TicTagAMIGA

COLLABORATORS			
	TITLE : TicTagAMIGA		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 16, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

TicTagAMIGA

1.1 The Main Window

```
                              TicTacAMIGA v1.3

          (c) 1993-1994 by Jens Tröger. All rights reserved.


TTA is a little
             game
              for workbench. I tried to make it fontsensitive and I
think it is (thanx Jan).  TTA was written in  Assembler (sometimes a tricky
job...) and that means it is very short and fast. I hope this.

TTA is
             Freeware
             .

And now select !!


             About
                          about TTA and greez and so on

             How to play
                     the way to play

             Install
                          where to put in and what it requires

             Menus
                         what they do

             History
                          revision history of TicTacAMIGA


             Bugreport
                       if a bug creeps up...
```

...and now have fun with TTA !!

1.2 What a game is...

You don't know what a game is ?!?!

Oh guy...

1.3 Freeware

                Freeware is a part of Public-Domain-Software, that is freely ←
                    distributable,
but still copyright by the author. That means, you can copy TicTacAMIGA as
long as you want, but you MUST NOT change it anyway. I want to please you
to keep this guide and the
                game
                    together if you copy TTA.   So the others
will know,
                how to play
                 TTA. Thanx !

1.4 How to play TTA

                Once uppon a day, in a booooooring lesson at school, my friend ←
                    Ronny (hey
Ronny, hope you have fun these days...) thought me a simple and funny game.
Now, an eternity later, I wrote this game on my AMIGA: TicTacAMIGA.

Maybe you know how to play it, but if not, read this: all you need are two
players (or one – the other is your machine), one does play the cross and
the other the circle. Both try to build a row of their symbols alternate –
horizontal or vertical or diagonal. The problem ? The problem is, your
opponent tries to block up your rows. All clear ? Not ? Then select
AMIGA-AMIGA in Mode-
                Menu
                 and start the game. You will see, how to play...

NOTE: you may use the number-block at the right side of the keyboard to set
the fields.

1.5 About TTA

                TicTacAMIGA is copyright (c) 1993-1994 by Jens Tröger
All rights are reserved.

TTA is
                Freeware

.

Usage is YOUR OWN RISK. The author takes NO responsibility for crashes.

If you find bugs or you have any suggestions or (hope so) gifts, send it to
the adress below.

I want to thank "PackMAN" Falk Zühlsdorff for so much letters (you know..),
Jan van den Baard for helping me in much questions and answering EVERY
letter, Commodore for AMIGA and Helloween for best music. And, last but not
least, Stephen King, Clive Barker, Graham Masterston for so good books.

TTA was written in Assembler. If you have questions or you want the source
or you want simply contact me, write to this adress:

                    Jens Tröger
                    Jahnstr. 5
                    08209 Auerbach/V
                    GERMANY

"Make a step on your stairway, one step closer to what you live for"
            Helloween

1.6 Install TTA

The way to install TTA is easy: put the game and it's icon where you want.
TTA does not use any external files. Really simple, isn't it ?

1.7 TTA`s menus

The menus are easy to use:

Project
   About: opens a simple about-window
   Quit: you will leave the game (or press the CloseGadget)

Game
   Mode   Player-Player: Two player can play.
           AMIGA-Player: Player against AMIGA. AMIGA will start.
           Player-AMIGA: Player against AMIGA. Player will start.
           AMIGA-AMIGA: AMIGA fights itselfs. Use this for demo !
   Start   This will start the game in selected mode.
   Stop   Stops a started match.
   New   The started game will be stopped and restarted.

Oooops, guy, that's all. I said, it's very simple.

1.8 Revision history

```
      v1.0  - never really written (only tests, GUI-games and ideas...)
      v1.1  - First full  working version.  I tried to  remove all  bugs of
              beta-testing.
      v1.2  - Bug appears but I can't find it. Using Numberblock to set the
              fields.
      v1.3  - Bug removed.  Painting winner-row  in a different color, code
              optimized.
```

1.9   If a bug creeps up...

```
              If anything  strange happens,  please print this  page, fill in  ←
                 and send it
to me (see
              About
               for adress). I will try to remove the bug you reported and
if nothing fails you will soon find a better working version in PD.

This Bugreport-formular was taken from Dave Haynie's DiskSalv2.
Thanks a lot Dave.

============================= CUT HERE =============================

Your Configuration:

    [] A500      []A1000      []A2500      []A1200      []CDTV/CD32
    [] A600      []A2000      []A3000      []A4000      []Other

    KS Version_____     RAM_____     Other HW_____

    WB Version_____     HD_____     HD Controller_____

Please explain the problem as completely as possible:

    File System Version/Type_____

    ScreenMode_____     Font_____

    []Shell/CLI      []Workbench          Locale_____

    Problem:   []Full Lockup    []GURU/Crash    []DS Can't fix the disk

    Steps to see this problem?_____

    _____

    _____


    Other Comments_____

    _____

    _____
```

Bug found by (adress)_____

_____

_____

============================= CUT HERE =================================

Always remember: I can't remove a bug I don't know about...

Thanks for help,
Jens