

piper

COLLABORATORS

	<i>TITLE :</i> piper		
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REVISION HISTORY

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Chapter 1

piper

1.1 Piper Information

Rules

Controls

Addition Information

Disclaimer and Author Info

1.2 Piper/Rules

Piper

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The idea of this game is to keep the water flowing along your pipe for as long as possible.

You will get 5 points for each piece of pipe laid down.

You will get -10 points for placing a new piece of pipe over an old piece.

You will get -10 points for any piece of pipe that is not flowed through when your game is finished.

1.3 Piper/Controls

Piper

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The controls are as follows:

Use the left mouse button to select a piece of pipe from the four available pieces at the top of the board, then click where you want it to be placed.

If you have got stuck and want to finish quickly select "speed up" from the menu.

1.4 Piper/Additional Information

Piper

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This program will only work on WB 2.0 and above.

This program was written on an Amiga A1200 68882 6MB.

This program was intended to be used with the workbench in 8 colour mode although it can be used in 4 it won't look as good!

The high score table will be loaded and saved from the directory in which the game is stored if the file is not there a default table will be used.

The sound can be turned off and on by altering the tool type.

The game window graphics will scale themselves to your screens aspect ratio.

BUGS!!!!!!!

None known at present.

1.5 Piper/Disclaimer and Author Information

Piper

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This software is provided "AS IS" without warranty of any kind, either expressed or implied. By using Piper, you agree to accept the entire risk as to the quality and performance of the program.

Comments, complaints, desiderata are welcome.

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