

Default

COLLABORATORS

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REVISION HISTORY

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Chapter 1

Default

1.1 Welcome

Welcome to SPACE-TAXI

Version 3.0

SpaceTaxi is Freeware. Play it and spread it.

This is a clone from the old game on the C64.
There can be up to four players simultaneously
or six players after another. You must pick up
those tiny men and bring them to another pad.

Installation

Scores

Keys

Technical Details

Options Window

Own SpeechSample Set

Own SoundSample Set

Own MusicModules Set

History

Author

1.2 Installation

Installation

If you are using WB1.3, you have to copy the fonts into the FONTS: Directory.

```
1> copy FROM SpaceTaxi2/Fonts/#? TO Fonts: all
```

Also the 'diskfont.library' is needed in the LIBS:. The game should run on all Amigas. There is an OptionWindow to switch between PAL and NTSC.

1.3 Scores

Scores

After a passenger has entered your taxi, a clock starts to count down. When the passenger arrives, you get the remaining points or at least 10 points. If you complete a level before the bonus-time has run out, you'll get 10 points for every remaining second. After you made all levels of one skillgroup, you'll get 100 points for every remaining taxi. Crashes will cost you points. At first 100, then 50 and then 25 points for each.

Competition-Mode

In Competition-Mode there is no time-bonus, crashes will cost no points and you won't get 100 points for every remaining taxi. The only aim is to stay alive and get more points than the other players. If you lose a life, the others will get it.

The game is over if one player lost all taxis or if all levels of the skillgroup are done. Winner is who still got one taxilife and has more points than the others.

1.4 Keys

Keys

Keys in the titlescreen:

- F1 - number of players
- F2 - single/team/competition
- F3 - skill
- SPACE - start game

F8/F9 - option-window
ESC - end game
F10 - clear hiscoretables

InGame keys:

ESC - abort game
P - pause game

1.5 Technical Details

Technical Details

Tested on A2000 and A1200, should also run on all others. Multitasking is switched off only temporary while on gamescreen. The music is replayed by a routine from Teijo Kinnunen's great MED3.2 and the great ptreplay.library by Mattias Karlsson.

If you have problems with your harddisk-controller, then you should try to start the game by clicking on the icon "SpaceTaxi_from_ram". This script will copy all data into ram: and after the program ended will copy back the hiscore and pref-files. But you may need 2 MB ram for that.

1.6 Options Window

OptionsWindows

If you press F9 in the titlescreen, an option window appears. Here you can make your choices via joystick or keyboard:

```
-SpeechSamples
  : here you can specify the speech-sample-set
  : (
      Own Speechsamples
  )

-SoundSamples
  : here you can specify the sound-sample-set
  : (
      Own Soundsamples
  )

-In-Game-Music-Modules
  : here you can specify a different modules-directory
  : (
      Music-Modules
  )
```

- Intro on/off
 - : if you turn it off, the intro won't come
 - : up the next time you run the game
- Anim Speed slow/fast
 - : 'fast' means faster fade in and out
 - : and faster passenger-animations
- Load from HD/Disk/Ram
 - : if switched to disk, the program will wait
 - : after loading to let the diskdrive turn off
 - : ram means, that datas are loaded from ram:
 - : the "SpaceTaxi_from_ram"-script uses this option
- Display NTSC/PAL
 - : NTSC 236 rasterlines overscan or Pal 256 lines
- Music on/off
 - : turns on/off titlemusic and jingles between levels
- SFX on/off/music
 - : if switched to 'music' a music-module will be played
 - : in game. Use your own (
 - Modules
 -)
- Thrustsound on/off
- Bump Never/In Competition/Always
 - : Bump means the taxis won't explode if colliding
 - : Never -> no Bump at all
 - : In Competition -> Bump only im Competition-Mode
 - : Always -> Bump also in Team-Mode

If you leave the window via the 'save'-Gadget, the settings are written to the file 'data/pref' and will be loaded the next time.

If you press F8 in the titlescreen, another option window appears. Here you can make your choices via joystick or keyboard:

- Speed slow/medium/fast
 - : the joystick-sensibility
 - AutoGear on/off
 - : if on, the landing-gears are drawn in
 - : automatically after lift-off
 - define keys
 - : Here you can define your own keys
 - : Default is
 - : Set1 : cursorkeys + RShift
 - : Set2 : cursorkeys on Numpad and 0 on numpad
-

If you leave the window via the 'save'-Gadget, the settings are written to the file 'data/pref' and will be loaded the next time.

1.7 Own Speech Samples

Your Own Speech Samples

If you have an audiosampler, you can sample your own set of speech-samples. Put your samples into a new directory as IFF-8SVX samples. This new directory must be placed in the subdirectory 'speech'. Then specify the dir in the options-window. Now you should hear your own samples. You'll need the following ten sample-files:

1.8svx	6.8svx
2.8svx	heytaxi.8svx
3.8svx	pad.8svx
4.8svx	please.8svx
5.8svx	thankyou.8svx

1.8 Own Soundsamples

Your own Sound Samples

You can sample your own SFX and save them as IFF-8SVX or Raw-Sounds to a different directory. This new directory must be placed in the subdirectory 'sounds'. In an ASCII-text-file named 'sound.txt' (you may copy it from the original dir and edit it) you specify the period and volume for each sample. Then change the prefs 'Sound-Samples' in the option-window of the game to this new directory. Then you should hear your own sound-creations. A sampleset consists of the following ten files:

so_tank	so_appear
so_land	so_gone
so_openlevel	so_warn
so_explode	so_thrust
so_open	so_shake

1.9 Own Music-Modules...

Own Music-Modules

If you set the option `InGameSfx=Music`, then the program will scan the `modules-dir` for MED or PowerTracker Modules. If you want to hear your own set of modules, then either copy them to the directory `'music/mods/'` or make your own subdirectory in `'music/'`. If you make your own directory, then you have to select it in the option-screen (Option `'In-Game-Music-Modules'`).

To include ProTracker-modules, make sure that the `'ptreplay.library'` is copied to the LIBS: directory. (`ptreplay.library` by Mattias Karlsson can be found in the `'Libs'` subdir of the game.)

1.10 History

History:

v1.0 06/06/94

v1.01 06/20/94

- NTSC version only with 236 lines overscan
- titlescreen now has got intuition-screen-name "SpaceTaxi"
- one version with verticalblank-musicplayer
- level 6 (what a silly bug was that)
- choose every level
- consuming fuel only at thrust
- in PAL-mode taxi has to leave screen completely at end of level

v2.0 09/29/94

- you can hear and see thrusts
- some bugs removed
- new levels
- taxi won't crash on running out of fuel
- rough landing
- options-window
- different sample-sets
- skill groups with their own hiscores
- single game mode
- intro
- AllocMiscResource for 4JoystickAdapter
- titlepic and congratulations-screen

v2.1 02/03/95

- Diskversion (disk option loads from 2 disks)
- new path-to-soundsample-option
- you can include your own samples
- new optionpages
- use PTPlayer.library for playing ProTracker mods
- all files in ModuleDirectory will be used

two keyboard-controls definable

v3.0a 03/10/95

5 new Levels ('hard times for taxis')
Competition-Mode
some bugs removed

v3.0b 08/06/95

new Levelset "More Passengers"
4-Player-Joystick-Adapter Bug fixed
share lives in team-mode
control titelmenu also with Joystick/Cursor-keys

v3.0c 09/29/95

4-player-mode
new gameplay for competition-mode
requester for path-options
second sound-sample-set
chip-modules for InGameMusic
bug in man-gfx removed
4 joysticks available
EnforcerHit removed

v3.0d 04/04/96

random-generator improved
levelsets with all levels
ntsc-bug removed
Bumping improved a little

Known Bugs:

Bump-problems when colliding at low speed horizontally

1.11 Author

Author

Comments should go to

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