

amigaguide

Greg Sikorski 1996.

COLLABORATORS

	<i>TITLE :</i> amigaguide		
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WRITTEN BY	Greg Sikorski 1996.	October 23, 2022	

REVISION HISTORY

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Chapter 1

amigaguide

1.1 SheepShooter Version 1.0 - Greg Sikorski 1996

Main Menu:

Hello and Welcome to the SheepShooter Documentation. Please

Press one of the following.

[System Requirements](#)] What do You Need.

[How to Install / Run](#)] Where do you put it.

[Technical Information](#)] How was It Done..?

[How do I play it then?](#)] What to do.

[Credits / Stuff](#)] Who did What.

[About the Author.](#)] Me!

[The Future](#)] What Next?

[Contact The Author](#)] Get Me.

[PREVIEW: The Adventures Of Eggy](#)] Our Latest Game.

[ADVERT: Artman Non Profit PD](#)] A Word From Our Sponsor.

Revision Date: 26-September-1996. 19:33:28.

1.2 How to Play SheepShooter

How To Play this Game:

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The aim of the game is to mindlessly slaughter as many sheep as possible in 60 seconds, or before you run out of Ammo.

Control of a Cross-hair is made via the mouse. When a sheep flies into view, aim at it and click the first mouse button, BOOM, No More sheep.

If by some miracle an Ammo box appears then shoot it to gain 20 more bullets. If you have gained a hi-score then you can enter your name into the Hi-score table. Simple Eh?

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When you quit, the Hi-scores are saved into a file Called "hiscore" in the current directory. Dont try Hacking it, It is Encrypted.

P.S. Pressing "C" Will Make the Cross Hair Smaller (Making it a little More Difficult to Aim).

### 1.3 System Requirements

System Requirements:

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You Really Need about 1 Meg of RAM to run this game, However, It probably does run an a 512K Machine. But I have not tested this properly.

Also about 260K free on your HardDrive is required if you wish to install it.

1.4 Technical Information

Technical Information

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This program was written in Amos Professional and Compiled with AMOS 1.35 Compiler. The source Code is Aprx 1000 Lines Long (Small Eh?), the Sound Files take Aprx 100K, the graphics take about 70K, and the music takes about 80K.

I Drew all the game graphics and backdrops in D-Paint 4, and the Title Screen was scanned from a hand-drawn picture and coloured in D-Paint4. (Don't laugh, I'm a Programmer, Not an Artist!)

Believe it or not, but this game began from an Artillerus Clone I was writing. I was half way through it when I suddenly thought, Why bother?.

So I used the firing routines to Shoot sheep into the air instead. Great.

My Amiga is a 2 Meg (sad eh?) A1200 With an 850Mb 3.5" Maxtor Harddrive. I have had my amiga for nearly 3 Years now, before then I had a nice little A600. (How did I manage without a HardDrive?)

Before then I Had a Speccy+<sup>3</sup>, and Before then, In a Past life, I had a Babbage V2 Calculating Machine. Before then.....

Sorry that this Amigaguide is rubbish but I dont really know many of the Tokens, so basic Text and Buttons it is.

LEGAL MUMBO JUMBO:

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THIS GAME IS ENTIRELY © 1996 BY GREG SIKORSKI. IT REMAINS ENTIRELY IN HIS NAME, IT HAS BEEN RELEASED INTO THE PUBLIC DOMAIN, AND IT MAY BE FREELY

DISTRIBUTED (IE: NO CHARGE OTHER THAN THE COST OF THE MEDIA)
THE AUTHOR ACCEPTS NO RESPONSIBILITY IF YOU EXPLODE YOUR AMIGA WHILST
PLAYING THIS GAME. THIS GAME HAS BEEN TESTED ON SEVERAL COMPUTERS, AMIGA,
PC, SPECTRUM, VIC 20, APPLE MAC, PLAYSTATION AND A CASIO CALCULATOR AND HAS
WORKED PERFECTLY WELL ON ALL THESE. IF YOU WISH TO VIEW THE SOURCE CODE
(WHY?) THEN IT IS AVAILABLE FROM THE AUTHOR AT A CHARGE OF
£9,000,000,000,000; PLUS VAT). REMEMBER: IN SPACE, NO-ONE CAN HEAR YOU
SCREAM.

This program may be placed on a Magazine Coverdisk (Please?). PROVIDING:

1. ALL DOCUMENTATION IS INCLUDED WITH THE RELEASE.
2. THE MAIN CODE/ICONS/GRAPHICS ARE NOT TAMPERED WITH IN ANY WAY.
3. I AM INFORMED. (And told which issue It's on!)

N.B: Please excuse any spelling errors found in this Document, As most of
it was typed after 3:00am. Thankyou.

1.5 Installation Stuff

Installation Instructions:

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Nothing could be simpler. The whole program is ran from one Big file;  
so simply copy this to wherever you so desire and run it from there.

You also need a copy of MATHTRANS.LIBRARY And DISKFONT.LIBRARY in your  
LIBS: directory.

## 1.6 Credits / Stuff

Credits/Stuff:

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Music Credits. Game Credits:

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Main Menu Music: Programming: Greg Sikorski

TITLE: audioscape1 All Graphics: Greg Sikorski

AUTHOR: major tom-now dance

High-Score Music:

TITLE: the last kuusnepa

AUTHOR: Wal of punishers.

Both Music Modules are in Protracker Format and were taken off "The  
Wierd Science Multimedia Toolkit" CD I got on an Amiga Magazine Ages  
ago.

## 1.7 About The Author

About The Author:

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I have written in total, about 6 or 7 games in Amos over the past 3 years, and This (besides one other) is really the first game I have actually finished. So I am quite proud of it. I've also Just done a Skeletal Version of a "Star Trek: TNG" Simulator. Its made especially for Techies who actually know what "Asymmetrical Peristaltic Field Manipulation" is!! (See Page 54 of The Technical Manual if you don't!) I would appreciate any suggestions or Idea`s on how to make this game Cool. So, if you have any, send them to me. I may also release a demo soon depending on the response I get. So....

If you would Like to get in contact with me to talk about any of the above, to Swap PD or to have a chat about computers in general Then...

[Contact The Author](#)

Oh, I must thank my old physics teachers; Ann Patterson, Dave Seddon and Pete Britton for teaching me the Equations of Motion, without which this game couldn't have been made!

1.8 The Future Of SheepShooter

The Future:

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As it stands, this game is basically a framework for a much better game. So many things could be added...Loads of Weapons, Different Backdrops, 4 or 5 Sheep On Screen at once and End of Level Sheep. It certainly could be much better, but I probably will not write Version 2 Unless anyone wants me too.

So If You do like it then get in touch and give me Some Suggestions and Bug Reports. I'm also on the look out for Ideas for new Games and Utilities to write, so If You Have Any, send them to Me. [Contact The Author](#)  
Happy Sheep Shooting.

## 1.9 Artman Non-Profit PD

ARTMAN

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NON PROFIT AMIGA PUBLIC DOMAIN.

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The latest Amiga P.D., always at the lowest prices in the U.K.  
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Those in the know, know the Artman.

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### 1.10 PREVIEW: The Adventures Of Eggy.

Atomic Revelations Software Proudly Presents....

THE ADVENTURES OF..

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About:

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"The Adventures Of Eggy" is a "Dizzy Type" puzzle game in which you take control of "Eggy", a small Fluffy Egg!

You have to guide Eggy through 4 levels to rescue his Brother,

"Egglebert", who was kidnapped by the Evil "Sneaky Mem".

By utilising Objects and advice given by Eggy's friends you must figure out how to get to the next level and take a step closer to the rescue of your brother...

The Final Game Features.....

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\* Over 50 Rooms!

\* Unique to this Genre: When you talk to a character, you can select a response from a list to determine the course of the conversation!

\* Over 20 Different Characters to Interact With!

\* 2 Megabytes of Colourfull Cartoony Graphics!

\* Many More Features!

\* Compatible With All Amiga's With 1 Meg Of Memory

A playable Demo of "The Adventures Of Eggy" will soon be available from Atomic Revelations Software. Contact "G.Sikorski@cms.salford.ac.uk" or "106042.2314@compuserve.com" for details.

Credits:

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Programmed By Greg Sikorski.

Graphics and StoryBoard By David Orritt.

Music By Paul Madley.

Character Design By Greg Sikorski, David Orritt, Matthew Sikorski and Chris Sikorski.

1.11 Contact the Author...

How to Contact the Author...

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You can reach by E-Mail (During Term Time) at...

G.Sikorski@cms.salford.ac.uk

If you need to Mail Me Outside of Term Time then Send it to.....

Greg Sikorski. C/O David Orritt

At:

106042.2314@compuserve.com

Please Send.....

1. Any Help-Full Comments or Suggestions.

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2. Insults Aimed at Dave Orritt.
3. Money (Scan, and then UUEncode it. Heh.)
3. Bank Account Details.
4. Amiga's
5. Memory
6. PD Games
7. Cars
8. Houses
9. Countries
10. Planets?
11. Galaxies?
12. Universes...(This is getting silly).

Other Programs Available From the Author.

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IFF2WAV: A Nifty Little IFF to WAV Converter Written In Amos and Assembler

With a nice WorkBench Front End (Using DJ Software's Intuition Lib).

MegaRipper: A Util to Rip IFF, ANIM, Octamed and 8SVX Files from one Big File or Memory.

By Atomic Revelations Sofware: [Preview: The Adventures Of Eggy](#)