

Spacewar

COLLABORATORS

	<i>TITLE :</i> Spacewar		
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REVISION HISTORY

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Chapter 1

Spacewar

1.1 Spacewar v1.00 (C)1996 Iain King

Hello!

This is Spacewar, for the amiga. Based on the version I saw on the Atari ST (Yergg, but the game was good), I dont know who wrote it, but for a while we were all hooked sitting around the Shit Thing playing for hours. So here it is.

NOTE! This is shareware (Cause Im gonna be about 4 grand in debt by the end of my stay at Uni), so if you like it and use it please send me MONEY. Anything, but 2 quid would be fine by me.

Whats this then?

Controls?

Look at all the options!

Special stuff

Files in the archive should be:

Spacewar
Spacewar.info
Spacewar.guide
Spacewar.guide.info
Spacewar.exe
Spacewar.shapes
Spacewar.palette
Spacewar.gui.shape
Engine.8svx
Shot.8svx
Explosion.8svx

Sound effects 'borrowed' from the best 2 player game on the Amiga -

Gravity Power

Spacewar was brought to you by the letter B and B, and the number 2 from, the Childrens Acid Workshop.

You can contact me at

iking@cs.strath.ac.uk

or snail-mail (for MONEY and stuff) at

Iain King
Blairs Croft
Creetown
Newton Stewart
Scotland
DG8 7DF

Dont feel bad about sending ideas but no money, I dont mind. But if I dont get any money then none of the ideas will be implemented.

N.B. DO send bug reports, and these will be fixed. Just cause Im a Monopolistic Greedy Bastard dont mean that I dont care.

1.2 whatsit

Spacewar is a combat game set in some solar system. In the middle of the system is a Sun (or a Black Hole, or maybe nothing), which draws the players ships toward it. Perhaps there's a planetoid orbiting the sun as well.

The players have a ship each and have to kill there opponent. Simple

Heres a clip from the Jargon File on the subject:

```
:SPACEWAR: n. A space-combat simulation game, inspired by E. E. "Doc" Smith's "Lensman" books, in which two spaceships duel around a central sun, shooting torpedoes at each other and jumping through hyperspace. This game was first implemented on the PDP-1 at MIT in 1960-61. SPACEWAR aficionados formed the core of the early hacker culture at MIT. Nine years later, a descendant of the game motivated Ken Thompson to build, in his spare time on a scavenged PDP-7, the operating system that became {{UNIX}}. Less than nine years after that, SPACEWAR was commercialized as one of the first video games; descendants are still {feep}ing in video arcades everywhere.
```

1.3 controls

Player 1 uses a joystick in the joystick port, player2 uses the cursor keys and the right shift key:

Joystick:

Fire

|

```

          |
Rotate left ----- rotate right  Fire button=thrust
          |
          |
          Special

```

Keys:

```

          Fire
          |
          |
Rotate left ----- rotate right  Right shift=thrust
          |
          |
          Special

```

The special weapons:

Shields give you temporary immunity from bullets and crashing into the other ship.

Cloaks turn you invisible

Flip spins you ship 180 degrees

Hyper jumps your ship to a random point on the screen

E-Thrust gives you emergency thrust (5*normal)

Each of the special weapons has a different cost, which is taken of a level. Once you run out of special you cant use it any more.

BUT - your level is connected to your opponents, so when he uses his special it gives you some more yourself!

1.4 options

There are a few options for this game so Ill work round the window ←
 starting at the top left bevel-box, then moving round clockwise.
 Ill cover items in the boxes top->bottom, left->right

Player box:

Plr 1/Plr 2 buttons. These sit beside the string gadgets containing the players names. Clicking in the string gadgets lets you edit the players names. Clicking on the Plr 1/Plr 2 buttons opens up the player list - (see the

specials
page)

Below these are the 2 lists of XTRAS - select the special weapon for each player.

System box:

Gravity - set the gravity of the sun

Thrust - set your engines thrust force

Target - lets you set the target score

The list lets you select if there is a sun, a black hole or nothing at the centre of the solar system

Planet lets you select if there is a planetoid orbiting the sun/whatever

Distance lets you choose how far away the planetoid orbits the sun

Spacewar box:

Game - starts a game

About - some info

Save - save the current config (see
specials

Options box:

The various sliders let you select game values for the following:

Shots - number of bullets/player on screen at once

Shotspeed - Speed of the bullets through space on firing

Shot life - Distance the bullets can go before they disappear

Fire speed - firing rate of the ships gun - higher=slower

ReBirth Time - time between player dieing and player reappearing

1.5 specs

There are a couple of extra features for this game:

On hitting the Save button, the current setup is saved to the file:

```
s:spacewar.config
```

This setup will be used every time the game is run

also: The game has a player list. If there is a lot of you playing (winner stays on kinda thing) this speed up typing in everyones names:

When the program is run it reads a list of names from the file

```
s:spacewar.playerlist
```

Hitting the Plr 1/Plr 2 buttons pops up a menu with these names.

To edit the names, just edit the s:spacewar.playerlist file, i.e. if you can use 'ed' typ at the cli prompt: `ed s:spacewar.playerlist`

Then type in the names, then hit esc-x return

An example playerlist:

```
-----snip-----  
Iain  
Stephan  
Kevin  
Charles  
-----snip-----
```

NOTE- the program will probly choke if you leave a line empty but put a RETURN on the end of it.

N.B. Player names are a max of 13 characters long.
