

WormTris Super Enhanced Mega Kewl Edition!

COLLABORATORS

	<i>TITLE :</i> WormTris Super Enhanced Mega Kewl Edition!		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		April 16, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	WormTris Super Enhanced Mega Kewl Edition!	1
1.1	WormTris documentation	1
1.2	New stuff	2
1.3	Disclaimer stuff	2
1.4	Shareware stuff	2
1.5	Thank you!	3
1.6	Waddayaneed?	4
1.7	What is this stuff?	4
1.8	What do I have to do to play this stuff?	4
1.9	Secrets!	4
1.10	What's in this game?	5
1.11	About me	6
1.12	tHE bROTHERs	6
1.13	Bugs???.	6
1.14	To do list:	7
1.15	Installing WormTris	7
1.16	Wasted bytes	7

```
.....
                Thanks
                - Thanks to certain people
.....
                Future
                - What's in store
```

1.2 New stuff

THIS IS A STAND ALONE RELEASE, ALL OLD WORMTRIS FILES ARE NOW OBSOLETE AND CAN BE DELETED, EXCEPT FOR THE HIGHSCORE FILE, WHICH SHOULD BE RENAMED AS WORMTRIS.HSC AND BE PUT IN THE DATA DIRECTORY.

What's new in this version of WormTris?

- On popular demand (well, three people asked for it..) there's a PAUSE option included in this special edition. Just press 'p' to pause the game, and any key to continue.
- NEW feature: The WORMUTATION, check it out!
- File structure enhanced: Now there are only 4 datafiles, this doesn't add any real value to the game but it just looks pro!
- BUG FIX: There was a problem with the PIT-PURGE feature, it would just result in an infinite loop. I hope this is fixed now. (or else I just release another fix version :^)
- AmigaGuide documentation! :^)

Oh, by the way: the flashing number under the 'press button to play' text when you just loaded the game indicates how much chipmem is used. It is only for developing purposes, to keep me from using too much mem (I have 2 meg Chip, and I wanted this game to run with 1 meg chip :^)

1.3 Disclaimer stuff

Whatever happens: It's not my fault! :^)

1.4 Shareware stuff

This is the SHAREWARE section (Oh, please, keep on reading!).

This in my opinion quite well done game is SHAREWARE. That means: if you play it a lot (and you DO :^) then you are encouraged to encourage me to keep on programming by sending me the quite LOW shareware fee of just 10 (ten) dutch guilders. In return for the money you get the chance to play future games I develop. If you DON'T want to pay me, then so be it,

but that is both immoral and illegal. You already have the FULL game, as this game is not crippled in any way, so I trust you pay for it. If I don't get much 'donations' then I *WILL* revert to crippling my games, (pay first, play later) as I will have lost the trust in the shareware concept. THINK about it, then decide my destiny :^).

If you thought about it and decided to pay me after all, then you can do this in numerous ways:

- For dutch users: Via de POSTGIRO. Stort het tientje op giro rekening nummer 5139305, Lees verder voor adres.
- Via snailmail: Put the cash (no coins!) in a SEALED envelope to:

J. van den Berge
Hontestraat 15
Oost-Souburg, Zeeland
The Netherlands

if you use this method, then 'shield' the money by putting it in a christmas card or something, or else it might not reach me at all!
Also for bug reports

- Give it to me personally, although this method is not very handy if you don't live in Zeeland! ;^)
- Other ways to contacting me:
 - Try the
TBS
BBS systems, leave a messy to eNTiTy.
 - Mail networks: AGANET, FIDONET, AMYNET.
 - E-mail: eNTiTy@155-1600-100-10.iwg.nl

1.5 Thank you!

THANKS:

everyone who has contacted me about the game. sadly there were only 3, and I really think that figure misses atleast one zero at the end, given the widespread distribution of this game. Come on people, are you afraid to write me or is it just lazyness? I really need the feedback! WRITE!

The BrotherS: For testing and distributing. Also thanks for the nice long chats which cost me a fortune (although that's probably my fault :^)

SPECIAL THANKS:

to R.G.A.M. de Witt who has been (the first) kind enough to pay the

shareware fee. Much thanks dude! I'd wish there were more like you :^)

1.6 Waddayaneed?

To play this kewl game you need:

- A working Amiga system with kickstart 2.0 (didn't test older kicks),
- A joystick :^)
- 10 dutch guilders ;^)

1.7 What is this stuff?

It's Tetris...

It's Worms...

It's COOL!

WormTris is, as its name suggests, a Tetris clone with a bit of Worms mixed in. It has numerous special features which can help or hinder you in your quest for the all mighty HighScore.

1.8 What do I have to do to play this stuff?

Errm... Do I have to? ;^) You play this game with a joystick, A joystick is a usually plastic device with which you can use to influence the actions of a program supporting such a device. In this case you use the joystick to execute these actions:

up : Clear pit if you have 25 cash (see below) *BUGFIXED*

down : Perform a positive vertical translation on the current block

left : Perform a negative horizontal translation on the current block

right: Perform a positive horizontal translation on the current block

fire : Perform a 0.5 Pi clockwise rotation on the current block

the purpose is to make lines with the handed blocks, the game is really easy to play, even without this doc you can still play it..

1.9 Secrets!

You found the secret section!

As a reward I'll explain things to you, but only if you can decipher this!

Secret 1:

```
deoeuedeiebeleeeedeiesecoeoedeiereeeedeiefefeeaaedeieteuedeiereeeedeie:
seuedeieececeeeedeieseseiedeieeveeeedeieleyeideie
meaedeiekeeeedeieoedeieneeeedeieteweoeedeieteheereeeedeieaaedeienedefeoedeiere
leiedeieneeeedeieseaedeienedeyeoedeiereseceoeedeiereeeedeieweiedeieelelebeeeedeie
deoeuedeiebeleeeedeiede!
```

Secret 2:

```
teoedeieteaedeieleweoeedeieremeaedeiegeeeedeie:
teoedeiegeeeedeieteleoedeieteseoedeiefefepeoeiedeienetesepueedeieteteedeiene
weoedeieremesoedeieneoedeieneeeedeieleiedeieneeeedeie!
```

1.10 What's in this game?

Aaaah, nice.. This is what makes the game fun!

to 'get' a feature, make a line when a '?' appears above the block. If you don't make the line, then you don't get the feature.

Here's a few cool features:

UFO: The most irritating feature. It can do numerous things, but you have to find out yourself what it does...

Extend: A unique feature never seen in any other tetris clone, this extends the bottom of the pit to hold an extra line!

Bonus: The most dull thing in any game, a score bonus..... DUH!

Revenge: Aah, you'd better not get this one when your kill ratio is a tad high!

Suicidal: This detonates any sheep in the pit! Very not-nice when you have Sheep a few on screen...

That's not all folks! There are quite some features in the game, and it would spoil the effect if I would tell 'm all!

There are also some 'special' blocks, which can either help, or annoy you:

Worm: You can make combo's with worms, they are affected by gravity, so if you would make a line, and a worm is above that line, the worm would fall down if the line dissapears, possibly making another line. you could also just dump a worm in a long shaft, but that results a lower score that with the other method... Worms can get squashed by blocks, and your kills are noted.

Sheep: This block is very handy to destroy other blocks which are in the way, the sheep explodes when you press the fire button while it is falling, or when it gets squashed. Sheeps behave, apart from their explosive nature, exactly the same as worms, thus you can also make combo's with sheeps. Be careful with sheep! If they

explode, all other sheeps in range will also go (chain-reaction)!

Laser: A bit overpowered block, it allows you to shoot away unwanted blocks, or, if you're fast enough, clear the entire pit..
press fire to shoot the laser. you can fire as many times as you can, until the block can't drop anymore.

1.11 About me

I am a 18 year old dude who prefers using Amigas rather than PCs, but this is probably normal :^) I can also tell you I worship the absolutely MEGA kewl Star-Trek (ALL series) and I really HATE school.

My hardware:

System 1: Amiga 500+ with 2MB chip, Kickstart 3.1
A590 with 2MB fast + Quantum 270MB HD
MTec 68020i with 4MB 32bit
3 external drives
Iomega ZIP drive 100MB
Apple CD-Rom CD300
Microvitec M1438S
Philips NMS1453 24pin printer

System 2: Amiga 500 with 1MB chip, Kickstart 2.1
Grundig 15" monitor
Star LC10 colour printer

1.12 THE bROTHERS

The brothers is a group of really nice guys and above all: AMIGA freaks, releasing quite some good software. The reason I joined is because they asked me ;^) and because my stuff gets spread much faster via BBSes and InterNet, I can't afford it to spread my stuff myself.. (have to watch the phone-bill! ;^)

If you want to know more, then why don't you call one of these boards:

The BrotherS: +31 (0)164-255288 <TBS WHQ>
sTATIC cHAOs: +31 (0)113-613673 <TBS EHQ>

We have more boards, call above boards for info.

ALL TBS RELEASES ARE *FREE* *DOWNLOAD* !!!

1.13 Bugs???

Bugs?! If you find one, tell me! See the
SHAREWARE
section.

1.14 To do list:

TO DO:

- fix bugs found by users
- nothing

As you can see, it's quite much what I still have to do... NOT!
This may change if you send me some cash and ideas! If you have really
cool ideas for this game then please tell me. If I include YOUR idea in
the game, then you will be credited for it in the
thanks
section.

1.15 Installing WormTris

Just copy the entire contents of the WormTris drawer to your HD, or just
drag the WormTris drawer icon to where you want it.

1.16 Wasted bytes

This file should be exactly 11111 bytes large! :^)
