Snow'Em All Docs

COLLABORATORS			
	TITLE : Snow'Em All Docs		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		January 23, 2025	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Snow'Em All Docs

1.1   Welcome to Snow'Em All

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SNOW'EM ALL

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INTRODUCTION Like a foreword.

REQUIREMENTS Do you have right computer?

TESTINGS Check out!

INSTRUCTIONS How to play.

CONTACT US! Contact us, if you want.

HELP WANTED Read me first!

1.2   INTRODUCTION

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| 1. INTRODUCTION |

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First of all, we want to say Merry Christmas to
everyone , but let's talk about business, eh.
This game was originally made in late 1995, but
we didn't release it, because we had some other
things on our minds.
And now it's this game's second chance to make
a better future. We hope you enjoy this as much
as we did (try drink first a couple of beer and
try then again ;)) No, just joking. But have fun.

1.3   REQUIREMENTS

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* 2. REQUIREMENTS |
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This game needs some data-files. And if you got

a joystick or two, plug them in and let the game

begin! You need the following files:

Anims/

Intro.anim

Data/

Game.bin

Intro.bin

SnowEmAll

SnowEmAll.guide Not so important.

SnowEmAll.doc Not so important.

SnowEmAll.info

1.4   TESTINGS

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| 3. TESTINGS |
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This game has tested on following computers:

A500 KS1.3, 1 Mb Chip

A500 KS1,3, 512K Chip, 512K Fast

A500 KS2.04, 512K Chip, 512K Fast

A1200 KS3.0, 2 Mb Chip

A1200 KS3.0, 2 Mb Chip, 4 Mb Fast, Blizzard 030

A4000 KS3.1, 2 Mb Chip, 10 Mb Fast

1.5   INSTRUCTIONS

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| 4. INSTRUCTIONS *
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You operate menu by using mouse. And when you

select one item, for example About, you can exit

by pressing ESC or right mouse button.

When you start the game, you get "Goal Points"

screen. Choose here hit points you want to play.

Keyboard controls:

Green player : W

|

A---+---D

|

S TAB (Throw)

Red player : 8

(Numeric keypad) |

4---+---6

|

5 HELP (Throw)

Player who first gets number of hits required is winner.

1.6   CONTACT US!

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* 5. CONTACT US! |

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If you have a comment or something else, then

write to us:

PALMTREE PRODUCTIONS

Sorvankaari 10 A 3

01900 Nurmijärvi

Finland

Europe

1.7   HELP WANTED!

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| 6. HELP WANTED! *

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We need more members. If you're a coder; (AMOS

and Blitz) or you draw some nice gfx, or you can

handle music, then you are right person for us.

Send demo of your master piece and your contact

address to us and we'll get back to you!

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