

# **Flat Mates**

Simon Smith

**COLLABORATORS**

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|               | <i>TITLE :</i><br>Flat Mates |                   |                  |
| <i>ACTION</i> | <i>NAME</i>                  | <i>DATE</i>       | <i>SIGNATURE</i> |
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|        |      |             |      |

# Contents

|   |          |
|---|----------|
| <b>1 Flat Mates</b>                                       | <b>1</b> |
| 1.1 Flat Mates, Written by Simon Smith . . . . .          | 1        |
| 1.2 Contents Page . . . . .                               | 1        |
| 1.3 So what's it all about? . . . . .                     | 2        |
| 1.4 So what do I need to run this? . . . . .              | 2        |
| 1.5 Flat Mates. Doesn't like 3½ inch floppies. . . . .    | 3        |
| 1.6 Tedious Diary of a Game . . . . .                     | 4        |
| 1.7 Thanks to... . . . . .                                | 4        |
| 1.8 Covering My Ass . . . . .                             | 6        |
| 1.9 What? Curiousware. Is the man mad? . . . . .          | 7        |
| 1.10 In the words of Jackie Chan Whoo ahm Aiee? . . . . . | 7        |
| 1.11 Hidden Niceness . . . . .                            | 8        |

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# Chapter 1

## Flat Mates

### 1.1 Flat Mates, Written by Simon Smith

Welcome to

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| lat    |   |ates
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"Where Bad Taste substitutes Good Gameplay!"

Curious? Follow

Me

.....

### 1.2 Contents Page

by Flat Mates  
Simon Smith  
Intro  
Requirements  
Installation  
Inspiration  
Credits  
Disclaimer

Curiousware

Pick a label and satisfy your curiosities...

### 1.3 So what's it all about?

Flat Mates is a four player game of action, reflexes and questionable taste. Sky diving for the violently inclined.

The Story so far...

They searched for the ultimate thrill. Four adrenaline junkies who'd tried every "Xtreme" sport known to man. Bungee, absailing, waterfall kayaking, snowboarding and sky diving. Not even drinking a sickly sweet brand of cola on top of a skyscraper could get these guys "To the MAX".

Now all four sat huddled in the frosty interior of the hold. The plane's engines roared in their ears, trembling through their feet.

"We shouldn't do this you know. Think of the danger." said a man.

"We might be seriously hurt." said another.

"We might not even live to the days end." said the third.

"YEAH! LET'S DO IT MAN!" said the fourth.

"TO THE MAX!" they shouted, holding their fingers in an odd way.

The first man planted the plastic charge and leapt back behind the wall of luggage stacked in the hold. As the timer counted from 10 they all prepared themselves for their ultimate thrill.

An almighty explosion deafened all in the hold, before they and the luggage were ripped out of the plane in a great howl of rushing winds.

From the plane, passengers watched in dismay, as their luggage plummeted to earth among the four whooping and cheering men.

"LET'S GO!" screamed one, grabbing a small tartan holdall and hefting it off the second man at speed.

"HA! ONE POINT TO ME" screamed the first man, above the roar of the wind. Then they leapt to grab luggage, and all hell broke loose as the skydiving battle began.

And so...

Wow, are you still reading? Look if people think a game like Street Fighter needs a ridiculous background story, I can have one too alright.

Pick up a joystick and just play the game, no tedious background story is required.

### 1.4 So what do I need to run this?

Requirements

- An AGA amiga
- 2mb Chip and 2mb Fast RAM
- 020 processor
- OS 2.0 and above

Recommended

- 030 processor and above
  - Four player adaptor + 4 joysticks
  - A kicking stereo
-

Flat Mates might even work on a basic A1200 but would be unplayably slow without some fast RAM.

Also PC Users. Don't even think about using UAE to play this unless you enjoy horrible frame rates, and stuttering music. As fantastic as UAE is, it just doesn't like Blitz games.

My Athlon 1.3 Ghz with 64MB Geforce 2 is unable to keep a steady framerate. Mind you, future releases of UAE will no doubt improve things, seeing as this emulator just gets better with every release. Keep up the good work boys!

## 1.5 Flat Mates. Doesn't like 3½ inch floppies.

Flat Mates is hard disk only. There I said it. And unless anyone want's to pay me good hard cash, I'm not ever going to make it floppy disk compatible.

That aside, if you don't have a hard disk in this day and age you deserve to wallow in the ignomy of slow access times.

Installation is a (fairly) painless process, as long as you have a little knowledge of file handling. If it's your first time, I promise to be gentle.

First of all, make sure you have both disks unarchived into the same drawer. Both archives will create a drawer called Flatmates, so by unarchiving them both to the same place will work perfectly.

Okay, now Unarchive the INSTALLME.lha to a temp drawer such as RAM:

Now copy the two system fonts and drawers,  
Mega.font  
Widetop.font  
and their directories into your current FONTS: directory.

Done that, good. Now for the libraries.

Diskfont.library  
Playsid.library  
mathtrans.library  
Which are copied into LIBS: directory.

And that's it, just click on the lovely Hostess and away you go!

Well that wasn't so painful was it? Oh it was. Sorry, I should have used some lubricant.

If you find any problems,  
e-mail or write to me

.

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## 1.6 Tedious Diary of a Game

Flat Mates is short, competitive, round based game for 1-4 players. How each round plays depends on the options setup, but you can learn all of that from playing the game.

It's unlike any other game but I must admit I drew inspiration from a number of sources, so if you enjoy boring text, read on!

Back in febraury '98 I picked up a second hand Atari 2600, and a cartridge of 50 games. After playing 49 of them I had another childhood illusion shattered. Some things are really best left in the past, and these appalling games were top of list.

Game number 50 was something else though. A two player game where two badly drawn stick men had to leap from a plane to a landing pad and land before his opponent. It had an odd playability and competitive edge that made me enjoy it thoroughly.

So I decided to write a version for the Amiga. It was shite! so other than adding an amusing death animation I left it at that and had no intention of going back to it.

The following summer however I had to listen to the boasts of some chums who went on a skydiving course, and what an extreme rush it is. Most of that month I'd spent playing the fantastic game by Treasure Michief Makers. An astoundingly original game where your main weapon was your ability to grab absolutly anything and use it against your enemies. I thoroughly recommend anyone who still has an N64 get this game.

Anyway, so it was this game evolved. A skydiving game where your main weapon was your ability to grab anything from the sky and use it against your enemy. From there, various ideas were drawn together and now you have the finished product, two years later.

I've finally decided to release while there are still Amiga users left to play the damn thing. I hope you enjoy this as much as my friends and I have.

Happy Skydiving,

Simon.

P.S. Wow, you really read this far? You deserve some kind of prize, on the options screen try typing BLUE SKY to rid each round of any clouds. The game doesn't look as nice, but the game runs faster on less grunty machines.

## 1.7 Thanks to...

I put all the effort into this game so I'd like to thank me and nobody else.

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Only joking, I'm not the only one responsible for bringing this travesty of good taste to the public.

#### The People...

Angus Arthur

Angus helped me with any graphics that were looking a bit tricky, and also helped with ideas, playtesting and encouragement.

Per Hakan Sundell and Ron Birk

For creating PlaySID. The C64 player for the Amiga. This game has many pieces of C64 music scattered through it, which any fan of it's odd synthysed music will spot a mile off.

I tried to e-mail these guys to ask their permission to use their library, but they've done a Lord Lucan and disappeared.

Never mind, it's a free game and I'm not trying to profit from their work, so I'm sure they wouldn't

mind too much

eh? ;-)

#### The Musicians

I freely admit not a single piece of music in this game was by me. I think good music adds a great deal of atmosphere to a game, but I personally have all the musical talent of 100 Andrew Lloyd Webber's or approximately half a Chris De Berg. So pretty dreadful really.

There's a long list of credits here, but again, the game is free and I'm not gaining any profits from this, so I'm sure they won't

mind

me using their fabulous tunes.

In no particular order...

Monty

Title theme "Computer Dreams"

X-Ample

Loading theme "Starforce Loader"

4-Mat

Bouncing Babies theme "Wolfchild Level 4"

Tim Follin

Voting Screen theme "Blacklamp"

Gary Biasillo

Flying Doctors jingle "Target Renegade"

Maniacs of Noise

End of round themes "Stormlord"

Full Monty jingle "F-14 Tomcat"

Game Over jingle "Cyberoid II"

Micheal Hendriks

Hi-score theme "Baby Jack"

Mile High Club jingle "Baby Jack"

Jason Brooke

Stephen Hawking Abuse "Inspector Gadget"

Fred Grey

IT Mode jingle "Foxx Fights Back"

Options Theme "Batman The Caped Crusader"

Ben DalGLISH

Parachute Joust Theme "Krakout"

Johnathan Dunn

Paused game tune "Guerilla War"



Martin Galway  
Terrorist Duel jingle "Green Beret"  
Unknown, Richard Joseph?  
Final credits screen "Wizkid, the toilets"

The Programs...

Blitz Basic 2

Blitz Basic 2 is the astonishingly nice language this was coded in.  
Much thanks to it's author Mark Sibly.

Techosound Turbo 2 and Octamed Soundstudio

Which helped me record and edit all the sounds you hear in  
the finished game.

PPaint 7

The not-entirely-unlike-dpaint graphics package I drew all the  
game graphics using. Great stuff.

Real 3D

The amazingly out of date, free off a coverdisk program I used  
to render the final results screen.

Playtesters

All the folk that played the game and gave input into it's  
creation.

Angus Arthur, Graeme Woods, Ross Mclean, Chris Sim, Kevin Robison  
John Williamson, David Horne, Cameron Bannochie and Finn Mackenzie.

## 1.8 Covering My Ass

Legal Disclaimer

To the best of my knowledge Flat Mates poses no danger to your  
Amiga and has never caused me any trouble.

If, however as a result of playing Flat Mates your Amiga should become  
host to a Candarian Demon who taunts you with voices urging you to kill  
your friends and family I accept no responsibility.

I also accept no responsibility for anything else which goes wrong as  
a result of Flat Mates.

Of course, I hope everything is fine. Good Luck and I hope you find this  
game at least half as fun as I do.

On a final note, if anyone responsible for any of the things I used  
in the game really is pissed off about it,

e-mail me

and I'll set about

removing it from Flat Mates with muchos apologies.

But remember, It's a free game man! Share the wealth, and enjoy.

Simon Smith

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## 1.9 What? Curiousware. Is the man mad?

This program is CURIOSWARE

That means if you use this program and you like it then e-mail  
me  
something curious. No money. It's absolutely free!!

This is my gift to you, the Amiga and Blitz community. ;-}

All I ask is that you send me anything that you personally like.  
If you can't think of anything, here are some good examples.

In no particular order.....

- \* Curious IFF, GIF or JPG Pictures
- \* Curious MED, MOD or SID tunes
- \* Curious Blitz 2 or AMOS programs/games.
- \* Curious P.D. games
- \* Curious Utilities
- \* Curious WB hacks
- \* Curious Sound effects
- \* Curious letters or AmigaGuides@.

Send anything you like, as long as it's curious and legal. But don't  
feel obligated, as long as you enjoy it.

If you enjoy Flatmates, at least send an e-mail to say so. It would  
give me a warm feeling inside (like heartburn).

Here's where to send things...

Anyone who want's to include this on their CD's, Coverdisk or  
webpage is absolutely free to. As long as they keep my archive in tact,  
and send me some

CURIOSWARE

with a letter telling me where they are  
putting my program. Cheers! (Just no makin' profits on it man!)

## 1.10 In the words of Jackie Chan Whoo ahm Aiee?

I am (\_\_\_ (\_\_\_ — —  
\_\_\_)imon \_\_\_)mith

During the day I work as a faceless employee in an EVIL MEGASINISTER  
GLOBAL CORPORATION, but by night I change to my blue lycra suit and  
billowing red cloak to fight evil crime do-ers across the corrupt  
metropolis that is erm...Aberdeen.

When not engaged in dubious behaviour I write games, or  
game-related utilities for my wondrous but elderly Amiga.

If you have anything  
Curious  
to send me, or

you'd like to see the source of this game write or e-mail.

Simon Smith  
105 Summerhill Drive,  
Aberdeen,  
Scotland,  
AB15 6EB

or e-mail me at  
simonisfound@yahoo.co.uk  
as long your curious attachments aren't over 2MB.

## 1.11 Hidden Niceness

Woo-hoo, you've found the secret page.

I guess I'll tell you a few tips and tricks for the game, but shh! Don't tell anyone.

- \* Getting a perfect score in the Tutorial gets you access to a secret one player mode. (10 point landing)
- \* Knocking the Prof. unconcious in the Tutorial earns you a secret character.
- \* Having the PS Die Hard Trilogy CD in your drive on boot-up causes Flat Mates to use it's music instead of it's own.
- \* Typing MARIOLAND on the options screen replaces the clouds with the happy clouds from Super Mario World.
- \* Type PAMPERS on the options screen to play a full game of the bouncing babies sub game.

There might be more, but I'm still not telling...

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