002d9ce8-0

COLLABORATORS

	TITLE : 002d9ce8-0		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 25, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

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1.1 Aerial Racers Guide

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        |                                     |
        +  Aerial Racers v0.98 - Demo version.  +
        |                       November '96  |
        +  ©Copyright 1995/96  Insane Software  +
        |                                     |
        +-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

```
 Please note: Drop me a line if you are interested in the game.
              I'd be very interested to know if it works on your
              Amiga, especially if your configuration is a bit
              exotic.
                                        Vaughan Roberts.
```

```
    Created by Vaughan Roberts, Insane Software.

       ~Legal~Info~~~   Covering our asses.
       ~Requirements~   What you need.
       ~Installation~   Stick it wherever.
       ~Registration~   Nope, not yet.

       ~Gameplay~~~~~   If you need the help.
       ~Future~Plans~   You mean there's more?
       ~Addresses~~~    Where to find us plus our credits.
        History!        How did it happen!
```

1.2 Legal Stuff

```
The usual Legal Mumbo Jumbo.
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 Disclaimer:

We make no warranties, either expressed or implied, with respect to  the
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software described in this document, its quality, performance, or
fitness for any particular purpose. Any risk concerning it's quality or
performance is solely the user's. Should the program prove defective, the
user assumes the entire cost of all necessary servicing, repair, or
correction and any incidental or consequential damages. In no event will we
be liable for direct, indirect or consequential damages resulting from
any defect in the software.

   You may freely distribute this archive as long as all files contained
in the original archive are included. If this is to be added to a PD
library then I (Vaughan) must be notified. It is Illegal to add to it
without permission from anyone from Insane Software.

   Although Aerial Racers Demo is public domain, no one shall make a profit
through it's distribution. You should pay no more than the cost of the media
upon which it is transferred.

   Aerial Racers is ©Copyright 1995/1996 - Insane Software

1.3 Requirements

Aerial Racers should run on a base A1200, however as this is a demo
release this might not be the case. If it does crash (urmm _no_ error
messages yet...) try freeing as much memory as possible, and please let
me know of any difficulties.

Note: this version of Aerial Racers is not AGA specific, so it could
run on a souped up A500 or A2000 (1meg chip minimum)..... give it a go,
who knows.

Please also note that running any background tasks could possibly cause a
crash. If it does crash then make sure all commodities are turned off.

Aerial Racers has been tested on the following machines:

        * A1200 0MB, 4MB
        * A1200 030/28 4MB
        * A1200 030/33 882/33 (Microbotix) 10MB

I've heard that there is problems with Amiga's equipped with '060 processors,
so if anyone has one of these could they please let me know if the game
does or doesn't work... thanks.

I've previously stated that Aerial Racers would move to AGA only. However
due to the many responses from people asking for it to remain ECS compatible
I've endeavoured to keep it so. Although it won't be necessary to have an AGA
Amiga, your machine will have to be comparable to an A1200 - memory and
speed wise.

1.4 Installing Aerial Racers

```
Aerial Racers Hard Disk Install
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```

Firstly remove any old versions of Aerial Racers.

To install Aerial Racers simply unarchive both of the Aerial Racers
archives to the same directory (possibly called "AerialRacers" ;-)

Add a line to your user-startup:

```
  Assign AerialRacers: <Your Path to Aerial Racers>
```

For example:

```
  Assign AerialRacers: Work:Games/AerialRacers
```

Make sure the subdirectories within your directory match the ones in the
distribution archive.

To play Aerial Racers, either click the Workbench icon, or start the demo
from a shell with:
```
                AerialRacers
```

```
Aerial Racers Floppy Disk Install
---------------------------------
```

Uncompact each archive to a blank disk,

```
Label the first disk:  "AerialRacers1"
Label the second disk: "AerialRacers2"
```

To make the game bootable you must make the first disk bootable (of course!)
and copy the following libraries to the libs directory of the first disk:

```
    diskfont.library
    mathtrans.library
```

Then boot from AerialRacers1, and play the game.

1.5 Registration

At this moment registration is not a consideration..... I'm more interested
in what you think of Aerial Racers.
And as University tends to get in the way a bit, development time can be a
problem.
So please drop me a line...
I'd also like to know what your config is...

```
Email:
    vroberts@yoyo.cc.monash.edu.au
```

Post:

        Vaughan Roberts c/o Insane Software
        4 Shawlands Ave.
        Blackburn South, Victoria, 3130
        Australia

1.6 Gameplay

How to play.

   Firstly, as this is a demo, there are only two cars that you can use: the
Camaro and the Monster Pickup. The Track Editor has had saving disabled,
so you're stuck with the tracks that I've included.

* Important *

   When playing the game, you can only drive directly forward over cross-roads,
therefore you cannot make left or right hand turns at cross-roads.
   Also it doesn't matter how you complete laps.... forwards (the direction
you start facing), or backwards, or shortest route. As long as you don't do
a U-turn on the track.

Game Modes.

   The arcade mode has been removed, maybe never to return???

Game Menus.

   There are a quite a few of them so.... just have a play around.
   As some combinations of options are illegal (particully in the race
options menu), altering one option may change another option automatically.
This should be fairly obvious and sensible.... I hope. =)

In Game.

   Joystick controls:
           Left - rotate car anti-clockwise.
           Right - rotate car clockwise.
           Up   - Nothing.
           Down - Brake.
           Fire - Accelerate.

   Keyboard controls (Right):
      Left arrow - rotate car anti-clockwise.
     Right arrow - rotate car clockwise.
     Right Amiga - Brake.
       Right alt - Accelerate.

   Keyboard controls (Left):
               Z - rotate car anti-clockwise.

```
          X - rotate car clockwise.
     Left alt - Brake.
   Left Amiga - Accelerate.

  CD 32 Game Pads:
    I've just added these and as I don't own these controls I'd like to
  hear from you to see if they actually work...
    The red button is the accelerater, should I change this?????

  Esc:  Kill current race, and return to menu.
  P:    Pauses the game, press P to resume.
```

```
Track Editor.
-------------
  As save is disabled just have a play around... still has a couple of bugs.

  Note: use the right mouse button on the track grid to select a tile to
edit an existing piece, and the left mouse button to replace it entirely.
```

1.7 What's in store...

```
What will definately be encluded in the next release:

        - Depth sorting of cars.
        - Best of 3, best of 5, and championship competitions.
        - More relistic collisions.
        - Better and more varied car performace.
        - Including the track editor into the game.
        - Saving of game preferences.
        - Animated odometer display at bottom of screen.


Ideas for the future:

        - Computer opponent that can actually give a decent race.
        - Computer AI for path finding (will allow T-intersections in tracks)
        - More cars. (of course...)
        - Better gfx and sound.
        - More track pieces. (bottle-necks for instance)
        - Possibly null-modem link, hires displays....
        - Damage to cars, oil slicks, mines....
        - May re-introduce power-ups etc.
        - give me ideas!


Other games in the pipeline!

  * Screech Demo      (Fantastic overhead racing game)
  If you haven't checked it out, it's on Aminet, get it now...


Aerial Racers was developed with:
```

```
    Blitz Basic 2 v2.10
    Personal Paint v4.0
    Imagine v3.0
    ImageFX v1.52
```

1.8   Insane Info

Not to many at the moment........ here's a chance to add your name!

To whom ever composed the tracker mod: Baap that I found on the Aminet.
Just using this mod until I get one written for Aerial Racers.

Brad Leffler for the Insane logo and the menu font.

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1.9 History of Aerial Racers

```
Well.....

Aerial Racers v0.98     19/11/96

   Game:
   - Totally revamped the fontend menus, should now make sense. =)
   - Can now have 4 cars racing simultaneously.
   - Up to 3 human competitors.
   - 1, 2, or 3 way split screen.
   - Added keyboard and joypad (hopefully) controls.
   - Can now be installed to floppy disk.
   - Altered the game speed and gravity marginally, for playability.
   - Removed arcade mode, may make a return in the future.
   - Revamped the car performace code.
   - Fixed the sound routines.

   Track Editor:
   - Nothing.

Aerial Racers v0.92     31/07/96

   Game:
   - Increased the track width by 33%
   - Only three different map sizes however: 5x5, 6x6 and 7x7.
   - Fixed error in the map file format.
   - Slowed down car turning speed.

   Track Editor:
   - Revamped the track editor display.
   - Added changes to handle new track format.
   - Added a quick update function - speeding up track design.


Aerial Racers v0.90     04/07/96

   - First Aminet release.
```