

**mwdocs**

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# Chapter 1

## mwdocs

### 1.1 mwdocs.guide

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*****
*
*           S I L I C O N   S Y S T E M S           *
*
*                   presents                       *
*
* =====> M A Z E   W A R Z <=====            *
*
*                   MazeWarz © SySiS 1993.        *
*
*****

```

A public domain production.

QUICK-START: See "CONTROLS" below to get started quickly.

#### DISCLAIMER:

This program is not guaranteed to do anything and I do not take responsibility for any loss of data or equipment that may arise from its use. It may or may not behave as stated below. This disclaimer covers both the main program, and the Converter.

```

Introduction
  What's MazeWarz?

Programming Note
  What's this AMOS S**t?

Installation
  How to install MazeWarz.

Controls
  How do I play it then?

Computer Droids
  They keep killing me!

```

Havens  
Hit me with the details...

Serial Operation  
How to link MazeWarz.

History  
MazeWarz history.

About SiSyS  
What's next...

## 1.2 intro

### Introduction

Welcome to SySiS' second release: MazeWarz 1993. This multiplayer action game is loosely based on an ancient networkable game that originated sometime in the 1970's. The game has been ported to many different formats and computers since then. From 1 to 8 players move droids around a maze armed with a single missile shooter and his/her wits. This is a game with no beginning or end: it is a continuous battle for supremacy...

To understand MazeWarz requires experience, so read

Controls  
and have a

quick go now, so I don't have to bore you with a long concept description.

### Features

Those who are familiar with the basic game will need little introduction, however there are some important omissions and additions that should be noted.

- \* From 1 to 4 players can compete on each computer. Using a serial link (modem or direct connection), a maximum of 8 players can be accommodated.
- \* The computer can be made to control up to 8 unused droids. The computer's reaction time is adjustable.
- \* Two mazes are selected and played simultaneously. A new set of mazes may be selected at any time during the game.
- \* There are about 16 mazes to choose from, and a converter program is included to allow you to design your own.
- \* Each player has a "Haven" in which special abilities may be bought with cash gained from shooting other players. In addition, the player cannot be shot while in Haven.

## 1.3 note

### Programming Note

This game was written in AMOS. The converter was written in C. I chose

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AMOS because I found system programming under C too time consuming and error prone. Moving a few 8 by 8 bobs around the screen hardly seemed worth the pages of startup code required. In addition some of what I wanted to achieve would have been very tricky using C (eg. double buffered screens), and only really easy to write using assembler. Since I have very little knowledge of 68000 assembly programming, and have no real interest in starting now, those of you who despise AMOS and other "lamer" HLL's will have to wait until more people get an AGA machine and 3.0 docs to see any system friendly games of any quality, in the public domain, or elsewhere for that matter.

Also, sorry to anyone who takes offence over the nonexistant annoying AMOS messages in the game. All due 'credit' goes to the excellent language, even if I am now moving to Blitz Basic II. Sorry guys, but come back when you're system friendly...

## 1.4 install

### Installation

To play MazeWarz you will need to boot your computer with a fully functioning Workbench disk, or hard disk, and at least two mazes in a drawer called "mazes". The maze drawer must be located in the same directory as MazeWarz. Just double click on the MazeWarz icon to play. The program will decrunch and you will be presented with the Maze Selection screen.

You must have full Workbench libs, l and devs directories on your boot disk for MazeWarz to run, especially the serial.device in the devs directory. MazeWarz will abort if these files are unavailable.

MazeWarz works on any OS 2.0 Amiga with at least 1MB of memory. It may also work on a 512k machine but I haven't tried it because there is no excuse for having such a small amount of memory: if you can afford a \$500 computer, you can afford a \$50 upgrade to double its memory. This goes for the operating system as well.

Unfortunately, (and I apologise for this), I cannot guarantee that the program works for A1200's or A4000's, although it has been briefly run on an A1200 and found to be ok. Serial connections under 3.0 (whatever the machine, are a little suspect...but this may just be the phases of the moon...you never know with AMOS.)

This is a PAL only game. NTSC lamers go away....

## 1.5 mazesel

### Maze Selection

Using left/right and fire, move the pointer to select either mazes 1 through 6 or any other maze using the question mark box. Only the right keyboard and joy-port joystick are activated during Maze Selection. The cursor keys are also enabled for maze selection.

Select two different mazes, and the game begins.

### Controls

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## 1.6 controls

### Controls

After the program has loaded, you must  
Select Mazes

When the mazes appear, the game has begun. Each player must be entered and his/her name typed in. The following table shows the key required to activate each player (ST), the key to terminate player (TER), and the device used to control droid:

ST	TER	CONTROL	KEYS (if applicable)
F1	F5	Keypad (rt key)	4=left, 6=right, 8=forward, 5=back, 0 or ENTER=fire
F2	F6	Joy in Joystick port	
F3	F7	Left Keyboard	A=left, D=right, W=forward, S=back, SPC or ALT=fire
F4	F8	Joy in mouse port	

A600 users (no keypad) should remap the keys as shown below.

The keyboard fire buttons are arranged to be friendly to both left and right handed people. In addition, it is useful to have the ability to change hands during play, as it can be quite gruelling.

The joystick movement is absolute, and the keyboard's is relative. This means that pushing left on the joystick will make your droid face left, and then move to the left. On the keyboard, you are only able to turn left relative to your current heading. This gives the joystick the advantage of quickly changing direction, as about faces are possible. However the keyboard controls give a better flow through tight areas of the maze. Thus the keyboard and the joystick are roughly balanced in their ability.

### Other Keys

Press HELP to reach the two help screens, the second of which lets you alter a few of the game's parameters and other functions. An explanation of these keys follows:

S: "Slug's Keys". One of the beta testers of this game wanted this key layout, namely E, S, D and X to move using the left keyboard. Personally I think it'll give you a bad cramp, but there you are...

A: A600 keys. This remaps the right keyboard to use the cursor keys instead of the numeric keypad. This should be selected by A600 users without keypads.

R: returns to normal key layout (both Slug's and A600's keys.)

N: Select a new set of mazes without erasing current scores.

Up and down keys (cursor keys): change the speed of the computer controlled droids. Up=faster. Not much use on slow machines.

0-8: Maximum number of computer droids. When set to four, for example, whatever the number of human players, the computer will always control four other droids. When set to a number greater than the current number of computer droids, some will be erased. Handy if you are being beaten by the damn computer and your friends drop in...

C: Continue the game.

Hitting F10 (PAUSE) also reaches this screen. Do not attempt to simultaneously run a terminal program using the same serial port as MazeWarz. One is bound to fail.

## 1.7 compdroids

### Computer Droids

After a short period of time in which a particular droid has been left unused (in the "JOIN IN" state), the computer may take control and join in the battle. Up to 8 computer droids may play at any one time. This is adjustable (see

### Controls

). Unaccelerated machines may have problems with more than 4 computer controlled droids. It may be advisable to limit the number of computer droids if you are engaging in a battle over the modem at 2400bps.

Slow machines will default to only 4 computer controlled droids, while faster Amigas will automatically set the number to 8. Of course you are welcome to change these to suit your preferences.

The computer droids follow a strict algorithm, and while not very smart, can be extremely quick, and are quite a formidable opposition to even the most seasoned MazeWarz player when set on a fast speed.

Computer players using droids that may be controlled by humans (red to green) are automatically erased upon entering any human player.

Computer droids use Havens, teleporters and doors. When teleported or shot, they appear in the maze with more human players.

## 1.8 havens

### Havens

Havens are coloured blocks with little circles in their middle.

Havens act like Teleporters to missiles, but you cannot enter any Haven except the Haven that is the same colour as your droid. You can shoot out of Havens, but no-one can shoot in. You lose 5 cash points every time you enter your haven. Once inside, a small icon may appear in the space between the two mazes. This represents a special power that you have been granted. A certain number of cash points are required for you to be granted the powers. Your cash points will be deducted for this 'purchase'. The power endowment process is automatic and the ability is randomly chosen. Each time any player receives special power, the threshold number of cash points required for the next power up is increased. The threshold is initially set at 50.

Your special ability will last until you are conquered (see below). The following table shows the available powers:

Mega Missile	: seeks and follows droids. The missile travels at a much greater speed than normal and may turn corners or about-face in the pursuit of another droid. Their trail may lead them to hit the originating player. This is one of the hazards of the mega missile. A missile may be aborted by firing again.
Mines	: fire when facing wall to plant a mine: you can die by hitting own mine. Mines are invisible. You may only have four mines on screen at any time. They cannot be destroyed except by a player colliding with them. In addition, a mine may be detonated remotely by the planter by firing upon it. This will cause all players in a 9 square area to be destroyed.
Deflector Shield:	missiles that hit you from the sides (not front or back) are repelled and sent off in the opposite direction!



Players with special abilities may be conquered by being shot 20 times since his last powerup. Once a player is conquered, he loses all abilities and returns to normal playing. The conquering threshold may increase at the computer's discretion.

Note that players earning multiple powerups, for example mega missiles and deflector, may be difficult to vanquish, hence the use of mines by other players may prove necessary in order to defeat the powerful player.

## 1.9 serial

### Serial Operation

All serial operations are carried out with 1 stop bit, no parity and 8 bits per character. The default speed is 2400bps. If you wish to connect two computers with a null modem cable, you should set the speed to 9600bps. If you wish to connect by modem, both computers must have modems that can connect at 2400bps minimum. If both machines are using 9600bps (v32) modems, or better, the 9600bps speed should be selected.

When connecting by modem, you will need to command your modem to dial out, answer the phone etc. Press DEL to enter a string. This string will be sent to the modem. Leave the line blank to exit back to the main game. You may require some knowledge of the AT command set in order to use the modem effectively. Basically, you should use the string ATD 1234567 where 1234567 is the number you wish to dial, and ATDP 1234567 if you only have pulse dialling. Also, use ATSO=2 to enable auto-answering, or ATA to pick up the phone if you don't have auto-answer. Note that typing a '=' will look like a 0 on the LED panel, but will be sent correctly to the modem.

If you have a modem connection or a cable correctly fitted, press F9 to change the serial settings. Here the serial speed may be toggled. You must alert MazeWarz that you have a connection and that you wish to initiate a linked game. Press A. One computer will be appointed the control machine, the other being the slave. The control computer sends its current maze data to the slave. The first four players on the control computer remain, and the first four players on the slave machine are moved to the last four positions, although the keys F1-F8 are remapped to refer to players 5-8. The remaining four positions on each computer screen are replaced by the other computer's four players. Therefore, the colours of the players' droids on the slave machine will change. When the link has been established and the mazes sent (about 5 seconds later), all players' scores are reset play begins. To break the link, press F9 and then B. If you wish to send a message to the other computer, press F9 and then M. An interactive 'chat' mode will be enabled, which may be exited by pressing any function key (1-10).

While a valid connection is operating, a small link icon will be displayed in the border between the mazes. If one computer is put into pause mode or one of the menu options is selected, the other computer is automatically notified and a scrolling PAUSE message is displayed on that machine.

If you attempt to make a connection (A) and there is no direct or modem link with another computer, or something goes wrong, you may abort the linking process by hitting a key while the "CONNECTING" message is displayed. If the linking process is disrupted or otherwise incomplete, the process will abort after a few seconds' delay.

In order to ensure that a reasonable speed of play is maintained, a relative/demand serial system has been employed. Unfortunately as a result any errors in the transmission of data (eg line noise) between the computers can lead to various problems including discrepancies between the positions and movements of players between each computer. This should not pose a problem for

direct links, however modem users may encounter brief delays on bad lines while each computer is brought back into sync. If a significant number of problems occur during play over a modem, it may be advisable to seek another connection.

It must be pointed out here, that the serial routines are not 100% bug free (no shit sherlock), so don't engage in long distance or expensive phone calls just for the purpose of playing this game, because you can expect crashes/dropouts. On a direct link, experimentation will eventually lead to success! If you want this to be bug free, then just send me your Amiga to use as a serial test machine...

## 1.10 history

### History

Version 1.01: 14 January 1993.  
Initial (limited) release.

Version 1.02: 12 September 1993.  
Fixed documentation,  
Fixed a bug in Converter,

Version 1.03: 27 September 1993.  
Changed samples (they are now smaller)  
(contact me for the full version with better samples)

## 1.11 about

### About SySiS

MazeWarz is the second of a series of multiplayer games for the Amiga. The first, Aeroball, is a two player futuristic air hockey game with some twists. If you like MazeWarz (!?) you should look for a copy on local BBS's, or contact SySiS. I plan to continue this series for at least one more release. This will be a more strategy based space multiplayer game, called Dominion. It will have elements of Civilization, Supremacy etc. From 1 to 2 (maybe 4) players will be supported, using a serial link (one for the thinking man!)

Other older releases include Blue Murder (whodunnit with atmosphere, not pinball graphics like some pretenders), and Ivory Remains, an original musical mod 'album' (not for the faint hearted or the most serious of musical connoisseurs.)

### Contacting SiSys

If you wish to contact SiSys regarding MazeWarz or any other SiSys release, send flames, suggestions, or requests to theppell@extro.ucc.su.OZ.AU on internet.

### Credits

Credit goes to SLUG for his suggestions, encouragement (?), extensive testing, maze designs, and computer during serial testing. Slug is also probably the best MazeWarz player around.

Thanks: to all who helped test MazeWarz.

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to the following for the background music during development:  
Led Zeppelin  
Living Colour

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