

01184b48-0

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Chapter 1

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1.1 "

FaYoh - And the pink 'n' cute gum Audrey
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.:! A game by Mopz, Maze, with some help from Audrey !:.

About

Disclaimer

Story

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Controll, enemies and items

Hidden levels

Contact me

1.2 about

<--- .:! About FaYoh !:.. --->

This is the registered version of FaYoh. Whatever you do, do NOT spread it out!

Hints...

Programming, graphics, level design and idea by Mopz.

Underground-, immortal- and castle music by Maze.
This doc and story by Audrey and Mopz
All other music by Mopz.
SoundFX by Mopz and Maze
(Mopz = Marcus Johansson)
(Maze = Göran Nilsson)
(Audrey = Someone somewhere sometime)

The name "Fayoh" was invented by my friend Independence Dave. He disliked the way Scooter (H. P. Baxxter) sang the word "fire", meaning that it sounded like "fayoh"! Anyway, we ARE fans of Scooter (Or "Scootah" as they say with their german accent...) so no offence :)

Used...

Programming - Blitz Basic 2.1 (Acid Software)
Graphics - Personal Paint (Cloanto) and Vidi Amiga 12 (Rombo)
Music - (mostly) Pro Tracker Pro 3.31 (Cryptoburners & RD10/Osiris)
Computer - AMiGA 1200/030/50 MHz with 6MB RAM (+ the usual stuff), PAL

Also tested on - AMiGA 1200/030/40 MHz with 7MB RAM, in NTSC.

1.3 disclaimer

<--- .:! I am responsable for NOTHING !:.. --->

If your computer sets your house on fayoh (fire), do NOT blame me! I'm just the very innocent programmer, not at all aware of the consequences of my work! You're playing this game at your own risk. It shouldn't be able to hurt your system though, and has never done so to those it was tested on!

1.4 story

<--- .:! The story of FaYoh !:.. --->

It all started a while ago...

Ed was a young "smoothie", a "ladies man", and he was escorting another nice girl "victim" outside the disco. She really wasn't quite his type. A little more bimbo-ish than he liked. He actually found her vapid smile, and tinny childlike voice rather irritating. But... What the heck. It was only his second conquest of the night, and he expected it would not be his last. Once outside, in the alley, he began by kissing her, pushing his mouth hard against hers, and that was how FaYoh and Audrey met!

FaYoh, you see, was a green piece of chewing gum and was in Ed's mouth, while Audrey - a pink 'n' cute (perhaps overly sweet, exactly the kind of gum you might expect a childish young female to choose) female gum - was in the

young girl's mouth. During the kiss they saw each other, and fell in love as only two gums can! Fayoh's emotions took over his body. All his masculine gum hormones told him that he must have this gal-gum! His thoughts whirled within his tiny gum brain as he starred across the two rows of teeth at his beloved.

The kiss didn't last forever though. The two humans parted and Ed spoke his farewells to girl number two. With each momentary opening of Ed's mouth FaYoh watched as Audrey was taken away from him by the gal with the silly smile. He was heartbroken. Suddenly, the gal's face changed; she opened her mouth and spit Audrey out! Ed closed his mouth and FaYoh, alone in the moist darkness, could see no more.

It was only about a half an hour later, but to FaYoh it seemed forever. Ed opened his mouth and FaYoh was ejected hitting the ground with a big <SPLATT>. Finally the little green gum was free! Now he could start his long search for the pink blob-of-his-dreams, Audrey!

As you might have figured out already, in this game you play the part of FaYoh in his quest to find Audrey!

Good luck!

1.5 title

<---.!! Title and options !:. --->

Scroll marker upp/down with joy up/down Use fire to select something, and joy left to go back. When being at the file-selector, press right to erase currently selected file, or fire to start.

1.6 controll, enemies and items

<--- .!! The short version of how to control FaYoh !:. --->

Joy Left - Move left
Joy Right - Move Right
Fire - Jump

Break bricks...

Blocks made of bricks can be destroyed. All you have to do is to crack'em with your head (the upper part of the blob). Sometimes, bonuses are hidden inside, so destroy as many of them as possible!

Kill enemies...

You can kill most enemies by jumping on'em. Bouncy enemies can NOT be killed this way, nor can the spikey ones! You can jump on flying enemies,

but usually to no effect.

Jump higher...

Remember that if you press fire while landing on an enemy, you'll make a major jump! This is useful for reaching high platforms! Using a bounce-pad will make you jump even higher, but such pads are rare.

Items...

- Cherry - You'll get an extra life after picking 100 of them up.
- Diamond - These are wonderful things! There are 5 of them per level. If you find all of them, you will receive an extra life!
- Coin - This'll make you untouchable by living creatures, but it only lasts for a few seconds.
- Candy - If you collect this, you'll be presented with a bonus game when the level is completed. There you may win extra lives if you're lucky!

1.7 hidden levels

<--- .:! Levels that may exist someplace !:. --->

You reach the hidden levels by falling down into holes in the ground at "obvious" places. Sometimes, you must find a hidden level to get all five diamonds.

1.8 contact me

<--- .:! Contact the author !:. --->

If you wish to review this game in a magazine or something, I would really like to know about it, so that I can buy my self a copy :) or better yet, send me a free copy of your review. Planing to put it on a coverdisk? - That's alright with me, as long as you send me a copy of the disk!

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