by pressing the F2-Key. This cycles between 1. No info 2. Only player names 3. Player names and Frags/Kills 4. Player names, frags/kills and total points.

The warper uses this window to give the destination where he wants to warp to: With the PgUp/PgDown-Keys you can highlight a player. If you highlighted yourself (or a dead player) you will warp to a random place, if you highlighted an alive enemy, you will warp somewhere near this enemy.

The Radar:

To the top right you see the radar map. Pressing F1 shows/hides it. You are shown as a point in the middle, blocking walls are shown as solid brown areas, enemy ships are gray dots (the brighter the dot, the more points this enemy is worth), blue dots are collectable ship upgrades.

Text fields:

There are two text fields: One at the top of the screen for Death messages, Upgrade Collection messages and joining/leaving players, and another one, where chat messages are displayed, to the lower left.

The ship capabilities:

You can upgrade your ship by collecting the blue, rotating things :



To let you know, how good your ship is, there are a few symbols, most of them with indicators to the right. These indicators show you, what level of this upgrade your ship has; a small brown line indicates, what is the maximum level for your shiptype.

The icons at the bottom of the screen (from left to right):



: Indicates your rotationspeed.



: Indicates your acceleration capabilities.



: Gives you your topspeed.



: Shows how fast your energy recharges.

The number and the green/yellow/red bar show your current energy.



: Shows your shotstrength, red=bad, yellow=the best. If your bullets vanish when hitting

walls, the upper guns are shown, if they are reflected by walls, the lower ones are shown.



: Shows your bombstrength. If the bomb has to hit exactly to detonate, the upper image is shown, if it detonates in a range around an enemy, the lower image is shown.



: An exploding bomb can also send out a few extra shots, when it explodes. This will always be no jumping bullets. The number of extra shots is shown around the bomb.



: If you are flying a spy, you will see this symbol when being invisible.



: If you are stealthed on the radar, this icon is shown.



: If you activated Anti-Stealth, you see this one.

The icons to the right of the screen give you the number of Extra(weapon)s you've got:



: Shield. Activating one halves the damage that you suffer.



: Irritator. Other players see your ship facing in the opposite direction. Maybe they do not expect you shooting at them.



: Mega Bomb. This is the only extra, that does real damage. It is a rangebomb (range distance like orange bombs) which causes a damage that's bigger than that of a yellow bomb. It's possible to fire a normal bomb and a mega bomb at the same time.



: Paralyzer. This sets the rotationspeed, thrusters and topspeed of your enemy to the minimum value.



: Defector. Causes a defect in the enemies ships electronic (Just changes the forward/backward and the left/right keys).

The Keys

Up / Down : accelerates in the direction which you are facing.

Left / Right : rotates your ship left/right.

Control : fires your gun.

Alt : fires a bomb (if you have got bombs)

Shift-Alt : lays a mine

Del : Turns Stealth on/off

Shift-Del : Turns Anti-Stealth on/off

Home : If you are really slow, this will completely stop you.

End : Invokes a ships special ability:

Spy : Turns invisibility on/off

Warper : Warps to enemy which you can select with PgUp/PgDown. If you just warped to someone and see a lot of shots and bombs around him, pressing "End" again within a second will warp you away from him.

F4 : Activates a shield extra.

F5 : Activates an irritator.

F6 : Shoots a mega bomb.

F7 : Shoots a paralyzer.

F8 : Shoots a defector.

: Shows/Hides the framerate.

Space : If you died, this will resurrect you.

Starting A.G.F.

A.G.F. uses a completely installed DirectX 3.0 (Attention: There are some Direct X 3.0 Versions, that are not complete. If you cannot start A.G.F., install a newer Direct X 3.0 Version).

General Options

- Your name : Enter your name here. In the game press F3 to show 1.no names 2.only enemy names 3. Your name and enemy names under the ships.
- Your ship : Choose your shiptype here.

In the options menu you can choose your screen resolution. If you are the master of a game with many computer enemies, you should choose a low resolution, so the computers (and your own ship) move a little smoother.

Use GDI : It is strange, but with some graphic cards, using the standard GDI-functions (the normal Windows-functions) can be faster than using the Direct X drivers. Check it for yourself by using the '#'-key to show the framerate on your computer. Remember to test the framerate at the same position in the level.

Creating a new game

First you have to choose, which type of provider you want to use. Tested (so far) are IPX-Network and Single Player Mode. If you do not have a network card or a modem, the only thing you can choose is Single Player Mode (or perhaps a serial cable).

If you opened a Direct X provider (and A.G.F. did not beep) you can then choose whether you want to open a new game or join an existing game. Existing games are shown in the list under the "New Game" item. If no game is written, you have to create a new game. With IPX-Networks, you can join a running game at every time, leave it, rejoin (lose your points) etc..

If you did not join an existing game, that means you have chosen single player mode or created a new multiplayer game, you can enter a few options:

- Number of Computer Enemies. Gives the number of computer driven ships you start with.
There is a maximum of 16 ships, that can be in the game. If a human wants to join, but there is no free place, a computer is thrown out.
- AI (Artificial Intelligence). Lets you specify, how good the computers are.
Unless you have got a really, really fast PC, do not think about starting with 15 very good computer enemies. Both AI and Number of computer enemies slow down A.G.F. significantly. Therefore the master in a multiplayer game should be the fastest computer in the network.

- Level : Lets you choose a level in which all players play.
You can build your own levels with agf-edit.exe and make your own background tiles using template.bmp (do NOT change the palette). The background image must have the same name as the level (e.g. level='MyLevel.agf' => backgroundbitmap='MyLevel.bmp'; an additional music

file should be called 'MyLevel.mid').

- Free start upgrades : Specify with how many free upgrades you want to be born.

Copyright

A.G.F. is Freeware, this means, you may use it as long as you wish, may make copies for your friends and do not have to pay anything.

But: I insist on my copyright on A.G.F., I think that means, that you may not say, you wrote A.G.F. or other nonsense.

And: Use A.G.F. on your own risk. I am not responsible for any damage caused by A.G.F. on your computer. If your monitor makes 'Bang' while playing A.G.F., do not blame me.

Although A.G.F. is freeware, I will not give away the sourcecodes. It would be too simple to make yourself invulnerable or very strong.

Anyway, I hope you enjoy playing A.G.F.

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