# Foodfight

| COLLABORATORS | | | |
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| | *TITLE* : Foodfight | | |
| *ACTION* | *NAME* | *DATE* | *SIGNATURE* |
| WRITTEN BY | | October 17, 2022 | |

| REVISION HISTORY | | | |
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| NUMBER | DATE | DESCRIPTION | NAME |
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# Contents

# Chapter 1

# Foodfight

## 1.1 Foodfight

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                            Foodfight v 1.1
            A game for DLG & Cli-based BBS systems
             Originally designed by Patrick Baker
            Rewritten and compiled by Basil Barnes


        Acknowledgments

        Install DLG

        Install Other

        The Config File

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        History

        Thanks
```

## 1.2 acknowledge

Foodfight was a popular game that many Skyline BBS (c) systems ran
a few years ago, and was originally written by Patrick Baker - a
prolific games author.

The game was converted over to DLG Professional, an outstanding
BBS system written by TPT Technologies, originally in Saskatoon,
Saskatoon and more recently from Red Deer, Alberta, and purchased
from them recently by ATIS in Phoenix, Arizona.

Foodfight has been recoded for DLG or other cli-based BBS systems
with many enhancements and is presented in compiled arexx for
speed of execution.

It has been extensively tested by my system here and by beta testers
who are eager to punch holes in anything I produce.


## 1.3  installdlg

a)  Make a directory in Doors: called anything you like.  I use the
    directory name of "Food" but you can call it whatever you wish.
    You probably would not even need to put it in Doors: except that
    may be needed for the RAW: window output.

b)  Put Foodfight and Intro in this directory.  All subdirectories and
    directories will be created as needed automatically.  (Foodfight
    is already power-packed so don't try to make it smaller!)  ;-)
    Foodfight.cfg will be automatically generated in the same directory,
    and may be modified later, if you wish.

c)  Make a subdirectory under Doors:<Dir> called Text.  Copy all *.txt
    files (17 of them) into this directory.  NB: THIS IS A CHANGE FROM
    VERSIONS EARLIER THAN VERSION 1.11.

d)  Copy RPStart and RPStart.info into your WBStartup directory.  This
    MUST be run from startup and must be running before the game can run.
    (You'll need to reboot).

e)  Copy RPHi and RPHi.info into your C: directory.

f)  Copy rexxplslib.library into your libs: directory.

NOTE: IF YOU ALREADY HAVE SOME COMPILED AREXX PROGRAMS RUNNING, SUCH
      AS FOOTBALL OR STREET SURGEON, THEN YOU ALREADY HAVE DONE THE
      ABOVE LAST 3 STEPS (c,d and e), AND DON'T NEED TO DO IT AGAIN.

g)  Make a menu entry in your DLG Menu Editor.  The important parts are:
    (NB: put your directory in where it says <DIR> below)

    entry  2:  Doors:<DIR>/Foodfight %uname %level %ansi

    entry 10:  OVERLAY

    entry 13:  CLI = NO  (i.e. run it in raw mode)

    All other entries can be default, or whatever turns your fancy.  A
    copy of the menu entry is enclosed as an IFF pic.

h)  Note:  The game produces a logfile (Foodfight.log) that may be placed
    anywhere (but probably either in the game directory or in the LOGS:
    directory).  If you want to keep the size of it down to manageable
    proportions, then don't forget to include this logfile in your
    Maintenance.batch which is found in the FIDO:BATCH directory.

## 1.4   installother

a)   Make a directory in your Doors: called anything you like.  I call my
     directory "Food" but you can rename it to suit your fancy or your
     BBS requirements.

b)   Put Foodfight and Intro in this directory.  All subdirectories and
     directories will be created as needed automatically.  (Foodfight
     is already power-packed so don't try to make it smaller!)  ;-)
     Foodfight.cfg will be automatically generated in this directory and
     you may modify it later, if you wish.

c)   Make a subdirectory under Doors:<DIR> called Text.  Put all *.txt
     files (17 of them) in this directory.  NB:  THIS IS A CHANGE FROM
     VERSIONS EARLIER THAN 1.11.

d)   Copy RPStart and RPStart.info into a directory that will be run at
     startup.  This program MUST be run from startup and must be running
     before the game can run.  (You'll need to reboot).

e)   Copy RPHi and RPHi.info into your C: directory.

f)   Copy rexxplslib.library into your libs: directory.

NOTE:  IF YOU ALREADY HAVE SOME COMPILED AREXX PROGRAMS RUNNING, SUCH
       AS FOOTBALL OR STREET SURGEON, THEN YOU ALREADY HAVE DONE THE
       ABOVE LAST 3 STEPS (c,d and e), AND DON'T NEED TO DO IT AGAIN.

g)   Call the game with the following parameters:

        Doors:<dir>/Foodfight <playername> <level> <ansimode>

     a) playername must have NO spaces in it.

     b) player level (sysops to be level 255 for editing purposes
          while others don't really matter).

     c) Ansimode must be a string containing either "MONO" or "COLOR".

     d) PLEASE NOTE:  MAKE SURE that the game runs in RAW mode, rather
          than in console mode.  This is so we can have a "hot key" input.

## 1.5   configfile

     The best way to deal with a new Foodfight.cfg file is to delete it.
     The game will regenerate a Foodfight.cfg file if one does not exist
     whenever a game is started.

     However, you may wish to construct your own, so here's what the
     composition of the config file consists of:

     NAME:  Foodfight.cfg

```
COMPOSITION:

Line 1 = Path for the Foodfight.log file.  This may be, for example,
         "LOGS:" or (if you want the game directory to be the place
         for the Foodfight.log to reside, then use "---" on that
         first line.  This way the game will find its own directory
         and use that for Foodfight.log.
         (Default = '---')

Line 2 = maximum moves per day per player.  (Default = 30)

Line 3 = number of days of non-playing before a player's clothes
         are automatically washed.  This means that a player cannot
         avoid being attacked by not playing.  This feature can be
         disabled by putting 0 on this line.  (Default = 3)

Line 4 = number of days of non-playing before a player is deleted
         from the player-list.  Again, 0 will disable this feature.
         (Default = 45)

Line 5 = number of experience points to be attained by a player to
         win the game.  (Default = 400000)

Line 6 = number of lines of random text starting in line 7 and below.
         These random messages must be no longer than a single line,
         and there is no limit to the number (other than practical
         limits).  (Default = 8 lines)

Line 7 and other lines following contain the random line messages.
         These are displayed below the main menu display for each
         player for fun and enjoyment.  ;-)
```

## 1.6  contact

```
            Basil Barnes
   Fidonet:  1:342/53.0
  Amiganet:  40:1/53.0
     email:  basil@worldgate.edmonton.ab.ca
       BBS:  Amiga Devil BBS (403)-484-9200
             (Connect at V.34)
```

## 1.7  history

```
16-Apr-95
```

```
v 1.0 running on Amiga Devil BBS
```

```
19-Apr-95
```

v 1.02 released.
  - fixed gambling bug.
  - spruced ansi display.
  - limited moves PER DAY.
  - adjusted when moves were counted, and when not counted.
  - added Config file.

20-Apr-95

v 1.03 released
  - fixed a small problem with the "last 10 fights" display.
  - added code to construct a config file if necessary.
  - now save the last date played AND the number of moves left.
  - added line in config file so that players who haven't played for
    the set number of days (from the file) now will have their clothes
    washed automatically so they can still be attacked.

23-Apr-95

v 1.04 released
  - bug in keeping track of moves in a day fixed.
  - allowed sysop to delete a player in the edit function.
  - added a config feature for automatic deletion of player if not played
    for the set number of days. Required additional line in config file!!

25-Apr-95

v 1.05
  - cleaned up sysop editing feature.

27-Apr-95

v 1.06
  - some input routines made more bullet proof.
  - Sysop editing feature now fully workable.
  - Fixed spy routines so that spy can list players.
  - Fixed Sysop edit routines so that sysop can list players.

04-May-95

v 1.07
  - Fixed lottery routine so that as players check in later and later
    during the game their chances of getting a lot of pennies decreases.
     (Many players log on and off to run up their pocketpennies through
    the lottery.  This routine gradually minimizes the number of pennies
    won on each login.
  - Changed input subroutines so that an inactive player is ONLY reactivated
    for attack purposes ONCE per player per day.  Thus they cannot attack
    all inactive players, log off and then back on again and continue to
    attack the same inactive players.

07-May-95

v 1.08
  - Added event log notification of fights.
  - Changed possibility of wins to make it a little more fair for an
    experienced player ... but not TOO fair.

```
11-May-95

v 1.09
  - Changed gambling odds a little to make it "easier" on players.
  - Changed chance on introductory lottery to make it "easier" on players.
  - Fixed report on pocketpennies when a player was defeated.

14-May-95

v 1.10
  - (Probably) found bug that was scrambling player files.

19-May-95

v 1.11
  - Added Help command and text files for help.
  - Changed attacks so that person with higher experience has that much
    better chance of winning, but still has a random element.

20-May-95

v 1.12
  - Added a winner's file and rules for ending the game (kinda late ;-))
  - Some more tidying up of various displays.
  - Now put in code that will find its own directory and use that as the
    base directory for all other directories.

22-May-95

v 1.13
  - Added a new line at the beginning of the Foodfight.cfg file.  This
    line will contain the path to where you want to keep the logfile
    (e.g. LOGS:).  If you want it in the game directory, then '---' is
    put on the first line.
  - The logfile has now been renamed to Foodfight.log, to make it
    consistent with other logfiles that may be in LOGS:
  - Added a new textfile, called "Intro" that is displayed ONLY for first
    time players.

28-May-95

v 1.14
  - In response to a (rare) bugfix, fixed a problem that occurred if a
    player entered a space in with money for gambling.  I can't believe
    that we got this far without that being reported.
  - Now added an additional lottery prize for having 2 pairs of symbols as
    well as 3 and 4 of a kind.
  - Now exit the game using 'Q' instead of 'X'.
  - Aliases can now have spaces in the name.
  - When gambling, one can stay in the gambling mode without losing turns
    as long as you're winning.
  - To buy or sell food or clothing, you stay in that mode allowing you to
    sell and then buy food or clothing in the same move.
  - Lottery now has an additional winning pattern: 2 pairs will give a
    partial win.
```

```
30-May-95
```

v 1.15
  - Eliminated Foodfight.cfg from the archive package, and will rely on
    the executable to create it for the first time.  Some reports indicate
    that sysops are a little confused about what should go into the .cfg
    file, so an automatically-generated Foodfight.cfg should eliminate the
    problems caused by the confusion.
  - Also changed the setup of the Foodfight.cfg file, so that the
    explanation for each line IS ON THAT LINE.  The only other requirement
    is that the key word or number is first on the line.  The rest of the
    line is discarded.
  - Found and fixed a bug that left big gaps in the event.log reports for
    DLG systems.  The event.log now correctly shows all data.

```
25-Jun-95
```

v 1.16
  - Changed the code algorithm so that when 2 players of EQUAL food and
    clothing are fighting, their experience will count, so that a player
    of higher experience will have the advantage over a player of lower
    experience, all other things being equal.
  - A small change in the lottery routine was fixed to eliminate an
    automatic delay after losing and adding a "press any key to continue"
    command.  Cosmetic.

```
09-Aug-95
```

v 1.18
  - Added a "Take from locker" section for more playability.
  - Added some more eventlog notifications.

## 1.8   thanks

Thanks go to Patrick Baker for the original idea (as far as I know).
I hope that this version continues to build on that version and make
a fun game even better.

My special thanks to beta testers Rick Henderson, Chris Hannaford,
Kurt Christ and Rick Lembree.  Thanks guys!