

amigaguide

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REVISION HISTORY

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Chapter 1

amigaguide

1.1 Welcome to Blocks!

Blocks by Matthew Briggs, (C)ENGINE NiNE DESiGN 1998.

Introduction

System requirements

Game controls

Game credits/greetings

Contacting ENGINE NiNE DESiGN

Shareware notice

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1.2 Introduction

Introduction

Not another bloody tetris game! I hear you cry. Well, sorry, I'm afraid so. I just had to do it as it's a type game I have never tried to code before on the Amiga. Blocks is more of a Sega columns clone, rather than that extremely Boring Russian game found on the Nintendo Gameboy. The aim of the game is to get a line of 3 or more blocks which share the same colour. The line can be in either a horizontal, vertical or diagonal direction.

More points can be gained depending on how long the line is or how many 'Chain reactions' you get.

Blocks will be taken away from the bottom to help you on certain levels or when you reach 10,000 points, 20,000 points and every other 20,000 points after.

1.3 System Requirements

System Requirements

To play blocks you will require an Amiga with the following:

OS 1.3 or higher

1 meg of ram

1.4 Controls

Controls

To play Blocks you will require a joypad/stick in the joy port. The controls are as follows:

FIRE :

Main title options:

Selects start game.

Selects a random level in the start level.

Goes to the high score table.

Toggles between SFX/Music

Exits the game

During the game:

Cycles the colours in the falling blocks

Un-pauses the game

Accepts high score name

LEFT/RIGHT:

Main title options:

Selects start level

Toggles between SFX/Music

During the game:

Moves falling blocks left and right

Selects characters in the high score entry

UP/DOWN:

Main title options:

Selects different options on the title screen

During the game:

Causes the blocks to fall more quickly

Cycles the colours in the falling blocks

Cycles characters in the highscore entry

KEYS:

P: Pauses the game

ESC: Exits from the game

1.5 Game Credits/Greetings

Credits

Programming

Graphics

Audio Engineering : Matt Briggs

Music source : Andrew Fitzgerald (Boom^ : Dalnet #57_)

Music by : **Tim Searle**

!NutCase!

Testing : Gaz & Mick

Mom

Andrew Fitzgerald

Greetings

Andrew Fitzgerald : Internet mad man!

Nick Raymon : H!!

Dave Green : Master Lightgun coder!

Goody : UPGRADE!!!

Dj Pie : I promise not to make any more tetris games!

hehehe:)

My Mom : Bless her, it's the only game she likes!

Respect Due

Mellow Chips, 3LE, Access, Polka Bros, Andromeda, Nerve Axis, Sanity, Fairlight, Juliet & Case, Powerline, Smellon Design, Timski Media.

1.6 Contacting ENGiNE NiNE DESiGN

Contacting ENGiNE NiNE DESiGN

If you wish to contact us then please do not hesitate to write to us at:

ENGiNE NiNE DESiGN

50 Thicket Drive

Maltby

Rotherham

South Yorkshire

S66 7LB

U.K.

E-Mail: ENGiNE9@OnLineAmiga.Demon.co.uk

1.7 Shareware note

Shareware note

Please note that this software IS shareware. This means that if you like this game AND/OR any of our other programs you are kindly requested to consider sending us a donation for our efforts. By registering our software you are giving us the incentive to CONTINUE developing software for the Amiga. Please send donations to the below address.

ENGiNE NiNE DESiGN

50 Thicket Drive

Maltby

Rotherham

South Yorkshire

S66 7LB

U.K.

If we receive a donation from you over £4.00 we will send you our latest software productions. If sending cheques please make them payable to

Matthew Briggs.

Please make sure that you give us details about:

Your name,

Address,

Day time phone number (if available)

& your system spec and configuration.

Thanks for taking the time to read this. Long Live Amiga!

1.8 Module #1

Intro track information

I would like to thank Tim Searle of Timski Media for his excellent Ambient module which we have used for the introduction track of this game. The module was originally in an 8 channel OctaMED/MED format, however we have converted it in to a 4 channel Protacker format and removed a breakbeat instrument, therefore resulting in quality loss. If you would like to hear the original track plus many other great modules from Tim Searle check out his work in CUCD 18.

Annotation

Ambiance - by Tim Searle.

© Timski Media 1997.

This song was started on 3rd May 1997 by me. It can be copied and distributed as much as required, the only thing I ask is that the annotation remains unchanged.

The song has a subtle ambient vibe to it with some smooth backdrop chords, (I love chords). There isn't much more to say about this one except, "I hope you enjoy it".

1.9 Important Notice

Important Notice

It is important that you DO NOT write protect the media of which blocks is stored on. High scores will NOT be saved if Blocks cannot write to the disk!!!
