Kick Em

COLLABORATORS

	TITLE : Kick Em		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		January 18, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Kick Em

1.1   the OFFICIAL KickEm Guide!

Kick 'em © '94-'95-'96

Mc Wreck , Punnik , Jebber , Hassan & cop

What is this !?!?? Technical info

Who made it ? What is required for this game

Where does this button go ? How do I install it ?

How do I play ?

Kick 'em is FREEWARE!

If you like it , send a postcard to our address

Kick'Em 2

YAHOOOOOOOOO!!!

This guide was typed by Mc Wreck

.... end of message

1.2   Yeah, whats it all about!

Kick em is about kicking your opponent!

(THATS ALL !!!!)

Hey! take me back to the main page!

1.3   Well, what COULD it be

This is a 2 player Beat Em up.

(you CAN play it alone but it's no fun!)

Now THAT was fun, but now I like to go back to the main page

1.4   WHO MADE THIS !!!!!

Credits for Kick Em !

Coding(?):Mc Wreck

Graphics :Punnik

Music :Punnik

Samples: Karate Kees -> Punnik

Dombo Durk -> JeBBer

Rick Clicks -> Hassan

Hepke Hairball -> cop

If you want to contact us write to our address

Thanks for the info, now take me to page 1?

1.5   What do I need ?

To play Kick 'em you need:

An Amiga

At least 1 Megabyte of CHIP RAM

2 Joysticks

Someone else (to play against)

The mathtrans.library

YYYYYEEEEESSSSSSS!!!!! i've got all that! Now take me back to the main page!

1.6   HAHAHAHAHAHAHA!

To this button!

1.7   Instalation!

Simply copy all file to a disk (or harddisk).

(Make sure the mathtrans.library is on it.)

Take me back !!!

1.8   where ???

If you like Kick 'em or have any comments to make about this game

send a postcard to :

The people who made Kick'Em

Gruttostraat 30

9001 ET

Grouw

The Netherlands

My postcard is on its way!

1.9   What is freeware ?!?!?!?

Freeware is software which can be copied and given to as many people as

you like. FREE!!! (As long as ALL files (Kick.guide

Kick.guide.info

KickEm!.eXe

KickEm!.eXe.info

Kickem.readme) are kept together)

You are NOT allowed to rip/modify the GFX, samples , music etc. etc. etc.

and use it in your own productions! (who whould want to anyway?)

OK! take me to the main menu

1.10   Technicall stuff!

Software used:

Dpaint

DSS

Protracker 2.3A

AmosPro (+ Craft & Turbo+ extensions)

Amos Compiler

GoldEd

ImageFX

Hardware used:

A1200

DSS Sampler

A microphone

About Kick 'em :

Samples .... 450 K

Music ...... 46 K

Pictures ... 46 K (Packed)

Bobs .... 114 K

take me back!

1.11   how do I play this game!

Joystick 1 & 2:

Up .... Jump

Left .... Walk left

Right ...... Walk right

Fire .... Punch

Fire+Down .. Kick

Keyboard:

F10 .... Turbo Mode on/off

P .... Pause

Esc .... Return to title screen (on title screen ... Quit)

thats easy!

1.12   Kickem2

Kick em 2 (When it's finished) will have :

An animated intro with speech

and a great tune!

More moves!

More SFX

More disks !!!

More music

i can't wait!