Psycho

COLLABORATORS

	TITLE :		
	Psycho		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		July 22, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Psycho

1.1 Contents

```
                    "Psycho Path" (Demo) © 1997 Scary Red Demon  ←↩
                     Software

   I.
         Introduction
         - What is "Psycho Path"?
  II.
         Requirements
         - What do I need to play?
 III.
         Installation
         - How do I run "Psycho Path"?
  IV.
         Instructions
         - How do I play?
   V.
         The Full Game
         - Information on the full game, and how
                      to get it.

  VI.
           Credits
         - The, Err, Credits!

 VII.
         Distribution
         - All the copyrighty stuff!

VIII.
         Other Stuff
         - Some other random information.
```

1.2 I. Introduction to Psycho Path

```
I. Introduction to "Psycho Path"
```

"Psycho Path" is a simple puzzle game, involving a player controlled ...
Errr ... Thing and lots of blocks, with the idea being to end up on the
exit having removed all the blocks by stepping on them!

"Psycho Path" is based on an old C64 PD game which once appeared on
Commodore Format. I can't remember who wrote it, nor can I check (My C64
died a long time ago), but if you're the one, let me know!

This demo version contains 15 levels, with a password system allowing you
to return to any level you reach at a later date plus an Easy, Medium and
Hard difficulty setting.

1.3   II. Requirements for playing Psycho Path

```
II. Requirements for playing "Psycho Path"
```

To play Psycho Path, you need an Amiga with at least 1 Meg. Any Amiga
should do, A500/+/A600/A1200/A1500/A4000/CD32, although I've only
tested it on A600's and A1200's, both with accelerators and not. A Hard
Drive is optional as Psycho Path can be installed there, although it runs
more than happily off floppy. Oh, you'll need a joystick!

1.4   III. Installation of Psycho Path

```
III. Installation of "Psycho Path"
```

To copy Psycho Path, just copy the files

```
    Psycho_Path
    Psycho_Path.info
    Psycho_Path.DAT
    Psycho_Path.guide
    Psycho_Path.guide.info
    Psycho_Path.doc
    Psycho_Path.doc.info
```

to whatever place you want to put them, on floppy or hard drive, but all in
the same directory. Simple as that!

1.5   IV. Playing Instructions for Psycho Path

```
IV. Playing Instructions for "Psycho Path"
```

When "Psycho Path" has loaded, you'll be presented with a little menu
(Including, Free Of Charge, Bob the Fish's first public appearance!) from
which you can start a game, change the difficulty level and quit out.

The little hands at the side can be moved using the up or down on the
joystick and an option chosen with FIRE. To change the difficulty, cycle
through Easy, Medium and Hard by selecting the option.

By selecting "Start Game" you are taken to another menu allowing you to
start a game afresh, or enter a password from a previous game. Select an
option as before. The "New Game" will take you to Level 1, whereas the
"Password" option will take you to a new screen, where by using left and
right on the joystick to choose a letter and FIRE to select it, you can
enter a password. Use the symbol like that on your ENTER key to finish
typing and the back arrow to delete. Also, you can directly type in the
word using the keyboard, BACKSPACE and ENTER.

The difficulty setting is either Easy, Medium and Hard. The setting
determines how long you can sit on a block. Easy allows you to sit around
for 2 secs, Medium for 0.8 secs and Hard for a mere 0.2s.

Now onto the interesting stuff – How to actually play! By moving the little
purpley pink thing around using the joystick, you must remove all the yellow
blocks and end up on the exit. Simple eh? Well, not after a few levels!
Plus, there are some blocks, characterised by moving stripes on them which
you MUST travel over twice! It's as simple as that really! All the grey
blocks you can sit on for as long as you want, and blocks marked with a T
are teleporters and by pressing FIRE on top of one will move you to another.
I think that's about all you need to know ... You get 30 points for each
block you go over and a free life every 5 levels!

You can turn the music off by pressing 'm' at pretty much and point in the
game, and 'q' will allow you to quit from a game.

I know the graphics aren't great and the music's dodgy, but the game itself
is damned addictive, and that's good enough for me!

1.6   V. The Full Game

V. The Full Game

The full version of "Psycho Path" is available from the below address
and features the following :-

    – Currently sports more than 100 levels.
    – Includes a level editor so you can add your own levels
    – Has more features in-game such as moving blocks, blocks you travel
      over three times or more and bigger levels.

Also you'll get a disk with some demos of my other games/programs on it.
What exactly will be on it depends on when you send off, so I can't promise
anything!

This is available at a bargain £5 including postage and packing from

                                    Carl Drinkwater
  Carl Drinkwater   C/O Katherine Millington
  Hugh Stewart Hall,   42 Ashworth Park,
  University Park,   BEFORE   Knutsford,   AFTER

```
Nottingham,        June '98        Cheshire.        June '98
NG7 2QX.                           WA16 9DL.
```

"Psycho Path" can be paid for by Cheque or Postal Order (In Sterling Only)
or Eurocheque (Made out in Sterling). If you wish to pay for it in another
currency or method contact me first and I'll find out details.

For more information, write to the above address, or E-Mail

   psycho@scaryred.demon.co.uk

1.7 VI. The Credits!

VI. The Credits!

                    "Psycho Path" (Demo) Released 01.08.97.

              Programmer   Carl Drinkwater
              Graphics   Carl Drinkwater (Except biscuit font
                            which is from the internet)
              Music   Arcane (Found on the Internet)
              Testing   Milly
                            Stevie Drinkwater

1.8 VII. Distribution and Copyright Issues

VII. Distribution and Copyright Issues

"Psycho Path" is Copyright 1997 Carl Drinkwater. "Psycho Path" can be
freely copied, so long as the files

   Psycho_Path
   Psycho_Path.info
   Psycho_Path.DAT
   Psycho_Path.guide
   Psycho_Path.guide.info
   Psycho_Path.doc
   Psycho_Path.doc.info

are included and not altered in anyway. Inclusion in PD libraries or on
compilation CD's is fine, so long as the cost for such a disk is seen as
reasonable. Inclusion on a coverdisk of a magazine (Should such a thing
ever happen!!!), again, is allowed so long as I am told (Moreso so I can
buy the magazine than anything!).

If in doubt contact me at

                                   Carl Drinkwater
   Carl Drinkwater   C/O Katherine Millington
   Hugh Stewart Hall,   42 Ashworth Park,
   University Park,   BEFORE   Knutsford,   AFTER
   Nottingham,   June '98   Cheshire.   June '98
```

```
  NG7 2QX.                                  WA16 9DL.
```

or

```
  psycho@scaryred.demon.co.uk
```


1.9   VIII. Other Miscellaneous Stuff

```
VIII. Other Miscellaneous Stuff

"Psycho Path" was written on my trusty A1200, A Blizzard 1230/50, 2 Meg
Chip and 8 Meg fast using AMOSPro and the AMOSPro Compiler.

The Scary Red Demon Software website has more of my programs availble for
download.  Point your browser at http://www.scaryred.demon.co.uk.

Some more of my projects ... All details are correct as of the start of
August 1997.  Get in touch for more details!

TERDS - A Random Dot Stereogram generator allowing you to control all
        aspects of generator.  An animation feature is available as soon as
        I get round to debugging it properly!  It has been released into
        PD as version 2.30 with the Save and Print options disabled.

        State:    Completely finished and functional (Well, except for the
                  animation :)
        Completed: 95%

Ickle Train - Control little trains and make them follow a timetable!  Is a
              lot more fun than it sounds, I promise you!  Needs a bit of
              work to make it clearer what the trains have to do, but
              essentially finished.

        State:    Playable, but a bit confusing to everyone but me it
                  seems!
        Completed: 80%

Countdown - The good old Channel 4 classic makes it to the Amiga.  Fully
            playable for two players, with the one player option to be
            added.  Features a dictionary containing 20000 words and has
            all the rounds there including numbers and conundrum.

        State:    Needs things like title screens to be releasable, but
                  works fine at the moment.  Also, the dictionary needs
                  proper nouns taken out of it.
        Completed: 70%

Animal Warfare - This is going to be a Command and Conquer/Warcraft clone
                 which is going to be my first AGA only game, and
                 virtually the first thing I write in Blitz.  I've managed
                 to get the map scrolling (256 colour 13x13 map of 16x16
                 pixel blocks) into one frame on my A1200 with
                 accelerator/fast mem (I've not tested with anything else
                 yet) but it should run at an acceptable speed on a normal
      A1200.  I need help with this, especially with the
```

graphics, so if you want to help, get in touch with me!

State: You can move round the map and move some men ... That's
                 it though!
Completed: Virtually started :)