



golgotha demo 4

Instructions

About **Golgotha**: **Golgotha** is an action/strategy game under development by Crack dot Com, the authors of **Abuse**, a company owned and run by Dave Taylor, co-author of **Doom** and **Quake**, and Jonathan Clark, author of **Abuse**. If you haven't kept up with recent **Golgotha** news, please see one of the following sites for screenshots, example music, story, design, and more:

<http://www.planetquake.com/games/golgotha>

<http://games.3dreview.com/golgotha>

<http://crack.com/games/golgotha>

About **Golgotha Demo 4**: **Golgotha Demo 1** was an on-site demonstration to press and publishers held in February. It showed an early version of the game running on a 3DFX card. **Golgotha Demo 2** was shown at CGDC in April, mostly to overseas publishers and some press. This demo featured most everything in **Golgotha Demo 3** except the early gameplay. **Golgotha Demo 3** demonstrated early gameplay but was mainly shown to publishers at E3. **Golgotha Demo 4** shows more gameplay, more unit behaviors, and slightly improved effects.

Please note that **Golgotha Demo 4** represents a hacked work-in-progress. When you start it, you will be presented with a development timeline to help explain where we are in the development process. Before you criticize about bugs or speed problems, let us assure you, the demo is rife with both.

Golgotha Demo 4 Performance Tips:

This demo should be run on a local hard drive. The game accesses your hard drive with asynchronous reads throughout the demo. If you have placed the data files on a network or a slow storage device, the game may run slowly.

If you installed the demo on a local hard drive, but it still seems to run slowly, it may be because you have real-mode drivers for your hard drive controller. Upgrading to protected-mode drivers usually improves performance.

If you have support for A3D sound, and you notice the demo runs very slowly, try disabling 3D sound by changing the constants.res file under the res directory so that the lines reading "disable_a3d 0" reads "disable_a3d 1".

This demo should run with a decent frame rate on a P100 with 32Mb of RAM and a Voodoo-based card. Insufficient RAM may cause your system to swap which will degrade performance drastically.

Golgotha Demo 4 Obvious Bugs:

The following bugs will be immediately obvious:

1. Some sound effects are too loud.
2. Some sound effects appear to be missing.
3. Some textures appear to be munged or extremely low-resolution.
4. You can drive through other vehicles.
5. Ground obstructions such as water and mountains will not obstruct your movement.

Quickstart: a **Golgotha** Walkthrough:

1. If you are starting from the game image downloaded from the Internet, skip to Step 3.
2. If you are starting with a Golgotha demo CD, insert the CD, and if the setup program doesn't start, run *Golgotha Setup*. From the *Golgotha Setup* program, select [Install].
3. After installation, either select [Play] from within the *Golgotha Setup* program, or double-click on the *Golgotha Demo 4* icon. *Golgotha Demo 4* will take several seconds to start up.
4. The game will start the level by showing an engine movie. It has music and voice talent, and these engine movies tell the story of the game and represent the "cookies" between levels.
5. When the movie has finished playing, you should see a console and a screen on the left side showing a 3D world. This is your supertank view.
6. The status and game controls are laid out as follows:

Supertank View: In the game window is a large alpha-blended tank barrel protruding from the top center of the view. That window is looking through the view of the "supertank" and is called the "1st person view" or "supertank view."

Radar Screen: To the upper right of this window, you see a radar screen. The radar shows blips where the buildings and vehicles are located.

Vehicle Menu: Below the radar screen, you see the vehicle menu where you purchase vehicles to appear on the production pad. As the game progresses, more vehicles will become available for purchase.

Account Balance: Below the vehicle menu is a small area showing an account balance and the cost of the unit you are about to purchase. Your account balance grows constantly but can be augmented if you acquire a bank or can be decimated if your enemy acquires a law firm.

Supertank Statistics: On the bottom of the screen, you see the supertank statistics, including armor, main gun shells, machine gun rounds, and guided missiles. This last area is non-operational because for the purposes of this demo, the supertank is invincible.

7. Before moving the supertank, hit the [TAB] key. The "supertank view" will switch to the "strategy view" also called the "overhead view." The overhead view is a bird's-eye look at the battlefield. It is still 3D and is located a constant height above the ground at the center of the window. From this view, you can select units and direct them.
8. In front of you on the ground should be a "production pad" which is where you summon vehicles into formations. To summon a tank, helicopter, and engineering vehicle, hit "T", "Y", and "E" or click the appropriate icons on the right side of the screen.
9. These three vehicles now compose a formation. To tell the formation to move off the production pad, left-click on any one of those units then click a destination on either the overhead view or the radar screen. The units will move in formation to the new location. Note that these units will remain in formation until they are dead or sold off.
10. To make the formation go somewhere else, simply click another location. To cancel their selection, hit the right mouse button. To reselect them, click any unit in the formation with the left mouse button.
11. You can scroll around the overhead map using the four arrow keys. Though this isn't normally wise, let's send the selected formation into battle against the stationary turret next to the billboard.
12. After selecting your formation (left-click any vehicle in it), scroll your overhead view west (to the left) by holding down the left arrow key. You will see two vehicles across the river. Further west, on top of the hill will see a large building with a pink roof. There is a billboard and turret on the upper right (northeast) corner of the building. Click your mouse somewhere near this corner, and your formation will start to move out.

13. When your vehicles are in range of the enemy vehicles across the river, both sets of vehicles will exchange fire until destroyed or until you move them out of range of each other. When your formation reaches the stationary turret, well, the formation shouldn't last long.
14. While your vehicles fight, hit [TAB] to return to the supertank view. You can head west using the forward arrow key and approach your formation in your supertank. The enemy will shoot you, too. Don't be worried. You're invincible in this version. If you want to and are fast enough, you can kill every enemy vehicle without a scratch, and thus save whatever is left of your formation. Hit the [SPACEBAR] to shoot your supertank's main gun. Hit [Enter] to fire 3 guided missiles (extremely powerful).
15. Now that you've learned how to engage the enemy, let's make money faster by taking over a bank. The bank on this level is even further west than the stationary turret. It is by the other billboard on the level. First, it would be wise to see if there is any enemy activity near the bank by heading that direction in your supertank.
16. You are currently in the supertank view. Hit [TAB] to enter the overhead view and click on the supertank just like any other formation.
17. Now go find the bank by scrolling the overhead view with the arrow keys then click on a spot near the bank. For an interesting view, quickly hit [TAB] again while your supertank is en route, and you can watch the scenery go by without having to steer. For the advanced, hold down the right mouse key while in the supertank view and move the mouse left and right. You will notice your turret is operating independently of your movement vector and that you can manually fire, although you cannot steer.
18. During the trip to the bank, you may notice several bad guys shooting at you along the way. Dispatch these enemies with your main gun or guided missiles. You will also notice a stationary turret at the bank. Take it out with a single guided missile or several tank rounds.
19. Now that your supertank has cleared the way, it's time to send a formation with an engineering vehicle to the vicinity of the bank.
20. Summon any desired formation, but include an engineering vehicle by hitting "Q". After summoning that formation, use the strategy mode to select that group. Then either click on a spot near the bank, or hit "F" if your supertank is in the vicinity. The formation should move towards the bank.

21. Once the new formation with the engineering vehicle has reached the bank, the engineering vehicle should separate from the formation and move towards the pad next to the bank. Once there, it will transform into a stationary turret which will defend the bank for you. As the proud owner of a bank, your income will increase at a faster rate, allowing you to build more units more quickly.

Golgotha Information and Resources: The following elements of the *Golgotha Demo 4 Instructions* file were submitted by third parties who have further **Golgotha** information or resources.

The Golgotha Connection
Announces: Golgotha Idea Contest
Date: May 31, 1997 (31-05-1997)

3DReview is about developers and users INTERACTING to achieve common goals. In the spirit of this philosophy, The Golgotha Connection is pleased to announce the Golgotha Idea Contest. We would like to hear what people have to say about Golgotha. Specifically, if you have an idea you think is well-suited to be in Golgotha, email medwards@3dreview.com with the idea. The best idea will be given to the guys at Crack dot Com, and implemented in Golgotha. The contestant who comes up with this idea will receive recognition in the Golgotha credits, on The Golgotha Connection, and will receive a pair of NuVision 3-D Spex.

When you enter the contest please include your full name, email address, your phone number, and your physical address, and the idea you have.

Example:

[-----]
Mike Edwards
medwards@3dreview.com
(113) 545-3012
194 One 3DReview Lane
Tampa, Fl 71205

I think Golgotha should support realtime rendering of 3DStudioMAX .DXF files created for 3rd party levels.

[-----]

The Golgotha Connection URL: <http://games.3dreview.com/golgotha/> Crack dot Com URL: <http://www.crack.com/>

Crack dot Com reserves the right not to use ideas submitted in this contest if they are not appropriate. All ideas are deemed property of Crack dot Com once they are submitted. The NuVision 3-D Spex will be sent out only after Crack dot Com picks their 'favorite' idea. In the case that they do not use their favorite idea in the game, the winner will still receive the NuVision 3-D Spex.

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WANT SOME FREE GOLGOTHA PORN?

For the latest Golgotha news, crap and other stuff, visit "It's Golgotha, Dammit!" at <http://www.planetquake.com/frags/golgotha>. It's the Damminitive site and everything remotely related to Golgotha is there. Cupholders, screenshots, music, paperweights... it's all here!

"It's Golgotha, Dammit" - <http://www.planetquake.com/frags/golgotha>

Motto #23: "We'll not only tell you if Dave Taylor blows his nose, we'll tell what color it was!"

Golgotha utilizes the latest and greatest sound technology from Aureal Semiconductor, A3D Interactive. This technology is available from several manufacturers, including Diamond (Monster Sound), Xitel (Storm 3D), and Shark Multimedia (Predator 3D).

A3D Interactive enables an interactive, real-life audio experience by surrounding the listener with sounds in all three dimensions using only a single pair of ordinary speakers or headphones. A3D represents an advancement over today's stereo, 3D stereo, and surround sound solutions by offering truly three-dimensional and interactive sound placement in real time, and by alleviating the need for pre-encoding sounds or adding extra speakers. A3D Interactive also provides hardware acceleration to reduce CPU utilization. A3D was initially developed under NASA funding and is backed by over a decade of psycho-acoustic research and development by researchers around the world, as well as audio

professionals at Crystal River Engineering (CRE), the advanced technology subsidiary of Aural Semiconductor. Check out A3D Interactive and other Aural products at <http://www.aural.com>.