Eldritch

COLLABORATORS

	TITLE : Eldritch		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		January 18, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Eldritch

1.1 Eldritch Help Contents (Eldritch V1.35b)

This is the Eldritch documentation, scripted in AmigaGuide format ←
for
easier usage. The following topics are available:

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1.2 Eldritch Technical Information

```
            Eldritch Technical Information:

   Eldritch uses a pair of Templates in which to store creature types, which
can be found in the Templates directory under Eldritch.  These files, with
the .Asc extension, are ASCII text files modifiable by any raw ASCII text
editor.


            Creatures.Asc
             describes the Creatures available in Eldritch dungeons.
     If new creatures are added to this then the TempGen program must be
run from the Eldritch directory and the name Creatures supplied.  This will
compile the definitions into the .Tmp file that Eldritch requires.  Changing
the creatures statistics and then running an old saved game will not cause
any change in stats until new creatures are encountered.  Any creatures
added to this file will also begin to appear in saved games and in
predefined as well as random dungeons.


            Items.Asc
             describes all Items available to characters within the game.
     Once again, TempGen must be run from the Eldritch directory and the
filename Items supplied, to convert it into usable .Tmp format.

   <cityname>.Asc files are found in the Cities directory and may be
compiled into .Cty files, usable by Eldritch, by running the Dungeon program
found in Eldritch's Bin directory from the CLI, supplying the .Asc file's
full pathname as the only argument.
```

1.3 Creating Custom Items

```
There is currently no documentation on creating custom Items, since there
are a large number of options available for Items.
A reasonable idea of how they work can be gleaned from reading the Items.Asc
file in the Templates directory.
```

1.4 Creating Custom Creatures

```
Below is an example custom creature, with notes to explain the meanings of
the various fields available.

creature 1 "Thug"
   speed=3
   aggression=192
   graphic=24
```

```
   inventory 2="MedPack"
   inventory 1="Sword"
   strength=20
   stamina=15
   max_vitality=30
   vitality=30
   skill weapon=25
   skill ballistic=5
   bravery=48
   mode=0
   experience=0
   alignment=30
end
```

>creature 1 "Thug"

   The creature command signals the start of a new creature definition. The
two parameters are it's unique ID within Eldritch and it's name, which need
not be unique.

>   speed=3

   Speed sets the how fast the creature moves, relative to the player
character. The player character starts the game with a speed rating of 5.

>   aggression=192

   Aggression sets the shortest distance that there can be, in pixels,
between the creature and it's target before it will attack the target. The
larger this value, the more aggressive the creature appears to be.

>   graphic=24

   Graphic sets the number of the graphics to use from the Basic.Abk bank in
the Graphics directory, for the creature. This value should always be a
multiple of four. The first frame within the Basic.Abk bank is treated as
frame 0. The Basic.Abk bank may be editted using the standard AMOS or AMOS
Pro Bob/Sprite/Object Editors.

>   inventory 2="MedPack"
>   inventory 1="Sword"

   This specifies that when encountered the creature carries a MedPack in
the second Item of it's inventory and a sword in it's first. Six inventory
locations are available, numbered 1 to 6. Location 1 is the only weapon
location and any ammunition for ballistic weapons should be placed in
location 2. Only one item is allowed per location.

--- Statistics
   All player statistics start out at 20:

>   strength=20

Strength determines how much damage is done in hand to hand, in addition to that dealt by the weapon being used. The strength of a hit varies between Weapon_Strength+Creature_Strength and double this value, dependent upon Weapon Skill.

>   stamina=15

Stamina determines how many points of damage are absorbed from each attack, rather than causing Wounds. Effectively a measure of the Character's toughness.

>   max_vitality=30
>   vitality=30

The creature's maximum and current vitality. A successful combat hit will reduce the current vitality until it reaches zero and the creature dies. Having vitality>max_vitality may work but is silly. Having it the other way round is not very useful. But hey, what the heck?

>   skill weapon=25
>   skill ballistic=5

The creature's weapon skill determines how good they are at close combat. The a random amount up to the weapon skill of the attacker is added to the total strength of the weapon to generate the strength of the hit.
The creature's ballistic skill works in the same way, but with projectile weapons. In addition, it affects the accuracy of range of grenade weapons.

>   bravery=48

Bravery is a value in pixels showing how close an inquisitive creature will get to it's target before trying to get further away.

>   mode=0

Mode is the creature's initial starting movement mode, from those listed below:

    0 = Do nothing
        The character will stay stock still until it's target comes within a number of pixels equal to it's Aggression value.

    1 = Follow target
        Character will follow it's target, staying at least a distance, in pixels, equal to it's Bravery from the target.

    2 = Attack target
        The Character will chase the target and attack it whenever possible.

    3 = Flee target

The Character will attempt to run away from the target Character, moving in directly the opposite direction to the target.

    4 = Panic
        The Character will move and fire randomly, regardless of it's target Character.

Note that a Character's Mode will change during the course of the game, dependent upon whether or not the Character is hit, injured, badly injured etc.

>   experience=0

   Experience determines the number of experience points that the player must have expended before this creature will ever appear as a random monster. Ludicrously high values mean creatures will never appear, while values of <200 usually mean they appear in rooms from the start.

>   alignment=30

   Alignment gives an indication of how good or evil a creature is. 0=Evil, 100=Good. The player character starts with alignment 50 but this value may be modified according to the alignments of the creatures he/she kills.

>end

   All creature definitions must be ended with an "end" statement.

1.5 Eldritch Copyright Notice

1.6 Eldritch Background

   Eldritch is a dungeon-adventure game in a similar style to one I saw on Aminet called Knights. I liked the look of Knights a lot and played it for a number of days until the lack of difficulty and variety began to become boring. It is, nonetheless, a severely funky game and I hope the author will make something more substantial out of it.
   I wanted to write a similar system but to make it more versatile and also I wanted to make it dark, brooding and futuristic. Thus the concept for

Eldritch was born. Currently only Random Dungeons are supported, which take
some time to be generated and contain very little in the way of interesting
gear. But they are fairly large and full enough of random monsters to make
them interesting to wander around.
   This beta version is solely for the purposes of play testing and
obtaining new ideas for the game! The graphics are entirely my own work and
hence are pretty poor.
   The music for the game has been done by a guy named Roger Angus.

1.7   Contacting those awfully nice chaps at S.C.R.

   Any good ideas for Items, Creatures or anything else about the game
(Including music and samples), should be sent to:

        jnw22@cam.ac.uk   (Internet)

   or   James Weatherall,
         Queens' College,
         Cambridge,
         CB3 9ET   (Snail mail @)

   Anyone who sends me an Email with the subject line 'Eldritch Playtester'
will get their name put down as a playtester in the Intro credits.
   Anyone who sends me an idea for the game will also get some kind of
acknowledgement in the credits.

   WEZ - S.C.R.O.T.U.M.

   P.S. - If you have any Pictures, Music or other Amiga files you want to
send me, please UUencode them and send them with a seperate mail explaining
what they're for.

1.8   Mess with S.C.R.O.T.U.M. and you're playing with loose change ...

They came from a far off land ......

They were at the forefront of a new revolution ....

They were leading the World into an age of technology ......

            ..... And then they jacked it all in and became

              S . C . R . O . T . U . M

         THE SACRED CHILDCARE RELICS OF THE UNTRAINED MIND

   Today, living as fugutives in the underground world of North
Yorkshire, they strut their funky stuff under specially chosen alter-egos,

used to protect the insolent ....

                            "THE WAZGUL LORD"

                          "THE MUPPET"

                    "THE BLOKE ON THE SYNTHESISER"

    So if you have a problem and no-one else can help, then just call

                  S . C . R . O . T . U . M

    And we'll have a bloody good laugh at your expense.

1.9 Getting Started in Eldritch

                    Playing the game:

    After first ensuring all
                required files
                 are present:

    Insert game disk in any floppy drive (For systems pre-OS3.0 use internal
drive). Game should boot up into the Intro sequence and then run the game
automatically.
    From hard drive, double click on Intro or Eldritch icon to run.

1.10 Using the Main Menu

                    Main Menu

    There are four options on the main menu:

                1. New Character.

                2. Load Character.

                3. Quit Game.

                4. Random Dungeon.

                5. Controls

                6. Save Options

1.11   Save Default Options:

   The Save Options button may be used from the main menu to save the
current game configuration into the Eldritch directory.
   Status values are saved for the following:

        * Fast/Smooth Windows.

        * Moodily/Fully Lit Rooms.

        * Frame Speed (1-3).

        * Control Method (Joypad,Mouse,Keypad).

   The file Eldritch.Opt must be writable for the options to be correctly
saved.

1.12   Creating a new Character:

             New Character

     This option starts a new character and loads in a pre-designed City
file from the disk. This is intended mainly for playing scenarios designed
specially, rather than random computer-generated ones.
     In the full game, a list of the available Cities will appear and one
City must be selected to play in. Currently the only available City is a

             randomly generated Dungeon
             , so the requester does not appear.
     Eldritch will request the difficulty level required and then the name
of the character, before switching to the Advancement window to allow 200
free experience points to be spent.

1.13   Loading a saved Character

Load Character.

     Load a saved character from disk. On Hard Drive systems create a
directory called "Characters" in the Eldritch game directory and Eldritch
will save Characters to this directory. If the Characters directory is not
found then Eldritch will try to save to a disk called "Characters", so have
such a disk handy if you want to be able to save characters on Floppy based
systems.

1.14   Quitting Eldritch

Quit Game

The lads here at S.C.R. are particularly proud of our Quit Game routine,
which patches your Amiga in to AmiSat, a Satellite in Geostationary orbit
above Swansea, and alerts our crack squad of expertly trained commando
geese to launch a dawn raid on your house/flat/cardboard-box.

And it also quits the game, which was the really hard part to code.

1.15   Play a Random Dungeon

Random Dungeon

Creates a random dungeon in the T: directory. If a Dungeon is already
available in the T: directory then a requester will appear, asking whether
to use the existing Dungeon or create a new one. Be warned that creating
new Dungeons on the standard A1200 can take a few minutes.
Once the Dungeon is created and loaded, Eldritch will request the
required difficulty level for the game, before asking the new Character's
name and switching to the Advancement window.

1.16   Controls during the game

Controls:

As of version 1.27, Eldritch features three seperate control methods.
The primary, default, method is the joystick or joypad, preferably with
two buttons. Different control methods may, however, be chosen from the
Main Menu.
The available control methods are:

Joystick
Pull in any direction to move in that direction.
Press first fire button to use the item in the Weapon location.

**** Press second fire button to bring up
Game Menu
.
**** This feature is NOT implemented due to problems with reading it.
**** If anyone has code (in any language) to do this, please send me it!!!

Mouse
Move mouse in any direction away from player character. Player
character will move towards the mouse pointer, if possible.
Pressing left mouse button uses the item in the Weapon location.
Pressing the right mouse button brings up the
Game Menu
.

Keyboard
Up: Q
Down: A
Left: [
Right:]

Pressing Spacebar uses item in Weapon location.
Pressing the Return key brings up the
          Game Menu
             .

   NB: Keys used to bring up the Game Menu are interchangeable between
control methods – the Return key will bring up the Game Menu even in
Joystick or Mouse mode.

   In any control method, pressing keys F1 to F5 will use the item in the
corresponding one of the remaining locations (The Weapon location is NOT
duplicated in these keys)

   Any item may be placed in any location and used, with the exception that
ONLY equipment items can be used in any slot other than the weapon slot.
   Also, ammunition for guns should be placed in the Equipment location in
the inventory, so that it will automatically be loaded into your
gun when it runs out of shots.
   Similarly, Keycards and Creditcards will need to be placed in the
Equipment location to be recognised.

   Any ideas about improving the control system are welcomed.

1.17   The in-game Menu

          Game Menu

   The available options are:

          1.   Disk Menu.

          2.   Options Menu.

          3.   Inventory.

          4.   Character Information/Advancement.

1.18   Eldritch options menu

          Options:

        This menu allows the screen update rate to be set, as well as
displaying the current average frame rate and free memory. If the game
appears sluggish when a number of creatures are on screen at once, try
moving the frame rate from 1 (Smooth) to 3 (Faster). The default is 2
and faster machines can probably cope fine with setting 1.
        Another option is Slow or Fast windows. Slow windows means that the
display is faded neatly between rooms but this takes significantly longer
than Fast mode and can detract from gameplay.

New in version 1.31 is the Moody/None lighting options. By default,
Eldritch uses lighting defined in the City description, which is supposed to
give rooms a moodily lit feel. This can be changed to give blanket total
lighting for rooms by clicking this gadget.
       New in version 1.32 is the Controls button, which gives access to the

                 Controls Menu
                 , allowing the control method to be changed
during a game.

1.19   Load/Save/Quit menu

   Available from the Game Menu, this menu allows the following options:

   1. Load a saved game.
       Operates in the same way as the Main Menu option. You will be
prompted for the name of the character to load.

   2. Save the game.
       Saves the game to the "Characters" disk (or directory, if available),
under the name of the Player character.

   3. Quit Game.
       Nuff said.

1.20   The inventory system:

                 Inventory:

   The player has six locations in which to store items.

   Weapon: Any Item placed here will be used when the player presses the
fire button.

   Equipment: If the player is using any Item that requires recharging or
reloading then this location should contain the spare batteries/ammunition
etc. for the Item being used.

   +4 spare slots.

   In addition to this there is a seventh slot containing all items on the
ground at the player character's location in the room.
   By clicking twice on the Floor location's button, the items on the floor
can be cycled through.

   Any equipment item in the player's inventory may be used from the
inventory screen by clicking on the Use icon, next to the Information Icon.
   If the current item displayed in the Floor location is a Corpse then it
may be "Looted" using the Loot icon, next to the use Icon. This destroys
the corpse and places all it's contents loose on the Floor.

```
1.  To move Items between locations:

2.  To view information about Items:

3.  Using an Inventory Item:

4.  Looting corpses:
```

1.21   Using Inventory Items:

Select the Item you wish to use. Its buttons border should turn blue.
Now click on the Use button at the bottom of the screen. The relevant Item
will now be used.

1.22   Looting Corpses:

Playtesters reported that it was a bit frustrating, having to examine
every corpse and pick each item out individually. Since the actions
involved were always basically the same, the looting of corpses is now
automated and can be performed by pressing the Loot button at the bottom of
the inventory screen.
This button will ONLY try to loot the item currently displayed in the
floor slot, which must obviously be a corpse if it is to be successful.
All Items in the corpse will appear on the ground and the corpse will
be destroyed.

1.23   Moving Items between inventory locations:

Select the first location by clicking on it's button. It's border
should turn blue. Now move to the second location and click on it's button.
The Items at the two locations will be swapped.
Since the Floor location is special and can hold multiple items, when
it is selected as the first location for a transfer, the Items are swapped,
but when another location is selected followed by the Floor location, the
first Item is forced onto the floor. Try it out to see what I mean. It
sounds more complex than it is.

To move Items between containers, move the required Items first from
the source container to the Floor. Then select the destination Container or
character inventory and take them from the Floor. Once again, try it out to
see what I mean.

1.24   Viewing information about an Item

Select the required item as normal and then click on the "i" button at
the bottom right of the screen. An information screen will be displayed,
allowing Items statistics to be checked. In the case of containers, this
involves being able to view their contents.

1.25 Eldritch Characters:

Character Information:

This screen displays the various character statistics

Character Advancement:

This screen appears instead of the Character Info screen once over 100
experience points have been accumulated. Each characteristic is advanced by
a random amount by pressing it's button. Each advance costs 100 experience
points and advances become less and less significant as each statistic gets
higher.

The advancement system is open to criticism, especially if anyone can
find a better way of achieving the same result.

--- Testing your own Creatures/Items

If you have any good ideas for Creatures or Items, then look in the
Creatures.Asc and Items.Asc files in the Templates directory to get an idea
of the forms their definitions take.
[Note that Creature experience is the experience level the Player must
have reached before these Creatures start to appear in Dungeons.]
To try out your own creatures or items in the game, run TempGen from the
Eldritch directory and type "Items" or "Creatures" as appropriate when
prompted. Bear in mind that it will be helpful to edit the graphics files
if you want to make it obvious where your Creature or Item is being used.

For Creatures, edit the "Corpse.Abk" and "Basic.Abk" files in the
Graphics directory. Remember to set the "graphic" parameter in your
Character definition to reflect the new graphics.

For Items, edit the "Items.Abk" file and alter the "graphic" parameter in
the Items.Asc definition to reflect the change.

Remember to use TempGen EVERY TIME the Items or Creatures definitions are
altered, or the changes won't be recognised by the game.
If you design a good Creature or Item and want to send me its definition
then these can be sent as a standard Email, without encoding. The graphics,
however, are a different matter. They must be UUencoded to send them by
Email.

Send any good stuff to the addresses given above.
Any ideas for new equipment types and other stuff like that would also be
appreciated. Just describe their function in a mail.

1.26   Hard Drive Installation:

   To run Eldritch from Hard drive, simply copy all the files on the Game
disk into their own directory on the hard drive. Simply click on the
Eldritch icon to run Eldritch, or on Intro to run the Intro first.
   Ensure that the contents of the Fonts, Libs and C directories in the
system partition contain the files specified for the game disk.

   Hard Drive installation is automated under Eldritch version 1.27, by
clicking on the "Install_to_HD" icon on the Eldritch Game disk.

   (Whether installing manually or using the script provided, a directory
called Characters must be created in the Eldritch game directory if Eldritch
Characters are to be saved to Hard Drive.)

**** IMPORTANT!
   The Install_to_HD script may fail to install the required libraries
(amos.library and medplayer.library) from the distribution disk. Until I
can fix this bug, they must be copied by hand into the libs: folder.
****

   NB : Automated Installation is ONLY available on AmigaDOS systems 2.0+,
since it requires the presence of the CBM Installer program in the C:
directory.
        Under OS 1.x systems the files must be manually installed.
        Even under AmigaDOS 2.0x, the Installer program must still be
obtained from Amiga Technologies, since it is only a standard part of the
2.1+ OS.

1.27   Floppy Drive Installation:

                    To run Eldritch from Floppy drive requires several system files ←
                        to be
copied to the main Eldritch Game disk. These files are in square brackets
in the
                required files
                 page of this .Guide file.
   Under OS 1.x they must be manually copied to the Eldritch distribution
disk in order that it becomes the Game disk.
   Under OS 2.0+ the Install_to_Floppy Installer script can be run, which
will install all the required system files onto the distribution disk
automatically.

   Under any Amiga OS, the destination Floppy must be made bootable with the
command "Install DF0:" from the CLI prompt, if it is required to self-boot.

   I suggest that you back up your distribution disk before running
Install_to_Floppy on it.

1.28   About Eldritch

Eldritch Info

Eldritch was written in AMOS Basic Pro V2.something-or-other

The music is in MED format.

Screens were designed using Dpaint.

Sampled Effects were mostly ripped from Barbarian. I think that
Barbarian is an old enough game that no-one should mind me doing this, but
if they do then please just mail me to let me know and I'll find some other
samples.

I was not sure whether or not some old CBM libs and fonts were under
copyright and so I have not included them in
                this distribution
                .

1.29 Required files:

Files enclosed in square brackets are required by Eldritch, but are not
included because of possible copyright problems. Please copy these files
from your original system disks into the locations indicated for them below,
on the Game disk.
    Hard drive users PROBABLY don't need to copy these files, assuming that
their system partitions contain all the standard AmigaDOS files.

Please read the relevant Installation page for your system.

--- This distribution should include:

```
    Displays (dir)
      Back_Scr.Dsp                    Back_Scr.Dsp.info
      Basic.Dsp                       Basic.Dsp.info
      Buttons.Dsp                     Buttons.Dsp.info
      Title.Dsp                       Title.Dsp.info
    Cities (dir)
      Dungeon.Cty
    Graphics (dir)
      Basic.Abk                       Corpse.Abk
      Explosions.Abk                  Intro.Abk
      Items.Abk                       Projectiles.Abk
    Templates (dir)
      Creatures.Asc                   Creatures.Tmp
      Items.Asc                       Items.Tmp
    Sound (dir)
      Sound.Abk                       Theme.mod (may not be present!)
    c (dir)
      [assign]
    Fonts (dir)
        Peridot (dir)
          [7]
        diamond (dir)
```

```
           [12]                                [20]
      [diamond.font]                      [Peridot.font]
    libs (dir)
      amos.library                        [diskfont.library]
      [mathtrans.library]                 medplayer.library
    s (dir)
      startup-sequence
    Bin (dir)
      Dungeon
 Characters.info                    Cities.info
 Displays.info                      Eldritch
 Eldritch.Guide                     Eldritch.Guide.info
 Eldritch.info                      Graphics.info
 Intro                              Intro.info
 Sound.info                         TempGen
 TempGen.info                       Templates.info
```

1.30 Future Features:

Features yet to be implemented:

  * Midi option for enhanced quality audio. If you have a Midi system
connected to your Amiga, then you'll be able to get even better sound!

  * More Creatures, Items and graphics.

  * Specially designed Cities.

  * Dedicated City editor.

  * Locked doors, keycards, credit cards, shops and spells/psionics.

  * Add Instructions to this .Guide on creating new Items.

  * The Eldritch Cyclopaedia - to replace this .Guide file there may be a
seperate disk containing all manner of useful information about the game.

  * Proper Character and City requesters.
     (I am told that people do not like the AMOS requesters,
      and writing my own may take a while ... so don't wait up ..)

  * Improved graphics and sound effects.

1.31 Versions history

            This is Eldritch Version 1.35/1.34(1.33) (BETA)
Eldritch 1.34 is simply a bug fix of Eldritch 1.33.

V1.35 Completed 20.11.95

  * Installed the new theme tune.

V1.34 Completed 8.11.95

   * Improved the Install_to_HD script.

   * Added some instructions on creating custom Creatures.

   * Fixed a few minor multitasking bugs.

   * Added a Save Options button to allow configuration to be saved.

   * Added a 30-second "Boids" screen saver.
     (Optimised for multitasking, not smoothness!)

   * Dungeon generator now places random items in Dungeons.

Previous versions:

  Beta versions:

           Eldritch 1.32

           Eldritch 1.31

           Eldritch 1.30

           Eldritch 1.29

           Eldritch 1.27

           Eldritch 1.24
             Development:

           Eldritch 1.21

           Eldritch 1.15

1.32   eldritch1.32

--- Eldritch 1.32 (BETA)
Completed 16.10.95

  * Eldritch now runs at priority 0, meaning much better multitasking.
   (-1 priority was ditched because it caused hang ups if there weren't
   windows on the Workbench Screen)

  * Control options now available even during game.

  * Display of inventory on main screen. (NOT YET COMPLETE)

1.33   eldritch1.31

```
---   Eldritch 1.31 (BETA)
Completed 12.10.95
```

   * Added difficulty level requester. Currently only affects random
creatures.

   * Made "moody" lighting optional. Selecting "Lighting" from Options menu
toggles this.

1.34   eldritch1.30

```
---   Eldritch 1.30 (BETA)
Completed 4.10.95
```

   * Fixed an annoying bug which stopped the Dungeon Generator from running.

1.35   eldritch1.29

```
---   Eldritch 1.29 (BETA)
Completed: 3.10.95
```

   * It is now possible to USE an Item directly from the inventory screen.

   * There is a special button on the inventory screen for looting corpses.

   * Removed a buggy second-joypad-key-reader routine which read a pin that
most joysticks just short out.

1.36   eldritch1.27

```
---   Eldritch 1.27 (BETA)
Completed:17.9.95
```

   * Multiple control options. Full control throughout the game using either
Joystick, Mouse or Keyboard.

   * Dungeon Generator is now capable of making Super-Large rooms in
dungeons.

   * Rooms may now have any wall missing, allowing more flexibility in
Cities.

   * Added a Forest display template.

1.37   eldritch1.24

```
---   Eldritch 1.24 (FIRST BETA RELEASE)
Completed: 9.9.95
```

This version features:

  * City and Dungeon generator programs are now integrated with each other,
     to save space on disc.

  * Load and Save games. About eight games should fit on one floppy.
     (Hopefully)

  * Blood splats when you hit people in hand to hand, just so you make out
     what's going on more easily.

  * Some internal mapping of rooms is done to speed up operation of doors
     and other fixtures. This is done on the fly the first time each room
     is entered by a character and takes on average about 150K ram.

  * Better control over roaming creatures, using experience point ratings.

  * New panic mode introduced for creatures, before they just choose to run
     away from you. Surprisingly effective!

  * Main program now checks for presence of required directories in startup
     directory. If they are not present then it assumes them to be on
     seperate disks.

1.38   eldritch1.21

```
---   Eldritch V1.21
Completed: 5.9.95
```

This version features:

  * Exploding ammunition.

  * Improved character advancement system.

  * Item specific sounds.

  * Viewing of item statistics.

  * Off-Screen active characters.

  * Corpses appear when characters die, which can be looted for gear.

  * Nice death and getting hurt sounds.

  * Corpses decay once the character has been to about 10 more rooms.

  * Characters in rooms are arranged similarly.

  * Random dungeon generator is now included with the main kernel and
     is available stand-alone or from Eldritch itself.

1.39   eldritch1.15

--- Eldritch V1.15
Started : 5.8.95
CCompleted : 27.8.95

Basic version of Eldrich, contains only the basic movement and exploration
system.

Discovered a few problems with AMOS Pro:
  Programs with lots of error handling (On Error Goto ...) don't seem to
compile. The only one that I got to compile gave a 3Mb executable.
  There is some weirdness about passing back Param values. Not a reliable
means of data exchange.

This version features:

  * Space for 200 characters, 1000 rooms and 6000 objects per city.

  * Support for basic doors, which are open or closed and may also be locked.

  * Support for Hand-to-Hand, Ballistic and Grenade weapons.

  * Support for Credit Cards, Ammunition and Key Cards.

  * Rudimentary AI system for creatures, determined by their Mode.

  * Basic character advancement and experience system.

  Currently aiming only at 2Mb machines.

1.40   Problems running Eldritch

If you experience any problems running Eldritch, first try disabling things
such as screen blankers, which can often interfere badly with Amos programs.

If this still does not work, ensure that as few commodities and other
background utilities are running as possible.

If you STILL find problems then try disabling the CPU caches. On 040 and
possibly 060 machines the caches are a MAJOR source of problems with
Eldritch, due to a combination of poor coding (by Amos) and poor cacheing
implementation. 020 and 030 machines suffer less but may still cause
trouble on some accelerator boards.

Finally, if you still can't get the thing to work, give me a call. Maybe I
can help.

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Wez