

# **Soccer**

Ahmad H.S. and aka Xpose

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**COLLABORATORS**

	<i>TITLE :</i> Soccer		
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# Chapter 1

## Soccer

### 1.1 Soccer ShootOut `98

Soccer ShootOut `98

Introduction  
Installation  
How To Play  
Known Bugs  
Future SS98 Releases  
Author  
BETA testers request  
Other Releases  
Special thanks  
Contact Address  
Conclusion

### 1.2 SS98 -- Introduction --

--- NOTE : This program is Emailwhere, if, by anychance, you have ↔  
, or plan  
to use this program, wether you like it or not, you MUST email me, or write a  
letter in the old traditional way, either way would be accepted, please check  
the

Contact address

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for more details ---

Before I say anything, I would like to say that not many people read such documents, and those people miss out on a lot of offers and the like, all because they haven't read a small, simple, amigaguide document .

Welcome to the all new world of Soccer ShootOut '98, where all you have to do is "Shoot it Out" ! This is a new innovative door for Daydream BBS, I have no idea why you'll be reading this guide if you don't have Daydream . If you don't have Daydream, then just quit, if you do then continue and make sure you have registered and payed tribute to all the poeple behind Daydream BBS.

Anyways, what the HELL is Soccer ShootOut '98, well, for all I can say, it is a cute shooting game, nah, it's a soccer game, more specific ? Erm, a penalty shooting game... I created this game after I had a flashback of memories from the good old AmiBasic & the like days, yes I first made this game when I was vvveerrrrryyyy young, I think a few years back, two or three, nah, more .... So, here you have it, a complete remake from the old game, actually this version is a lot bigger compared to the AmiBASIC version, for starters, the old version was called Penalty ! and was one of the great games that stir a lot of fun for five seconds, after that the game was history .....

So, now you know all the history you need to know about this cute game you've got . Now, about this one, well, it took me a few days of nice fun to make it, at first, I've spent a few long hours at night typing away, and have been caught at night by my dad a few times, yeah, he wass pissed, but he just told me to go to sleep, and I would lie on the bed for a few seconds and get up to finsih with my work . A couple of days past my starting date I invited a friend ( See

Special Thanks

for more info ) to check the game out, he was impressed, I then got showered with suggestions, I haven't implemented everything, but I made sure it works fine so far. I hope you like this game, especially becuae it is my first slightly big project, the other doors I've created were a bit simple and didn't drive me throught the 100 headaches, which to say the truth, didn't get me here.

As I said before, please read all this document, I hate people that ignore these docs, they miss out on a lot, I mean it !

### 1.3 SS98 -- Installation i& Requirements --

So, you want to know how the hell you can get this baby running, well I'll try to make it as simple as possible .

First : Requirements :

.Daydream BBS with rexx support

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.Harddisk  
.Workbench  
.Avarage IQ level  
.Amiga ( Optional, hahahahah!!!)

How to install :

Just copy both the files in this archive to your Doors: drawer, then copy the guide you are reading right now to your Daydream:Docs/ directory. Then edit your Config file etc.

```
blah blah blah blah
door type : Daydream Door
Execute CMD : Doors:rexx %N Doors:ss98.dd
blah blah blah blah
```

Once you've done so then all you have to do is run the server and check the game out ! et voila (I know NO French).

## 1.4 SS98 -- How to Play --

How to play the game ? Erm, that's tough . Lemme put it in steps ←  
for you.

Step 1

Make sure the server is runing and that you have a local node active.

Step 2

Log on using an extremely  
stupid name  
and go to your main  
conference or similar

Step 3

Type SS98 ( or the command name given if differs ).

Step 4

Wait for the loading ...

Step 5

Read the menu's three basic commands,

First you have "Shoot Away !" thus when you press "s" you shall start the game, I preffer not to, press "k" first and select the goalie you want to

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hurrass, then select "s",

When you get the "Select Shooting Angle" text with a miniature goal with numbers in it, select the number equivalent to the shooting direction.

Example : 5 -- Straight forward  
 1 -- Top left corner  
 7 -- You are  
 stupid

You'll see a nice anim, and then some comentary, this is the part ←  
 you

actually need an IQ. See, not always shall the comentator say that the ball is in the net, but usually it is figurative, therefore, you should make your brain process everything as well as possible ...

After 10 shots you will recieve the end shootout stats, basically two catagories :

1. Goals scored : iow, the amount of lucky shots you have shot and brought behind the goal keeper ( check  
 stoopid  
 )

2. Shots saved by dadadada : iow, the amount of shots that did NOT pass the goalie ! ( Typical isn't it )

After the stats you'll get the anim again, then back to the menu again ! Wow, that was hard !!!

Make sure you check out everything, if you have any trouble with the installation or how 2 play then  
 Contact ME  
 .

## 1.5 SS98 -- Known Bugs --

Well, I ( & my only BETA tester ) found out a few bugs in the ←  
 game, I  
 promise to fix them ASAP ( please check  
 Stoopid  
 ).

1. Well, if you change the goalie for the second time, the keeper is then nameless .

2. The anim isn't that faaaaaast ( I know, that isn't a bug ) .

That's all I bother to find, there are other "incomplete" things that I have

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not much time to fix, but shall in the next versions ( get em free ! ).

If you do find any weird bugs then just  
ConTact mE  
..

## 1.6 SS98 -- Future SS98 Releases --

Well, I have planned a feisty future for this game, initially, ←  
this game is  
supposed to be "it", but I have planned for it to grow even bigger ....

SS98 v2.1, this version will hopefully include two ENTIRELY new features, the first being a highscore table, the second will be the Challenge mode, where you can challenge the keeper of your liking, and then see how worthless you are when facing the almighty, in the challenge mode as I said you'll face all 10 keepers in order, the last being the SysOp !! If you beat him you shall be granted a wish ( or something ! ) and shall be ranked in the high table ...

SS98 v2.9, allows you to actually choose to be a goalie !! It will be the opposite of v2.1, but mixed with it, you can choose or player, or keeper ! That will make the game tons of fun !

SS98 v3.2, hopefully will include tons of anims (Agh ! More loading time ! ) but just the same gameplay and all ...

That's all for this game for now, once I hopefully reach v3.2, that's when I'll see what to make of the game ... Also, if you do have any suggestions or ideas you would like to see included in future releases of this game then just

Contact me  
.

## 1.7 SS98 -- The Author --

Well, to say the least, I am 16 ! Yup, young and happy. From the age of ten I was interested in programing one way or another, I started programing on Basic (On my school's PCs, blakh ! they sucked !), but when I got my first Amiga (Was my brother's) I think 6 years ago, a cute A500 . I started programing on AmiBASIC, I enjoyed those days a lot, then I went through my early teenage trance and forgot all about programing, my main interest back then was gaming. Well, then my mom bought a PC (agH!) and she had a modem, so I logged on a BBS (for the first time ! ) and that's when I though "Hey, them lame PC guys got BBSes, so should Amiga guys !", I had an Amiga 1200 then with an apollo 030 +4Mb fast ram, and a hardisk. I downloaded a few BBS

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progies ( all sucked ! ) until I found Daydream, I liked it, and I still do.

My first door creation buzz began in Jan 26th with two doors created in one night !! And here I am, a few days later (hmm, more than a few) with this cute door !

I hope that is all you want to know about myself. If by anychance you have any ideas or want to know something (or related to the game, or myself) then just ... ( AGhh!! U know ! ) .

## 1.8 SS98 -- The Search for BETA testers --

No nO no !! This is not a new movie out in the cinemas ! I'm ←  
looking for

BETA testers

, iow, people that are willing to put their  
computer on the line for the sake of this game, if you want, all you have to  
do is make yourself comfortable to the following rules :

1. Your harddisk & Amiga shall be underthreat at all times from any bugs in my coding, don't get me wrong, I'm not planting stupid bugs to get you or anything, just want to say that YOU will be held responsible for ANY damage to your system, it's weird when you find a person that accepts to test your game and then calls you and tells you how much he/she #@\$#%!^! hates you !
2. I take no responsability for whatever happens to your computer .
3. You must send regular bug reports, iow, if there is something wrong in the game, U TELL ME ! And if you have suggestions, or suggested alterations, just TELL ME !! Kay ?
4. You have to OWN an AMigA.
5. Programing knowledge is not important whatsoever ! Just play the game, and tell me if there is something wrong ( I can't believe people work as BETA testers ) .
6. Now sexually dettered people, iow, no f2fs, or m2ms, I preffer people that are NORMAL .
7. Don't mind your name to be included in the Special Thanks and credits .

Well, that's all you have to do (& stick to) to be a BETA tester, anything wrong ? Wana join ? Just YOUKNOWWHAT .

## 1.9 SS98 -- Other Releases --

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Other releases by yours truly ( hehe,me ) are as follows :

Note -- All these programs require Daydream BBS & an Amiga --

SToryC, story creator, simple concept, every user adds a line to a story, in the end you get a huge story contributed by almost all the users, lotsa fun if you've got a lot of users .

VoteX, voting door with a defference, users can not only vote for or against, but also express their views and say why they want YOU to vote for (or against).

SU, SysOp's Up ? This is best worked as a login door (iow, added to your welcome.gfx), it just tells the login user if the SysOp is available or not, better than just paging to check. Later versions include more options .

Other stuff that is soon to come :

Lunatic!, a weird challenge game, if you loose your handle & real name get changed, sometimes even worse ! Also you are thrown in a victims list !! Just for the record ... But if you win, you gain great ratios and access levels !!

Weirdo's Boxing, a funny boxing game that will get you punchin' and laughin', I have no further reason to explain ...

Stoopid World, an adventure (nonnononon not dungeon type or MUD game like) in a stoopud wurld, you control a guy that has a quest to search for the Ultimate Something, VERY funny, though very early WIP project, as I am just about to finish the script (iow, storyline) .

Well, there are a lot of other things coming soon, but they'll just popup suddenly, just make sure you Contact me for all the latest infor on both releases and WIP projects .

## 1.10 SS98 -- Special Thanks --

Man, there aren't many people that were really involved in the production of this game, but I thank them all, and everyone else . In no order :

Mom, for disturbing me in the last day of this project (Do I have to go to the supermarket with you every time ?)

Dad, for checking on me and getting annoyed because I stay up late.

EXoTiC, for the beta testing and showers of suggestions, thanx twice ! With a miranda too ..

Enigma, for taking me out twice when I really needed to leave the house, and

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for treating me at Fudz .

PSi, for not emailing me more often ! Well, " you are in the Uk bud,"

If I forgot anyone, then I am sorry, but as I said these people here have helped (one way or the other), but there are a lot of people I would like to thank for friendship's sake, thy people shall be nameless.

## 1.11 SS98 -- Contact Address --

Contacting me is pretty simple, just email me, or write.

E-femail : Xpose1200@mailexcite.com  
(Used to be Dookiel200@Hotmail.com)

or snail mail :

Ahmad H.S.

P.O.Box : 3174  
Manama  
Bahrain

I'll be more than jolly if you write, I hope to write a feedback log . Please make sure you inclde EVERYTHNG about you and all .... Whether just for friendship, or for software request ..

" An Email to me ...

... Is your gaurantee !"

- Xpose

## 1.12 SS98 -- Conclusion --

To conclude everything, I would like (again) to thank everybody, including whoever got his/her hands on this program ...

After 1½ hours typing of this document ->

This piece of software has been official released,

The Second of February of the Famous year of Ninteen ninty eight .

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## 1.13 **STooobIB**

So, you press the button haven't you, you admitted to your stupidity !  
Hahahahahaahhahahahahah, nothing to actually say, just thanx ... Enjoy !