

KOONKY

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COLLABORATORS

	<i>TITLE :</i> KOONKY	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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<i>SIGNATURE</i>		

REVISION HISTORY

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Chapter 1

KOONKY

1.1 KOONKY

KOONKY By Ermanno Manzoni

Release Date: 05.03.98

Introduction

- A quick introduction

Installation

- How to install

System Requires

- System Tested

Interface Commands

- Internal commands

Play

- How to play

Disclaimer

- IMPORTANT!

Contacting the author

- How to get in touch with me

1.2 System Tested

The game has been tested on AMIGA 4000 with 12 MB Fast RAM.
System Requires Min. (O.S. 2.0+)

1.3 About Samples

A few samples of this game has been created by my self using my PC
and then converted using SOUND CONVERTED by Eckhard Ludwig

1.4 How To Play

How To Play ?

You MUST arrive at 'EXIT' box.
The way is MYSTERIOUS and with some ENEMIES

To move the Face-Ball click on the next box:
(LEFT - RIGHT - UP - DOWN)

Time Limit [90'']

During the way you can find:

- STOP - Wrong Position. Come back at the initial position.
You Miss Energy.
- GO - Right Position. You can continue and add 500 points.
- 500 - Check Point. Right position and you add 1000 points.
Time return at [90'']
- FROG - You come back at initial position.
You do not miss Energy.
- SWATCH - You MUST wait few seconds before to move again.
- PIG - You Earn max Energy
BUT NOW
However CHECK POINT - FROG - SWATCH - PIG you can find one time ↔
only at the
same position.

NOTES

E N E M I E S

1.5 Informations

FROG - SWATCH - CHECK POINT - PIG
are put by COMPUTER at Random Position

If you miss Energy the Face-Ball will become most slow

EXIT GAME

1.6 How exit of the Game

How exit ?

Press 'ESC' key.

Now appears a Green-Blackborad when you can choose:

```
SAVE AND QUIT      - Save and quit game
QUIT               - Quit only
OH NO!            - Continue to play
```

If you decide to SAVE AND QUIT the program saves into Saved drawer a file called Game.sv that will be loaded automatically every time you launch the game

Into this file the program saves: Score and Floor

1.7 Make attention

YOU CAN FIND SOME ENEMIES

```
BALL              - From Top Screen
PROJECTILES       - From Down Screen
CAR               - From Left Screen
AIRPLANE          - From Right Screen
```

Make attention because these enemies will appear at the unexpected.

However if you will be hit...

NOW

1.8 And now...

Now the computers launches at the random position the Face-Ball. When has finished if the new position is 'GO' you can continue.

OTHERWISE...

1.9 Introduction

The KOONKY game is created using AMOSPro.

Code Samples Graphic Music By Ermanno Manzoni
Interface Buttons

Samples
My apologies for any bad english you might find :)

1.10 Installing

The following files should be in the Archive.DMS -:

Data/Banks
Saved/Game.sv (Not included)
Floors/Drawer
KOONKY.Guide
KOONKY.exe

To install the game KOONKY, do the following:

Assign KOONKY: where you want it

```
=====
- Copy Data drawer to (*)
- Copy Saved drawer to (*)
- Copy Floors/drawer to (*)
=====
```

(*) Device that you have chosen

1.11 Interface Commands

The interface commands buttons is it my routine.
No Bob No Icon No Resource Banks!

Nice eh ?

1.12 Disclaimer

Disclaimer:

I, the author, nor anybody else will take any responsibility whatsoever for anything any of the files in this package might do to you, your computer, or anything else. Use this product entirely at your own risk.

All files are PUBLIC DOMAIN, which means you might spread them all you want, as long as you keep the archive complete, and do not modify any of the files.

1.13 Contacting the author

Please let me know how you like this game, and if you have any problems. I would also appreciate any comments or suggestions you might have.

To reach me you can use the following address:

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* ITALY *

No E-mail, sorry!
