amigaguide

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REVISION HISTORY

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1.2 BOTSS 3 Story

BOTSS 3 - Copyright (c) Parallel Realities 1997. All rights reserved.

BOTSS 3 is a freeware product and may be distrubted as you like,

prodived that the original code, graphics, sound and music are

not changed.

The Story so far...

Zackaria, Leader of a race of aliens attacked Earth believing that

he could win glory for his own kind and enslave all of humanity. This was

not the case however, and with superior forces and weaponary, Earth won the

battle and saved the Solar System from the alien invasion. Zackaria was defeated but not killed and less than two months later he returned to fight Earth once again, this time with allies from the prison planet Titan. Earth had at it's disposal five of the Solar System's most powerful one man fighters - The Advanced Tactical Assault Fighter (ATAF). With these fighters the Earth forces were almost victorious in there war. Towards the end of the second battle, Zackaria gained the upperhand and killed the President of Earth. The five pilots that had fought so long and hard to defend the planet from Zackaria swore to protect it for as long as they lived. Now 2 years later they will have that task for one last time...

1.3   Game Requirements

BOTSS 3 Requires the following,
An Amiga AGA Machine with at least 030/4 Meg of Ram. *
A HardDrive with 5 Megs (5,000K) Free
OS 3.0 or Higher.
* 030 25Mhz 4 Megs Ram Minimum | 030 50Mhz 6 Megs Ram Recommended

1.4   Installing the Game

What you need to do
The files should be extracted from the LHA form and placed into
your harddrive, usually into an existing partition such as GAMES:
Once extracted you should have a draw called BOTSS3 containing a
BOTSS3 icon (used to start the game from Workbench) and 4 draws,
which are hidden (GFX, MUSIC, SOUND and DATA).
The Game also needs a FONT called 2001.font. This is contained
in the DATA drawer and should be copied into the FONTS draw of
Harddrive or Partition. The files 2001.font and the DRAWER 2001
should be copied.
Running BOTSS 3
a) From Workbench: Double Click the BOTSS3 icon.
b) Using the Amiga Early Startup Menu. You will need to do this
if your machine does not have enough memory to run the game
directly from Workbench. Choose the Directory the game is in
and type BOTSS3 to run it.
Example - CD GAMES:
CD BOTSS3
BOTSS3

1.5 BASIC CONTROL

Basic Gameplay

BOTSS 3 is a game for One or Two Players. It is actually a much

easy, and all together more fun game when played with two players.

Players can control the ATAFs with either the Mouse and or Joystick.

Using the Mouse to Play the Game.

The mouse makes the game very easy to play. Moved the mouse like

you would do a pointer on the screen to control the ship. The Left

mouse button fires your current weapon. The Right Mouse button fires

your special weapon.

Using the Joystick to Play the Game.

A Joystick plugged into Port 2 (ie - not the mouse one), allows you

to control either ATAF or both. Control is fairly basic.

UP - Move Up DOWN - Move Down LEFT - Move Left RIGHT - Move Right

FIRE - Fire SPACE - Use Special

The Game Screen also contains information about your ship's shield

energy and your remaining special weapons. Player One's information

is displayed at the top of the screen and Player Two's information

at the bottom.

Your ATAF's shield begin recharging as soon as it is hit and whenever

its energy levels are below 100%. However, should they fall below

25% then they will not recharge. You will be informed of this fact

be a danger icon which will appear next to your shield value.

A health token will be required to gain back this lost shield energy.

Specials do not recharge and can only be gain with "S" tokens.

You start the game either by pressing the FIRE button of a joystick

in port 2 or by pressing the LEFT MOUSE BUTTON on the title screen.

Control Summary

Title Screen

ESC - Quit back to Workbench

FIRE or LEFT MOUSE BUTTON - Start Game

SPACE or RIGHT MOUSE BUTTON - Options Screen

Game

P - Pause / Unpause Game

ESC - Quit back to Title Screen

1.6 OPTIONS MENU

Options Menu

To excess the options screen, press SPACE or the RIGHT MOUSE BUTTON

on the title screen. Cycle through options by pressing the LEFT MOUSE

BUTTON or by pushing UP or DOWN on the joystick. Change an opition by

pressing the LEFT MOUSE BUTTON or the FIRE button on the joystick.

There are a number of Options avalible to you when you first start

the game.

NUMBER OF PLAYERS - Simply the Number of Players to take part in

the game. ONE or TWO. Default is ONE.

GAME MUSIC - Whether or not you would like the muisc during

the game to be ON or OFF. If ON music and sound

effects are played together. If OFF then only

sound effects will be played. There is no option

to remove the sound effects. Default is ON.

CUTSCENES - Whether or not you want to view the cutscenes in

the Game. Also can be ON or OFF. Default is ON.

DIFFICULTY - EASY, MORMAL or HARD. Changing this option will

have an effect on how easy the game is to play.

Default setting is NORMAL.

START LEVEL - Once you have finished a number of levels you

will be given the opptunity to return to that level

by choosing to restart on it. You will be given

weapons with which to do this, 100% Shield and 3

Special Weapons. You will also be granted weapons

with higher rated power.

1.7 WEAPONS

Weapons

There are 3 different weapons in the game and a pair of Sidearms to be

attained. The Weapons avalible are PLASMA, LASERS and ROCKETS. Each weapon

have an advantage over the others and a disadvantage.

PLASMA - This is the weapon that you start off with. It powers up slowly

but has the highest power up range. The Plasma weapon is powered

up using the Green Tokens. Its recharge rate (speed of firing)

can be powered up with the Blue Tokens.

LASERS - Lasers are a good secondary weapon since they power up twice as

fast as the Plasma and can be also affected by the Blue Tokens.

Lasers are built up with the Red Tokens.

ROCKETS - Rockets power up the fastest and are quite powerful even in

their lowest stage. As a result, Rockets cannot be powered up

very far and are completely uneffected by the Blue Tokens.

Rockets are powered up with the White Tokens.

SPECIAL - This devestating weapon is standard on your craft. When used it

will a huge beam of plasma out in front of the craft causing

masses of damage to any enemy which are in its path. In addition

it can be moved around the screen. It stays active for only a

few seconds. The advantages of the SPECIAL is that, unlike the

other weapons, its power outtage can not be reduced or damaged

(other weapons can be drained). The other advantage of this

weapon is that whilst active, you are invulnerable and NOTHING,

but NOTHING, can kill you.

SIDEARMS - These are released by certain enemies and attach themselves to

the sides of your ship. They fire the weapon that you have

currently active. This increases the firepower that you have on

your craft.

TOKENS

BLUE - As already described, these tokens allow the Plasma and Laser

weapon speeds to be powered up. Standard firing rate is 4.

Plasma can be powered up to 8 and Laser to 6. Rockets are

unaffected.

HEART - This token restores 25 shield points, vital if your shield has

dropped below 25 as it will not recharge!!

"S" - This token adds one extra Special to your armament. However it

is not a very frequent item and should be collected as soon

as it is seen!

1.8 enemies

Enemies

During the Game you will come across a variety of enemies. Some will home

in on your ship and fire at you. Others will Avoid direct path confrontation

and simply aim at you. Some will chase you around the screen and not give up

until either you or themselves have been destroyed. Most enemies travel from

right to left of the screen.

Every enemy within the game may release a token for you to collect a power

up your ship, but some enemies will release 3 tokens are once. Even though you should be taking care to avoid enemy fire (remember one hit does not kill you) some shots don't just cause damage, but they actually drain the power of your current weapon. An explosion on your ship will indicate this happening. Rockets always drain and cause a lot of damage at the same time. To finish a level, you must defeat the level guardian. The arrivial of this enemy will be indicated by a multicoloured energy bar at the bottom of the screen and a change in game music. Some guardians will stop and talk to you before attacking, such as Kabal, Zackaria and Shan Lou. During this sequence you cannot harm enemy but they will not fire at you either. Note that any shots fired before this time can still hit and damage you.

1.9 cutscenes

Cutscenes

These are short sequences that appear occasionally throughout the game. As you progress further into it, they expand the story line and explain what the next mission will be about and what (if any) special things will have to be done during it.
You can switch them on or off in the options screen, but be warned that it is sometimes best to watch them as you may find yourself starting a level you are completely unprepared for.

1.10 tech

Hints and Tips

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* Get a friend to play with you. (ooooh! Suits You, Sir!)

It's more fun and easier than doing it yourself. (fnarr-fnarr)

* Play as a team.

* Some bosses need to have weak points destroyed first.

* Collect ALL the weapon power ups. If you get drained on one weapon then

you can switch to one which hasn't been affected.

* Watch the cut scenes.

* Use the fire button to destroy the enemies and thus allow yourself to

progress further in the game.

Background to the Game

Why am I in my own game? It's not because I've got a huge ego, but because

all of characters in it are people I know (save for the aliens). BOTSS

was initially done as a bit of fun whilst at school, and lots of people

wanted to be in it.

Summer 1994 - Started writing BOTSS 3 in AMOS

Winter 1994 - Gave up. AMOS Couldn't handle it.

Summer 1995 - Started coding in BLITZ 2

Game was 1 Player only with 2 Levels.

Too many bugs, crashed all the time.

Winter 1995 - Gave up.

Spring 1996 - Started... AGAIN.

Implimented Two Player mode, Multiple Power Ups. Sidearms, Etc

Winter 1997 - Finished.

Yes, it took that bloody long...

(However the "2 Years Later" is a story reference, not a coding one.)

Phrases Most Used in Coding

"Stop nicking all the ****ing tokens!!"

"Why?"

"I'm trying to test the game, stupid!"

"(sigh)... it's crashed again."

"How the hell did that happen???"

"Stupid ****ing thing." (Many times)

"It's too hard!"

"There is a line between easy and hard and you just leapt right over it"

"What did you do to the clock? It says 12:03am 5th September..... 2017!"

"Anyone wanna play Worms?"

"I'm going to die... and I'm dead."

1.11   address

About the Author

Parallel Realites Freeware Amiga Games

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BOTSS 3 is only my Third game release and my first in Blitz Basic 2

(so don't winge if there are still a few unfound bugs)

Future Parallel Realities Titles (all uncomfirmed)

Fresh Blood - Extremely Violent Double Dragon type beat-em-up

Mindless Violence - Killer Instinct Pisstake.

Teletubbies - Time for Tubby Bye-byes...

(Note : No information about these games exists, so please don't ask)