amigaguide

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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amigaguide

1.1 Perplexity

Perplexity by Matthew Briggs, (C)ENGiNE NiNE DESiGN 1998.

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1.2 Introduction

Introduction

I can remember a small plastic puzzle toy I used to have when I was very young. The puzzle, had 15 numbered tiles which could be moved around by sliding them into a gap in the puzzle, and the idea of this primitive toy was to get all the 15 tiles in numeric order. The game I found was very challenging, and could take anything up to ten minutes to complete, and this is where the idea of Perplexity came from, however the difference is that instead of boring numbers being on the tiles, I have used various graphics.

Grow your own

I have included a puzzle template for use with Perplexity, so if you wish to make your own levels you can do so. Load the IFF template into an art package such as Personal Paint or Deluxe Paint and use the white area for the puzzle. Please feel free to create your own puzzles and release them into PD.

Further Support

If you like this game please let me know. If I get enough support I may create a few data disks etc.

Can the author do it?

before you start playing - remember that it IS possible to complete the puzzles. On my first attempt at one of the puzzle (after coding the game), I completed puzzle number 8 (GAZ & MICK) in 3 mins and 32 secs. It took me 363 moves. My second attempt at one of the puzzles was less of a success, as it took me exactly nine minutes to complete puzzle number 13 (Amiga 1200), and took me well over 999 moves :(

1.3 Requirements

System Requirements

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

OS 1.3 or higher

1 meg of ram

Add those buffers!

It is recommended that if running Perplexity from disk, you should use the standard Amiga OS command `AddBuffers'. i.e. AddBuffers DF0: 15 . This will speed up puzzle preview/loading up considerably.

1.4 Game Credits/Greetings

Credits

Programming

Graphics : Matt Briggs

In game music

(Sad Reality) : Dr.Avalanche

1.5 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.

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1.6 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!