YAGG

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COLLABORATORS			
	TITLE : YAGG		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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YAGG

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```
                         Black  Blade  Desing

        Y.      A.      G.     G.
        Yet Another Gravity Game




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        Copyright 1995-96 -
         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 following tooltypes:

FIELD=<arena's name>.
Write here the default battlefield name, if you want...

MAXZOOM=<number>
sets the maxinum zoom value when ships are close. Allowed
values are 0.49997 to 0.1

PASS=<Password>
Your key.

4FIREINVERT=<On|Off>
When it is "ON" firebuttons of joysticks 3 and 4 are exchanged.

ModeIDint=<modeid>
Video mode of intro screen.

ModeIDset=<modeid>
Video mode of setup screen.

ModeIDgam=<modeid>
Video mode of game screen

Intro=<Yes|No>
Set this to NO if you don't want to see the introscreen.

If you have a non-AGA machine you MUST set it to NO

Most common modes are:

PAL mode

ModeIDint=$29004
ModeIDset=$29000
ModeIDgam=$21000

VGA mode   (Warning: Vfrq is 60Hz instead of 50Hz, so the game
                   will be 20% faster)
ModeIDint=$39024
ModeIDset=$39020

```
ModeIDgam=$39000


dblPAL mode

ModeIDint=$A9004
ModeIDset=$A9000
ModeIDgam=$A1000
```

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 500KB 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
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.

Some other users told me Yagg also run on:

```
Amiga 3000/Cybervision64+CyGfx 4MB Fast + 2MB Chip Os v.3.1
Amiga 1200/020         14MHz     2MB Fast + 2MB Chip
Amiga 1200/Blizzard 1230-III   8MB Fast + 2MB Chip
```

1.5   Setup screen

```
Player1 O    @ Keyboard          Quit            Available ships
Player2 o    Player name                         ----------------
Player3 O    Copy                Start          |Plane          |
Player4 O                                       |Eracle         |
                                                |Nettuno        |
 _     _                                        |               |
|_| Flms |_|cmt                                 |               |
                                                 ----------------
```

```
Last match winner
                                                         Shields
 _        _____                                         Rot. sp.
|5| L.   |350   | g                     Ship infos ----> Ship mass
         _____                                    Antispin
Weapon1 O  |Nothing     |                                Acceleration
Weapon2 O  |Big Gun 1   |              _____
Weapon3 O  |            |             |                  |
Weapon4 O  |            |             |                  |
         --===========--             |                  |
Arena:  |FourL         |             |                  |
         ------------                |                  |
   Speed    Damage                   |   Ship picture   |
  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.


Copy       - The setting of the current player will be copied to all other
             ones.


Quit       - The end.


Start      - Starts a new battle.


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.


Flms       - Enable the "flame" effect.


Cmt        - Enables the comet-like missile trails


LastMatchWinner - It explains itself.


L.         - The number of lives.


g          - Gravity acceleration. Useful values are -3000...3000.


Arena      - Click here to choose the battlefield.


Weapon ?   - Each  ship  can  mount  up to  4 different weapons.  Select here
             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 your ship can sustain.
  Rot. sp. - Rotation speed.
  Mass   - Ship mass.
  Antispin - How fast your ship regain control after an uncontrolled spin.
  Acceler. - Acceleration.

Weapon infos:

  Speed   - Starting bullet speed.
  Shots/s - Mah, I don't know :-)
  Deviat - The lower, the better precision.
  Range   - The distance the bullet can reach. In case of autoguided
            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).
  Power   - Average damage for 1 second burst.
  Ammo   - Number of shots.
  Time   - The duration in time of your amminutions.

1.6 Weapons

Machine Gun 1-5   Standard gun. Medium range. Quite weak. Each model
                          have it's own speed ang Shots/s rate.
                          Bullets appears grey in color.

Bouncers 1-5   Just like machine guns, but when the bullet hits a
                          wall, it bounces away and splits in 2 (model 1) or 3
                          (model 2) and so on. Bullets are blue.

Big Gun 1-3   Same as above, but the autofire is very slow. It's
                          between 5 and 6 time more dangerous than MG.
                          This is a long range weapon. Bullets are orange.

Small Rocket 1-3   They have accelerated movement and an exposive
                          warhead. They strike a damage just like BG1, but
                          can bump your opponent against a wall.
                          The color is white.

Frag.Rocket 1-6   They are a bit stronger than SRs. They release a
                          lot of slinters, so you can damage your opponent
                          even if you don't hit him. If you don't want to
                          damage yourself, you should fire these weapons
                          when you are stopped.
                          Higher model are more powerful, faster and long
                          range oriented, but you can fire them at a lower
                          rate.

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
                          powerful, but also very heavy. Usually you can

                              carry only a few shells.

Turbo Gun 1-3   High powered version of machine guns. Only little
                              ships (which can't mount heavier weapons) can carry
                              these guns.

Missiles 1-4   Simple missiles. They are quile easy to avoid
                              beacuse of their strong inertia, but don't try to
                              exceed them in speed!
                              When you launch a missile, it starts just like a
                              small rocket. After a certain amount of time
                              (lower in Mis-1, higher in Mis-4), the missile
                              begins to follow the nearest ship. So don't launch
                              a   missile-1 when your opponent   is   far and
                              vice-versa.

Mini Gun 1-3   Between MG and TG.

Shooting missile 1-4   :-)) Really bad weapon. After they are armed
                              (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.

Missile Mine 1-3   These mise launch 4,5 or 6 mini missiles. They are
                              quite weak, but they are good against small and fast
                              ships which can easily avoid standard mines.

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

1.7 The game

Ship controls are:

Left and right   - Rotate the ship.
Up   - Accelerate.
Fire   e   - Shoots weapons 1 and 2.
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



Keyboard 3   lShift              rShift
             lAlt              rAmiga   rAlt



P    Pause on/off
```

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.
       * 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.
       * The direction of weapons in the pre-battle screen was wrong.
       * 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.

v1.15   * Yet another little gub removed.  I'm sorry for allt these bugs,
          but I can't work well for free.

v1.16   * Rewritten collisions handling.  Improved playability.
        * Some minor changes

v1.17   * Boom3 sound changed.
        * Updated copyright note.
        * Some minor changes

v1.18   * 17-6-96
        * MAXZOOM icon tooltype added

v1.19   * 21-6-96
        * "Copy" button added

v1.21   * 1-7-96
        * Some optimizations
        * Added support for 4-joysticks adapter (not tested yet).

v1.22   * 6-7-96
        * Really stupid bug in LoadArena() routine fixed.

v1.23   * 20-7-96
        * 4-played adapter should work now (I hope...)

v1.25   * 02-11-96
        * Pause key added
        * Three new weapons
        * Three new tooltypes
        * Ship rotation improved
        * When a player dies, he restarts away from others

v1.26   * 06-11-96
        * Some stupid bugs removed...
        * "crux" arena fixed
        * Various small changes

v1.27   * 09-12-96
        * Fixed (with a cludge :-(( ) the problema on non-AGA machines
        * Added another key arragement to permit A122 users to play
          the keyboard
```

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.
  – Don't run SuperDuper while playing Yagg.
  – Due to one bug in the BlitzBasic libraries, you have to use the tooltype
     "Intro=NO" if you want to run Yagg on a non-AGA machine. In adddiction,
     if you don't have enough chipra to open a screen, you'll get a guru :-((

  WARNING: I haven't a 4-joy adapter, so I couldn't test my routines. If you
  find any problem contact
                    Me
                    .
  If firebuttons are exchanged, try setting
                    4FireInvert
                     tooltype to ON.

  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).

  This game can be included in Aminet, Aminet Set, Fred Fish and
  Meeting Pearls CDROMs. In all other cases you must ask me a written
  permission.

  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.

  If you DON'T want to register, delete Yagg from you disk.

  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. Please contact me first).

  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

  pochini@denise.shiny.it

1.12   Greetings

Thanks to:

Francesco Leonardi - Black Blade Desing - Betatester, designer and author
                       of presentation screens.

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,
                       but he did nothing, wasting my time.

Fucked pirates   -

1.13   Black Blade Desing

                        Black Blade Desing
                                is
                Giuliano Pochini and Francesco Leonardi

```
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            Coding, Concept            Concept, Desing
            and Programming            and Graphic
```

1.14 Registration

```
To:
Giuliano Pochini
via Torino, 34
19122 La Spezia
Italy



I would like to receive the registered version of YAGG

Name:       _____

Address:    _____

            _____

EMail:      _____

Hardware config: _____

            _____

Other:      _____

            _____

            _____

            _____



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