Introduction

Note that this is a shameless copy of the online version of the readme, and another shameless copy of the readme.txt included in the zipfile combined into one document.
So to sum things up, this pdf document is nothing but a copy/paste job I did for extra user friendliness. I'm such a nice guy. :)

AmplituDS readme (copy of the online version)

The most important section, which should definitely not be skipped is how to set up the game. AmplituDS requires everything to be present for it to work. Please also check the saving options and highscores section at the bottom of the page. The other things are probably obvious when playing, but the controls do have a few twists... which are listed in this readme as well.

How to set up the game:

First download the zipfile for AmplituDS and unzip it.

The 'amplituds' folder which you now extracted out of the zipfile needs to be placed on your media-card. Not necessarily in root anymore like v3; AmplituDS will search for the folder on your card as of version 3.1.

DLDI patch amplituds.nds or amplituds.ds.gba (whichever you want to use) and put it anywhere on your media-card. If you don't know what DLDI patching is, check [this link](#).

That's it actually. That wasn't too hard, was it?
If anything doesn't seem set up right by AmplituDS, it'll let you know that when you run it.

New stages are uploaded on the forums, which you are free to download and insert into AmplituDS. These downloadable stages and instructions on how to insert them can be found [here](#).

Game concept:

To illustrate a bit, I'll use one of the screenshots here:

You are in control of the ship. You can move it left and right, to let it hover over another lane. In the picture above, for instance, the lanes are coloured red, orange and blue.

When hovering over one of these lanes, you will notice dots on them. On the blue lane for example, you see them being yellow. Those dots are actually targets, and your goal is to shoot them all without missing one. Sounds easy enough, no? The catch is that the targets are aligned to either be on the left side of a lane, in the middle of a lane, or on the right side of a lane. On the blue lane in this picture, you can clearly see the pattern being [left, right, left] each time. You need to hit the right buttons in order to be able to shoot down the targets.

The targets are placed on the rhythm of the music. That should make things a bit easier for you. The music of a lane will only play if you're shooting down all the targets in the right way (ie: not missing one). If you succeed to do that for a while, the lane blows up and the music associated with that lane will play on. For the red lane, that music is usually the drums section. After having shot down a lane, I suggest going to try an other available lane as soon as possible, to rack up your score. Each consecutively succesful destroying of a lane not only gives you points for all the targets you hit, but also increases the multiplier, making your score even higher!

Now, there are also powerups available in the game. These are: autoblaster, freestyle and scoredoubler. Autoblaster destroys an entire lane for you. If you failed a lane, and use the autoblaster to destroy it anyway, you'll get your old multiplier back (yay!). Freestyle is you scratching on the touch-screen to get points and creating a nice melody yourself. Scoredoubler is exactly what you'd expect it to be; it doubles the scores you'd otherwise receive for a short time.

That's it. If you want to know more about the concept, please read FAQs and such on the game on which AmplituDS was based on. That should help out. Maybe one day, I'll put a quick video of this game online as tutorial.

Ingame controls:

Movement of the ship to the left and right is done by using the D-Pad's left and right buttons. This causes the ship to change what track its hovering over. The D-Pad's up and down buttons do not have any functionality; the ship automaticly moves forward. You can also use the touchscreen to move the ship.

Shooting with the ship is down with the left and right shoulder buttons and with the X-button. Targets which appear on the track can be positioned on the left, in the center, or on the right. Shooting targets on the left is done with the left shoulder button, targets in the center with the X-button and targets on the right with the right shoulder button.

Powerups can be activated by pressing the Y-button.

Exiting the game, and thus opening the results menu, can be done by pressing Start.

Different control modes do exist and can be selected in the options menu.

You can opt between left-handed and right-handed controls. This switches the functionality between the D-Pad and the ABXY-buttons from the above mentioned functionality.
And you can opt between default controls and pad controls. Default controls use the above mentioned L, X and R scheme for shooting and the Y-button for enabling powerups. The pad controls uses Y, X and A for shooting and the B-button for enabling powerups instead.

Menus:

I will not go into detail here about the different type of menu screens.

The A-button performs the action mentioned in the bottom-right box, and the B-button performs the action mentioned in the bottom-left box. With the D-Pad you scroll through the items available in the menu.

Alternatively, you can use the touchscreen to go through the menus by tapping the item you wish to select in the menu and then tapping one of those two boxes at the bottom.

Saving options and highscores:

It would not be smart to shut off your NDS when AmplituDS is saving its options and highscores. The saving procedure is really, really short, and occurs at logical places, so there are no warnings for this procedure in AmplituDS itself.

The places where saving is done:
 - when changing settings in the options menu.
 - when having completed a game stage and having obtained a highscore.
   this happens just before the results menu.

Saving is done in a file called 'save.dat' in the 'amplituds' folder.

FAQ:

Q: I get the message "FAT could not be initialized". What's wrong?
A: You probably forgot to patch the .nds file with DLDI. See the setup section of this readme. If you did patch, it seems your DLDI doesn't work correctly with AmplituDS.

Q: I get the message "Could not find amplituds folder". What's wrong?
A: You probably forgot to put the amplituds folder on your media card. If you -did- put it there, make sure it's stored on root and see if that helps. AmplituDS can only find the folder if it's stored not deeper than 3 directories.

AmplituDS readme (copy of the offline version)

General information, licensing information and a section in which I thank people who helped out in the creation of AmplituDS in one way or another.

General information:

For information on the game, please visit AmplituDS' official website and forums:
http://amplituds.drunkencoders.com

For the online readme, please check out the link for it at the project page dedicated to AmplituDS on that website. Or check the Readme.pdf which should be packaged in here. It contains how to set up the game, the concept of the game, the controls and a few other details. Should be worth your time.

The AmplituDS stage creation forum is a good place to start looking into how to create your own stage for AmplituDS, and how to share it with others.
http://z11.invisionfree.com/amplituds/index.php?showforum=3
Among the pinned topics there are a stage creation tutorial, created by Devil Spawn, and a new stage creator application, created by Aaron. So definitely worth your time.

Licensing information:

AmplituDS is licensed under the MPL 1.1 license; details can be found in MPL-1.1.txt.
SylphDS is licensed under the MPL 1.1 license; details can be found in MPL-1.1.txt.
Libmikmod is licensed under the LGPL license; details are in the libmikmod source folder.

DLDI support for flashcards uses Chishm's driver.

AmplituDS uses a modified libmikmod to play IT music files. It does this, using the (modified) music control functionality for the libmikmod library of SylphDS.

The modifications to libmikmod and SylphDS's music control functionality are listed in the source code files, as required by the licenses.

Thanks:

When I first created AmplituDS, I didn't realise I'd end up thanking more than two or three people, but that's just the way it is. So, take a long, deep breath and off we go.

First of all, thanks to retrohead. He helped me out with so many suggestions, so many ideas, and he was the one who pushed me to create a v3 for AmplituDS. He helped out with thinking on how the 2D graphics would look better, how the menus would be laid out nicely, by testing out builds, finding bugs, creating layouts for stages, creating a new website for me and much, much more. Thank you, retro.

Thanks to tssf for helping me out with ideas on how to get actual music up and running and how I might be able to control it for this game. And also for his musical contributions.

Thanks to LDAsh for creating a professional looking 3D space ship model for me. That and providing me with new sound effects for the powerups, the drumbeat for the training stage and two backgrounds (training stage and lady lucifer stage).