

Scott

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COLLABORATORS

	<i>TITLE :</i> Scott		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Scott	1
1.1	SCOTT Free AMIGA V1.8	1
1.2	Introduction	2
1.3	Installation	2
1.4	Starting SCOTT-Free	3
1.5	Using SCOTT-Free	3
1.6	Graphics	5
1.7	History	5
1.8	Future	7
1.9	Known Problems	7
1.10	Authors	7
1.11	The Interactive Fiction Archive	8
1.12	TOOLTYPES	8
1.13	A Beginners Guide	9
1.14	Acknowledgements	10

Chapter 1

Scott

1.1 SCOTT Free AMIGA V1.8

AMIGA SCOTT-Free

UNIX/MS-DOS version (c) by
Swansea University Computer Society (Alan Cox) 1993-95

AMIGA version (c) by Andreas Aumayr 1996-99

MWB icons provided by Roman Patzner

Introduction

Installation

Starting SCOTT-Free

Using SCOTT-Free

SCOTT-Free & Graphics

Tooltypes

Beginners Guide

History

Future

Known Problems

Authors

Acknowledgements

1.2 Introduction

INTRODUCTION

This is the AMIGA version of the free Scott Adams (SA) adventure interpreter. It's based on Swansea University Computer Society's Scott-Free for DOS & UNIX machines. Scott-Free runs most of the Scott Adams and Brian Howarth classic adventure games.

If you like Infocom adventures you'll like Scott's adventures, too. This package is for people who prefer game-depth and playability rather than games with Gigs of gfx & sound (but without a plot) on at least 10 CD-Rom's.

More adventure data files can be found at <ftp.gmd.de/if-archive/scott-adams>, <ftp.kjssl.com/tandy/ml-3-4> (filename: SA-ALL.ZIP) and the WWW page of Paul David Doherty (www2.rz.hu-berlin.de/inside/angl/people/pdd/advent.html). Included are the PD versions of "Adventureland" and "Pirate Adventure".

Scott Adams adventures useable with SCOTT-Free are:
(released on most 8 Bit platforms)

* ADVENTURELAND	* MYSTERY FUN HOUSE
* PIRATE ADVENTURE	* PYRAMID OF DOOM
* SECRET MISSION	* GHOST TOWN
* VODOO CASTLE	* SAVAGE ISLAND PART 1
* THE COUNT	* SAVAGE ISLAND PART 2
* STRANGE ODYSSEY	* GOLDEN VOYAGE
* CLAYMORGUE CASTLE	* RETURN TO PIRATE'S ISLE
* BUCKAROO BANZAI	* THE HULK
* SPIDERMAN	* THE FANTASTIC FOUR

Brian Howarth adventures:

* The Golden Baton	* Feasibility Experiment
* The Time Machine	* The Wizard of Akyrz
* Arrow of Death Part 1	* Perseus and Andromeda
* Arrow of Death Part 2	* Ten Little Indians
* Escape from Pulsar 7	* Waxworks
* Circus	

And ... (i never know when to stop):

- * Robin of Sherwood
- * ...

1.3 Installation

INSTALLATION

Just copy the contents of the lha-archive to a directory of your choice.

SCOTT-Free needs at least Kickstart 2.0 (V37) and the following standard libraries ←
:

asl.library	Used for file requesters.
diskfont.library	Needed if you want to use another font than topaz as your text font.
amigaguide.library	For online-help via HELP-key or menu.
narrator.device and translator.library	To enable the SPEECH feature.

1.4 Starting SCOTT-Free

STARTING SCOTT-FREE

From Workbench:

SCOTT-Free can be started by double-clicking (what a surprise) on the SCOTT-Free icon. Thus SCOTT-Free will either automatically load the adventure-datafile provided in the

tooltypes
or open a file-requester.

Use the file-requester to choose your favourite adventure.

From the Shell:

The simplest use is to just pass the filename of the game file (without the ".dat" extension) to SCOTT-Free, i.e.

```
SCOTT-Free <game file>
```

From the shell the following switches can also be used:

```
SCOTT-Free [flags] <game file> [save-file]
```

```
-d      Debugging info on load
-i      Generate 'I am' type messages (default)
-y      Generate 'You are', 'You are carrying' type messages for games that
        use these instead (eg Robin Of Sherwood)
-s      Generate authentic Scott Adams driver light messages rather than
        other driver style ones (Light goes out in %d turns..)
-t      Generate TRS80 style display (terminal width is 64 characters; a
        line <-----> is displayed after the top stuff; objects
        have periods after them instead of hyphens
```

1.5 Using SCOTT-Free

USING SCOTT-FREE

The text being input to the game can be edited using backspace, delete, and the left and right cursor keys (+shift). A history buffer stores the last twenty input lines; use cursor up and down to scroll through the history.

The following menus are also available:

SCOTT-Free Menu

- About Opens a requester with information about who has done what (copyrights).
- Datafile Opens a file-requester and lets you choose another adventure datafile.
- Help Displays the SCOTT-Free manual.
- Quit Exits SCOTT-Free.

Adventure Menu

Provides shortcuts for typing in often used file commands in the game, e.g. "Save Game".

- Game Info Opens a requester with information about the game.
- Restore Restores a saved game.
- Save Saves your game in progress.
- Restart Yes, indeed, starts your game from the beginning.

Commands Menu

Provides shortcuts for typing in often used game commands, e.g. "Look".

Prefs

- Pictures Toggles the GFX window on/off.
(will be ghosted if no GFX file is available)
- Speech Switch SPEECH on and off.
(will be ghosted if translator library and/or narrator device is unavailable)

1.6 Graphics

SCOTT-FREE & GRAPHICS

From V1.6 on SCOTT-Free AMIGA supports graphics. GFX files can be found at Paul David Dohertys WWW-Page. As V1.7 is released only GFX files for "Adventure Land", "Secret Mission" and "Robin of Sherwood" are available.

The GFX datafile must have the same name as the adventure datafile itself and must be in the same directory. Only the datafile extension is different (".dat" respectively ".gfx").

Important hint:

If you run SCOTT-Free on a plain 68000 and use a hires custom screen with 16 colours (necessary for gfx) and if you maybe even don't have some fake fastmem installed (= very, very old A500), SCOTT will be BORING slow. Because most of the processor time (and custom chip power) is wasted for handling the 16 colour hires screen, not much is left for SCOTT itself.

This can be very annoying. You have been warned.

1.7 History

HISTORY

Amiga Release 1.8 (public)

- * Added support for speech via narrator device (as requested by David Baker).

Amiga Release 1.74 (internal)

- * GFX window remembers position as long as datafile is not changed.
- * Some code optimizations.

Amiga Release 1.72 (public)

- * Little bug in keyboard subroutine removed (DEL did'nt work for the very first character in the command line).
- * Added support for shift-cursor-right/left (goto last/first char in the command line) and ESC (clears current command line).

Amiga Release 1.7 (public)

- * Implemented overlay picture support.
- * Final GFX data format (hopefully).
- * Minor enhancements to user interface.
- * Serious bug in "New Datafile" removed.

Amiga Release 1.6 (internal)

- * Removed some source kludges (but left enough for you to find), introduced some completely new (not yet discovered) and defeated some potential guru "attractors".
- * Datafiles can be changed without quitting Scott.
- * Enhanced logic for GFX support.
- * New tooltype: 'LINEWRAP'.

Amiga Release 1.55 (internal)

- * Implemented GFX support (beta).
- * New tooltypes: 'DISPLAY' and 'FASTCOLOURS'.
- * Changed tooltype 'CUSTOMSCREEN' to 'PUBLICSCREEN'.
- * Restart works now as it should have from the beginning.

Amiga Release 1.52 (public)

- * Online-help via HELP-key or menu and AMIGA-Guide (synchronous).
- * Very nasty parameter bug removed (only if started from CLI).
- * Fixed some Enforcer-hits and made SCOTT KingCon "proof".
(reported and done by Niclas Karlsson <nkarlss@ra.abo.fi>)

Amiga Release 1.5 (public)

- * New Compiler: SAS/C 6.56.
That means overall performance increase and smaller executable.
- * LINEWIDTH tooltype and some cosmetic changes.

Amiga Release 1.4a (public)

- * Minor additions/corrections to guide.
- * Somehow structured but still almost undocumented source again included in archive to satisfy GNU software licence agreement.

Amiga Release 1.4 (public)

- * Introduces tooltype support, font preferences, ASL for loading adventure files and loading/saving save-games, public screen support, 'real' command history.

Amiga Releases 1.1 to 1.3 (internal)

- * Countless minor/major enhancements to original AMIGA interpreter.

Amiga Release 1.0 (SCOTT-Free UNIX 1.14b)

- * Initial public release

Scott-free AMIGA has been tested on:

A3000, 2/8 Chip/Fast, Piccolo (CyberGFX), Kick3.1
A2000, G-Force 040/33, 2/16 Chip/Fast, EGS110/24, Kick3.1
A2000, 2/0 Chip/Fast, Kick2.0
A1200, Blizzard 030/50, 2/8 Chip/Fast, Kick3.0

1.8 Future

FUTURE

- * Screenmode Requester.
- * Supply more GFX datafiles.
- * Your wishes are my command (ahem).

1.9 Known Problems

KNOWN PROBLEMS

- * SCOTT-Free does not coexist very well with KingCON or similar shell-enhancers. If you insist on using KingCON for CON: and/or RAW: windows set the "NOGADS" option (or SCOTT's output will be garbled).
- * There could be a problem with EGS V7.4 and/or EGS110/24 and certain configurations (some colours are missing in gfx). Please contact me if you run into that specific problem.
- * If you run SCOTT-Free on a plain 68000 and use a hires custom screen with 16 colours (necessary for gfx) and if you maybe even don't have some fake fastmem installed (= very, very old A500), SCOTT will be BORING slow. Because most of the processor time (and custom chip power) is wasted for handling the 16 colour hires screen, not much is left for SCOTT itself.
This is not really a problem but can be very annoying. You have been warned.

1.10 Authors

AUTHORS

If you wish to contact me, the author of SCOTT-Free AMIGA write to:

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 A-4210 Engerwitzdorf
 AUSTRIA

Stay tuned for my very own W3 homepage (sooner or LATER):
<http://www.ping.at/Anden/>

I'd really appreciate your comments to SCOTT-Free. So snatch up and send me an email or a postcard. Yes, this means YOU! I don't want to bore you to death but the future of this project really depends on you!

SCOTT-Free UNIX/DOS was written by Swansea University Computer Society (Alan Cox) in 1993-95.

E-Mail: computer.society@swansea.ac.uk

More information and programs relating to SA games and text adventures generally can be found at the
 IF Archive
 .

1.11 The Interactive Fiction Archive

THE INTERACTIVE FICTION ARCHIVE

If you have access to the Internet and are interested in text adventures, then you can find all sorts of programs and information at The Interactive Fiction Archive, at the ftp site <ftp.gmd.de>, in the /if-archive directory.

1.12 TOOLTYPES

TOOLTYPES

TANDYFLAG	= ON/OFF	If TANDYFLAG is set to ON, a 64 character wide window is used. Default is ON.
LINEWIDTH	= <linewidth>	Chars per line are set to <linewidth>. TANDYFLAG has priority over LINEWIDTH.
FONT_NAME	= <fontname>	Sets the used text font to <fontname>. Has to be a non-proportional font. If no fontname is set, your system default font will be used.
FONT_SIZE	= <height>	What font height do you want?
ADV_DATAFILE	= <datfile>	Filename (without the ".dat" extension) of your preferred SA adventure. If datfile is invalid, a ASL file requester will appear at startup.

ADV_DIR	= <dirname>	Path where the <datfile(s)> reside.
SAVE_GAME	= <savegame>	Default filename for your save games. If savegame is not set it will default to <datfile.save>.
SAVE_DIR	= <savedir>	Path where the <savegame(s)> should be stored.
PUBLICSCREEN play	= <screen>	Name of the public screen on which you want to play SCOTT-Free. Don't forget: Public screen names are case sensitive and the full name must be supplied.
FASTCOLOURS	= ON/OFF	If set to ON, SCOTT-Free will remap screen pens 0 through 15 for gfx colours. This accelerates gfx display a bit. The original colours will be restored after quitting SCOTT-Free. If set to OFF, SCOTT tries to allocate 16 free pens on it's screen (you'll need a 32 colour screen at least to use this feature).
DISPLAY doesn't	= <DisplayID>	Display ID for SCOTT's screen if your WB screen doesn't support 16 colours or more (necessary for the GFX feature) or you just want to force SCOTT to use it's very own screen. If you don't supply the DISPLAY tooltype, SCOTT will use the WB as the default screen.
SPEECH the game.		If set, speech is on from the very beginning of the game.
LINEWRAP -	= ON/OFF	Default is ON. Some datafiles rely on a fixed line length (set LINEWRAP to OFF but set LINEWIDTH to XX or set the TANDYFLAG), others let the interpreter do the line wrap.

Hint: If neither TANDYFLAG nor LINEWIDTH are set, linewidth will default to 80 chars per line. Use TANDYFLAG e.g. for Spectrum data-files. Please let me know if you find any data-file which actually makes sense out of the LINEWIDTH tooltype.

1.13 A Beginners Guide

A BEGINNERS GUIDE

Walking around is easy. Try: "GO NORTH" or just "n". You'll be north of your last position in no time (if it's possible to walk north from there).

"LOOK" gives you a description of your environment and special places or things.

Type "INVENTORY" (or "i") to see what you already possess and carry with you.

Use "TAKE", "GET" or "GET ALL" to (yes!) take or get some or all objects in the present room.

You can always save your game progress with the "SAVE GAME" command.

Saved games can be reloaded with "!RESTORE".

Try the "Adventure" and "Commands" menus. Most of the basic commands are already ←
there.

Draw a map of your adventure. This will help a lot.

Tip: If your screen resolution is too small to display >= 80 characters/line (←
depending

on the used text font) you can try the TANDYFLAG-
tooltype
or the -t parameter.

This switches from 80 chars to 64 chars per line.

1.14 Acknowledgements

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(in no particular order at all)

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