ampu

COLLABORATORS			

	TITLE : ampu		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		October 23, 2022	

REVISION HISTORY			

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ampu

1.1   AMPU docs

```
                A M P U - The Ultimate Humanoid Game
(c)
                Naamahaukat
                1995-96
```

About this piece of software:
* This software is Freeware, so you are allowed to spread and
  use this software FREE.

* It is also copyrighted by its developer. That means that you
  are NOT ALLOWED to modify the program and documentation in any way.
  Especially you MUST NOT REMOVE the documentation or this text file.

NOTES!
* My english sucks.
* This game requires a FAST machine and AGA, but hey it's FREE!

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```
                    Greetz & thanks
                    A M P U - a Naamahaukat production 1995-96
```

1.2 Credits'n stuff

```
                Credits
-------

 Code, GFX , Design &
 very hard work  ------->
                Naama
                /Naamahaukat

 Music , SFX  &
 Ideas             ------->  Haukka/Naamahaukat

 Weapon design   ------->  Hellsky
```

if you want to contact us at any reason write to:

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```

1.3 N A A M A

name: Riku Rakkola (NAAMA/Naamahaukat)

likes: Amiga, The X-Files, food, kossuvodka
hates: PC:s, hangover

about this game:
I have spent many months and days coding this game,
and you may think "why it's free??"
the answer is... because i hate SHIT shareware games!!

1.4 About AMPU

So what is AMPU?

AMPU is yet another artillery game but it's lot more BETTER than
any other except worms of course!
Basicly it's a lot like worms but it has AGA Gfx and lots of
interesting weapons and tools.

cool things:

```
+ 25 cool items. (weapons, tools etc.)
+ you can make your own battlefields!
+ AGA (256 colors!)
+ Lots of animation.
+ 640*400 levels.
+ It's FREEE!
```

```
shit things:
- eats LOTS of mem
- needs FAST machine (68020 and accelerator needed)
```

1.5 What do i need?

```
Requirements:
```

```
* A1200 (68020) with some accelerator or faster machine.
* AGA chipset
* about 1 meg free fastmem
* about 1.7 megs free chipmem
* mathrans and diskfont libraries in libs:
```

```
I have A1200, Blizzard 1220/4MB (31.6Mhz) and the game runs fast enough.
Game should work in a standard A1200 with some fastmem but it can be slow.
(never tried without accelerator.... )
```

1.6 Having problems?

```
Problem:
Game loads and menu works, but when START GAME pressed game fucks up.
```

```
Solution: You don't have enough chipmem available.
If you use wb then close other programs and take backround piccys
etc. off.
```

```
Problem:
Game won't load.
```

```
Hint: Check that all required libs are available.
      Do you have enough memory??
```

```
Problem:
Game is slow.
```

```
Solution: buy faster machine :)
```

1.7 Installation info

How to install?

Make sure that all required files and dirs are available
required dirs:
levels
saves
samples

you also need some libs (mathrans, diskfont).
then just run AMPU by doubleclicking its icon.

No assigns needed.
(check also
                machine requirements
)

1.8 Game docs

MENUS

Choosing level

Just click 'choose level' button and choose a level.
If you want a randomlevel just click 'randomize' button.

Options menu

In here you can change the game options...
(movetime, Field of vision, explosions, banzaibrains etc.)
and save them.

Teams menu

In here you can clear team(make new team) and change
names of the players and the team.
you can also load/save teams.

 Weapons menu

Here you can buy your weapons to all 4 soldiers in the team.
your money and other info is shown in the lefthand corner.
Some weapons can only be bought by the Leader or sergeant. (read
description)

To change item click on the arrowbuttons or picture of an item.
(item name&prize will be shown at the bottom of the screen.)

Game Controls

The game is controlled via mouse and keyboard.

```
mouse                -> scroll view
left mouse button -> target select (teleport,nuke,team placing)
right mouse button  -> weapons menu

del                  -> weapons menu
help                 -> shows names & energy (help exits)
arrows               -> aim, move humanoid, change weapon in weapons menu
return               -> select (weapon etc.)
spacebar             -> use item, choose power (bazookas, grenades etc.)
esc                  -> abort game
n                    -> end turn
```

1.9 Technical...

```
developing tools:
- Blitz II (who said that basic sucks?)
- Devpack (best assembler around)
- Brilliance
- Octamed pro

About the code:
The code is 95% Basic & 5% assembler and it's not so fast as it could be.
(Blitz is pretty fast except the variable handling)

This game requires a fast machine and lots of mem.
First reason is the colours (256!) as blitting is slower
and 256 colour bitmap eats much more mem than 32 colour bitmap.
Second reason is that i have made this game using A1200 with
accelerator and i had no chance to test it on a slower machine.
```

1.10 Thanks to....

```
Thanks goes to:

Team 17 - for making Worms (It's THE BEST game ever, and i hope you do WormsII)

Acid software - for making Blitz II

Hellsky & others - for ideas (good & bad)

the dude who has rendered the piccy used in AMPU mainmenu.

Monzu for additional Gfx.


Greetings goes to:

mom & dad
Sulpu all
The Farm
```

1.11   game items and how to use'em...

There are so many tools & weapons and i might change them later,
so i can't write perfect instructions to all tools. sorry, you
just have to trie them out and learn :)   (was that bad english??)

but here are a few tips:

* bazooka, grenade, supball, freezer, mine, bigchina & zipgun uses the
  powerbar. (hold down space and release (just like in worms).)

* jetpack is activated using space. use arrowkeys to control it.
  if you press down arrow it shuts down.

* molebomb is also controlled via arrowkeys.

* homing missile guides to a nearest person when it starts to fall.

1.12   how to make your own levels

to draw a level you need some drawing program like
deluxepaint or brilliance.

short instructions:

Load tasomuotti.iff or some other level from levels/ directory
in your drawing program.
you have to use same palette as in piccy or game palette fucks up.

page size is 640*500, and if you save larger size piccy... game fucks up.
(so don't do that...)

also leave 50 pixels empty space up and down in image.
(like in tasomuotti.iff, which should be in levels/ dir)

colours:
----
special colours:
colour number 1 is a backround colour (air)
colour number 224 is slime.

don't use colours 0,2 or 3 (pixel explosion routine fucks up with them)

other tips:
----
save your level in levels/ dir with .lev extension.
like > my_level.lev <

then just start the game & choose your level!!!