· AmiBee ·

Mr.Byte

COLLABORATORS			
	TITLE : · AmiBee ·		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Mr.Byte	June 25, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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                        · A · m · i · B · e · e ·

       ««   The Kidnapping Of Lady Akiko!   »»

      Chapter I  -  Kangry, The Cute Bad Boss
      Chapter II  -  The Three Little Sailor Brats

         Version 1.21 /  Date: 01 November 1997

                ** DEMO VERSION **

    © 1997 by Lobsang Alvites Szaler / Twin Eagles Group

                Made in Lima - Peru


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1.2 Disclaimer

AmiBee © 1997 by Lobsang Alvites Szaler / Twin Eagles Group

THE FOLLOWING STATEMENTS ARE APPLICABLE ONLY TO AMIBEE V1.1 LEVEL 1 DEMO.
CONTACT THE AUTHOR FOR FURTHER DETAILS.

AMIBEE DEMO and the files which belong to the program may be freely copied
and tested, if they are not changed. Any changes concerning the program or
its documentation must be allowed by the author.

AMIBEE DEMO may be distributed by any PD/Shareware library only if they do
not charge additional money for it, and all original files and documenta-
tion are included in the distributed package.

AMIBEE DEMO may be included in cover disks, CD compilations and any other
media only if all original files and documentation are included in the di-
stribution pack.

Commercial distribution of AMIBEE DEMO as a "stand alone" product is not
allowed. Written permission by the author is required.

THE AUTHOR, LOBSANG ALVITES SZALER, CANNOT BE MADE RESPONSIBLE FOR ANY
SOFTWARE OR HARDWARE DAMAGE CAUSED BY THIS PROGRAM. I CANNOT GUARANTEE THAT
FILES YOU RECEIVED CONCERNING THIS PRODUCT ARE THE SAME AS IN THE ORIGINAL
DISTRIBUTION PACK. USE IT AT YOUR OWN RISK.

1.3 What Is AmiBee ??

                    WHAT IS AMIBEE ??

AMIBEE is a conversion for Amiga of the famous videogame TwinBee by Konami.

It's a nice vertical shooter featuring a cute character flying and firing to
everything in the screen (white carrots, etc.) trying to collect color bells
(covered by smiling clouds) which bounces when you fire them. It's like a mix
between Hybris and Galaga, but featuring anime graphics (japanese cartoons).

I played the original game (TwinBee) on MSX, PC-Engine, SNES and then PSX, but

as no one had plans to release it for Amiga, I decided to write myself this
conversion.

I recently contacted a mister who is professional cartoon designer (handmade)
in my country. He liked the videogame idea, and he told me that if I get good
reactions from the scene he would paint some quality cartoon animations for
AmiBee, mainly to support peruvian development. As I know, AmiBee is the first
videogame of any kind, in any platform and in any programming language being
completed and spreaded outside this country. Other local productions, also by
Twin Eagles Group, were spreaded on the Commodore 64 scene, but that is
another story...

The in-game music, composed by me (using fantastic Teijo's SoundStudio!), is
actually the theme from C=64's "Neuromancer" game (originally by Devo).
The real name of the track is "Some Things Never Changes", and it's on their
album "Total Devo" (thanks to Paul Trauth for this tip).

If AMIBEE get reviewed in a print-magazine, disk-mag, online magazine or any
other publishing form, I would be grateful if you inform me about it.

I hope you'll like AmiBee Demo. Check
                Program History
                 to see which features
were included in this release, and consider to
                support
                 a work in progress :-)

AmiBee Development Information

Programmed with Blitz 2.1
Graphics made/rearranged with Personal Paint 6.4
Music/SFX composed with SoundStudio v1.03c

Other stuff used: DSS8+ sound sampler.

1.4 Supporting Development

                AmiBee is SHAREWARE.

I spent most of my time planning, coding, music composing, painting, testing
the playability (even recording on VHS the game to check it in the nights).
I redo the whole first level many times to gain better play feeling and alien
formations. After release 1.0, I was working on Level 2 which now includes new
graphics, new enemies, a new end-of-level boss and other features.

AmiBee is a Work In Progress. I'll be releasing progressively new versions
as they are completed. Please, consider to support AmiBee development by
registering to it.

You can send the registration fee to the
                author
                 in any of these currencies:

Ammount: 10 US$ (ten US-Dollars)

Nowadays Rate of Exchange accepted:

- £   (British Pounds)
- Dm   (German Marks)
- Lit. (Italian Lire)

Please, use the included
                Registration Form
                 for easiness.

IMPORTANT NOTE: LEVEL 2 is Already Available !!!
                Fly above mountains, sky and forest against savage animals
                like squirrels, chicks, ducks, pigs,... and reach the sea
                where the Three Little Barks, driving a Barko (a big flying
                ship) will try to stop you from saving Lady Akiko!!!

Public Distribution

Improvements for public distribution will be only and always related to
the First Level. Occasionally new stuff may be improved or added, but
you'll able to play only Level 1. If someday you wish a recently version you'll
need to pay an extra registration fee :-(

Registered User

Registering is done obviously only one time. You'll then receive privately
future updates and new levels as they are completed.
If a major version is to be released, you'll be informed about preferential
discounts. Also, you'll have special low prices for other products I may
release in the future.

1.5 Registration Form

```
========================================================================
          A M I B E E  -  R E G I S T R A T I O N   F O R M
========================================================================


SEND TO: Lobsang Alvites Szaler    (or)    Gabriela Szaler
         Jr. Caracas 2363                  Via Gorghi 132
         Lima 11 - Lima                    45020 - Canda
         Peru                              Rovigo, Italy

I want to register to your game and receive updates as quick as they
will be released. I enclosed 10 US$ (or nowadays rate of exchange):

(please state the amount sent)  ___ US Dollars    ___ Britisch Pounds

                                ___ German Marks  ___ Italian Lire


PLEASE, FILL IN THE FOLLOWING LINES USING CAPITAL LETTERS:

         Real Name: _____
```

```
             Handle: _____

            Address: _____

               City: _____        Country: _____

    Internet E-Mail: _____

        Amiga owned: _____      Kickstart: _____

     Processor Type: _____       Fast Ram: _____

     Other Hardware: _____


    WHICH VERSION OF AMIBEE DO YOU ALREADY OWN?: _____

    WHERE SHOULD I SEND FUTURE RELEASES OF AMIBEE ?

            [ ] To Your E-Mail    [ ] To Your Postal Address

    RATE THE FOLLOWING FEATURES OF AMIBEE (1=VERY POOR / 10=VERY GOOD)

    Graphics: ____    Music: ____    Sound FX: ____    Fun: ____   Playability: ____

    Difficulty (easy/okay/hard): _____          Overall Rating: ____


    Suggestions, comments, ideas, bug reports, ... : _____

    _____

    _____
```

1.6   How To Install AmiBee

REQUIREMENTS

- AGA Amiga (AmigaCD32, Amiga 1200 or Amiga 4000) required.
- Fast-Ram heavily reccomended to avoid slowdown.
- Joystick required (no special driver or calibration!) :p

INSTALLATION

HARD DISK Installation:

Decompress the LHA-packed file in your favourite HD partition.
A new drawer will be automatically created.
NO assignments are required.

All needed files are available on any standard Workbench:

- LIBS/mathtrans.library

– LIBS/diskfont.library
– FONT/topaz (drawer)
– FONT/topaz.font

COMPACT DISK Compilations:

If you wish to run AmiBee directly from a CD Compilation, you'll need the
four files listed above properly installed in the CD's Workbench.

1.7 Playing AmiBee

PLAYING AMIBEE...

THE COLOR BELLS

Yellow bell (Points!)   ... Progressively Extra Point (+500)
Celest bell (Speed-Up!) ... Progressively improves AmiBee movement
Green bell (Power-Up!) ... Progressively improves AmiBee shooting
                            and then change to next Weapon!
White bell (Shield!)   ... Activate Shield (20 seconds)
Red   bell (Beam-Up!) ... Extra FireBeam
Black bell (Damage!)   ... AmiBee lose his arms.
                            Next time hits Black bell, will lose one life.

– Shooting bells many times will randomly change the color.
– Collecting bells will give you points.

THE FLYING BASKET

You'll notice a colorful flying basket with two white wings which sometimes(?)
crosses the screen. By wisely shoting bells, you must try to put them into the
Flying Basket. You'll hear then a score sound which signals you collected it.

– Each Bell scored will give you extra point.
– Collecting 10 bells (whatever color) will give you an Extra Live.

THE FLYING AMBULANCE

When AmiBee lose his arms for the first time, a Flying Ambulance will appear.
Entering there you'll recover the arms, allowing you to launch bombs again.

IN-GAME KEYS

F1   = will Pause the game. Again, "F1" key will continue the game.
ESC   = will stop the current game and return you to the IntroMenu screen.
SPACE/JOY Button 2 = AmiBee launch bombs

GENERAL TIPS

– When you begin each Level you'll notice the fast background scrolling while
  flying above the trees. Collect as fast as you can useful Bells to improve
  AmiBee performance.

– Staying at the screen borders can be very dangerous sometimes!

- Try to learn enemies movement, hit-resistance, speed...

- Pay attention when AmiBee is flying under a the Clouds. Many times there
  can be enemies bullets under them!

- Don't wast your time collecting White Bells as they doesn't work yet :-(

- Don't press fire button like crazy. The secret is to calculate/anticipate
  the right moment to shoot, one by one, each enemy.

- If you feel too much "delay" (slowness) when AmiBee is shooting, try
  collecting more Green Bells.

- If you feel AmiBee moves too slow, try collecting more Blue Bells.

- You must learn to shot Bells only when necessary, and not continuosly!
  In this way you'll can wisely drive their bounce and put them into the
  Flying Basket.

- Beware of Black Bells! If you hit them AmiBee will lose his arms.
  To get back arms you'll need to enter to the Flying Ambulance.

- Extra lives are hidden in some levels.

If you have some questions or new ideas, don't hesitate to contact me.

1.8 About the author

                    CONTACTING THE AUTHOR

Real Name : Lobsang Alvites Szaler
Handle   : Mister Byte
Computer : Amiga 1200
Birthday : 21 November
Pet   : Mirfusila (a mindbender cat)

I would like to know how many people likes AmiBee and wish to see or get
future versions. Don't hesitate to contact me for bug reports, suggestions and
specially to
                register
                 to AmiBee. Postal cards are welcome too :-)

If you wish to freely draw some graphics or to compose a music for the game,
I would be very grateful. Of course, your name would be added in the credits.

NOTE FOR PUBLISHERS

If you wish to get AmiBee distribution (when completed) under Licenceware
or other interesting scheme, please don't hesitate to contact me.
Other projects, conversions and suggestions may be also accepted.

HOW TO REGISTER

Use the
                Registration Form

```
                          . Simply print it and fill it.
Please fold the money  with the printed sheet (or any other paper) and
send it to me enclosed in a letter-envelope. Don't use big packages.
```

```
In case you can't print the Registration Form, please  write down in a letter
paper the required information as shown in the Form. Don't forget to indicate
if you want future updates by internet email (very fast) or postal mail.
```

```
WORLDWIDE CONTACT
```

```
AUTHOR Address : LOBSANG ALVITES SZALER
                 Jr. Caracas 2363
                 Lima 11 - Lima
                 PERU
```

```
Internet Email : mrbyte@chavin.rcp.net.pe
```

```
Telephone : +51 1 463-3616 / +51 1 461-4207
```

```
EUROPE CONTACT
```

```
If you don't feel alike to  send money to Peru, you may wish to send it to
ITALY. I'll be informed periodically about new incoming registrations, but
allow more time until you get a reply from me. Meanwhile, if possible, you
must send me an email (to the above address) informing about your registr.
request. This will help to keep my records.
```

```
Snail Address  : GABRIELA SZALER
                 Via Gorghi 132
                 45020 - Canda
                 Rovigo
                 ITALIA
```

```
Telephone : +39 425 704018
```

```
OTHER STUFF I MADE:
```

```
- Lock & Retrieve: quick Workbench utility to keep track of mates and lends.
                   (like diskettes, books, money, etc.)
```

```
- Varidiam ED-109: A conversion of Gundam F-91 (SuperNintendo) for Amiga 500.
                   Unfortunately I had to stop its development due to planning
                   mistakes. Demo is available on Aminet (Varidiam.lha).
```

1.9 To Be Added Later

```
FUTURE RELEASES
```

```
Public Distribution
```

```
Any future improvement for public distribution will be only and always
related to the First Level of AmiBee. This means that you may see new stuff
added, but you'll can only play Level 1.
```

Registered Users

People who registered to AmiBee will privately receive Update and
New Levels progressively as released. Also, if a new major version has to be
released, registered users will have preferential discounts.

You may find any of these news in future releases:

- Nice Cinema Display introduction (like PC-Engine games)
- OpeningStory (that's before beginning to play)
- Option screen
- Highscore Ranking List, Load and Save.
- New speechs (when taking bells)

- New player weapons (Laser, MezzaLuna, etc.)

- Enemies firing different bullet types
- Kamikaze Enemies
- WinCom (on-screen window showing AmiBee chating with an EOL-Enemy Boss)
- Middle-Level Boss (Very Important!)
- Improve enemy's movement routine (to control collision priority,
  zooms, frame animation, rotations, etc.)

- Extra Live at certain Points (100,000... ???)
- Game Difficulty Auto-Adjustable (according to your status)
- May be some background animations?
- Improvements on previous levels (more details, graphics, boss, etc.)
- 2 Player mode?

- Level 3 completed!
  (new enemies, graphics, End-Of-Level Boss, etc.)

And of course, many other features not listed here will be improved
or added while coding, evaluating your suggestions...

1.10 The history of AmiBee

HISTORY OF AMIBEE

01.jun.97 (v0.00): Begin The Project
            - 2 Lt. Coca-Cola bought, as some food too
            - Reading Amiga User's Guide: "Setting Up Your System" :p
            - Cat deattached from keyboard (as she sleeps on it always)
            - Mouse, Monitor, Joystick and PSU attached

25.jul.97 (v0.80): First beta preview (Not spreaded).
            - main routine for Enemy Waves Movements done!
            - MapGraphED done (for background Map creation)
            - New in-game music (Neuromancer).

01.Aug.97 (v0.85): First public release (test)
            - Clouds have now different vertical speed
            - Clouds available in two sizes (little and big)
            - in-game scrolling Messages (points, speed up!, etc)
            - Points and Speed Up! now working (bell color)

```
                    - Check-Collisions vastly improved
                    - overall playability improved
                    - Enemy fires now at different angle and speed
                    - Enemy explosion added
                    - Improved some graphics


01.Oct.97 (v1.00): LEVEL 1 Completed.
                    - Level map extended, added new graphics and new alien formations
                    - In-Game music improved
                    - IntroMenu music composed
                    - Introduction music composed
                    - lot of new SoundFX added
                    - Priority Table for SoundFX playing added
                    - Bonus Points if Enemy-Wave destroyed
                    - Highscore added (rudimentary)
                    - Game Pause added
                    - better Font
                    - AmigaGuide documentation
                    - Flying Basket added
                    - Extra Lives added
                    - Enemy now flash when hitted
                    - Enemy shield added (hit resistance)
                    - Enemy randomly launch Mines
                    - BIG BOSS Level 1 created at least!!! (pant!pant!)
                    - Sequence "IntroMenu" added (AmiBee falling and dancing)
                    - InfoPage created (Menu screen)
                    - Sequence "Game Over" added
                    - Sequence "Level Completed" added
                    - Player "fire-button" routine changed. Now it works like "R-Type"
                      (by pressing fire player accumulates energy for a special Beam).
                    - WinStatus improved (at bottom screen):
                      display number of recollected Bells in Flying Basket, number of
                      player FireBeams available and fire-energy accumulated (greenbar)
                    - Amibee death sequence (Geronimo) and comeback (Maaa) created
                    - AmiBee new weapon: Low and High FireBeam
                    - Red Bell now working (add player FireBeams)
                    - Green Bell now working (Power-Up! player fire)
                    - Clouds can now be internally turned on/off
                    - Background Scroll speed can now be internally changed
                    - new Enemies's Formations added
                    - two minor bugs fixed
                    - AmiBee is now SHAREWARE


01.Nov.97 (v1.21): LEVEL 2 Completed.
                    - New graphics, enemies and boss coding for Level 2
                    - AmiBee can now launch bombs
                    - AmiBee now lose his arms if hits Black bells
                    - Flying Ambulance added (to recover arms)
                    - AmiBee new weapons: TwinFire and TripleFire
                    - AmiBee Shield
                    - Background Enemies added
                    - Bonus Fruits added (three)
                    - FireBeam Energy Charge added
                    - New Cloud type added
                    - New soundfx 'Boss Alert'
                    - Improved playability (more shots, speed, etc.)
                    - Serious bug fixed with the display handler. Get corrupted
```

when trying to scroll bigger bitmaps. Now 100% working.

1.11   Credits...

```
Alex Mena        -  For lending me his PC-Engine and TwinBee cardgame
Mighty Wolfie    -  For T.E.G. introduction logo
Mopz/NC Gamez    -  For the "Level_Complete" music, and being a good pal
Skid/Ozone       -  For converting original AmiBee readme to AmigaGuide
Tolkien          -  For translating AmigaGuide to Spanish
```

Special Notes:

"Game_Over" music taken from a CD compilation. It's an arrangement of the old
C=64 classic Commando's hi-score (originally composed by Rob Hubbard). I don't
know who made this Amiga arrangement, but it seem was Hydra ?

"End-Of-Level Boss" music (Astrological Mix) composed by Nao/Lemon (in 1993),
found in a CD compilation. I tried to contact him, but I failed. I hope he
doesn't get angry for using his module, but it was perfect for the boss! ;-)

Graphics for Level 2 were taken directly from PC-Engine TwinBee and used
in AmiBee, but anyway they were rearranged and improved when possible.
I'm good with 2D drawing but I can't do everything! If someone want to
help me drawing some graphics for next levels, please contact me.

1.12   Unete a la Lista

MAILING LIST para Usuarios Amiga

Los comunidad Amiga de habla hispana esta invitada a subscribirse a la
Lista de Interes que fue abierta hace varios meses con la finalidad de
conocernos, intercambiar experiencias, ayuda, y todo lo relacionado a
nuestra fantastica plataforma!

Como subscribirse

```
Enviar mensaje a   : listasrcp@rcp.net.pe
Titulo del mensaje : <vacio>
Contenido mensaje  : subscribe amiga
                     end

Email de la Lista  : amiga@rcp.net.pe
```

Para obtener previamente mas información, comuniquese con Mister Byte
(email: mrbyte@chavin.rcp.net.pe), o puede visitar el siguiente homepage:

SPAMIGA Homepage: HTTP://www.rcp.net.pe/rcp/LISTAS/WWWS/AMIGA/