

Death Is On The Way Guide

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COLLABORATORS

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Chapter 1

Death Is On The Way Guide

1.1 Death Is On The Way Guide

Death Is On The Way Guide

Introduction	What's it all 'bout?!!
Playing the game	Background story!
Pick Ups	The items
Requirements	Tech stuff!!
Some Tips	Don't worry-be happy
Know bugs	To err is human
Installation	Easy!
Thanks & stuff!	You know who!
On The Dole Software	Who to blame!
Registering	C'mon!
Disclaimer...	Legal Bit

1.2 who are you?

INTRODUCTION

This game originally started as a way of making fun out of Charly. I had lived with it for 3 years, and once it was finished, I felt the need of doing something smaller and simpler. However, as I started programming it, I realized the potential within and it soon evolved into a quite complex game.

It has got many of the features that are going to be used in Charly Episode II, such as the ability to crawl around, and shooting in any direction, plus taking control of more than one character.

Compared to Charly this game is easier, since the most common thing I heard about Charly was that it was too damned hard. Frankly,

it's not so hard:it's simply a game which has to be played many times,in order to know where the extra lives and stuff are. Anyway,here you start with more lives,more energy,the screen is a bit wider (so that you can see more),and enemy are not as quick as in Charly.

1.3 weapons

PICK UPS

Extra life: Eerrmmm...guess

Extra energy: :)

Pills: "P" more power
 "R" more range
 "E" extra bullets

The pills are not compatible IE you can not have extra range and extra power at the same time.Likewise,they are not accumulative,which means that if you pick twice the same pill,it won't have a double effect on your weapon.

Pill's effects are lost when you move into a new chapter.

Look at the "Help" sub-menu to see what the pick ups look like!

1.4 she goes in and out

PLAYING THE GAME

The game is your standard platformer kinda thing.Use a joystick in port 2 to move your bloke around,and the fire button to fire your weapon.

By holding down the fire button and moving the stick around you can shoot in any direction.

Enemy can also be disposed of by jumping over them.This is a bit easier if you are playing with Kojiro (the samurai),since he draws his sword when jumping.

This game is split in 4 chapters.

When the game starts,you can choose who you want to play the first 2 chapters with.If you chose Kojiro (the samurai) you'll play the Snowy Mountains and The Forest Of No Return,whereas playing with Yamimoto would take you through The Village and The Volcano.

After completing the first 2 chapters,our friends get together at last and from here onwards you'll take control of one or other automatically.

At any time press ESC to lose a life,P to pause/unpause and CTRL + C

to quit and return to WB. You can also control your guy with the cursor keys, and shoot with right shift.

If you press "CTRL" during play, a screenshot will be saved to RAM.

1.5 requirements

REQUIREMENTS

Well, I haven't really tested it on lots of different machines.

It does work on A1200 2Mb Ram (the standard one, y'know). But I think that sooner or later you'll get an "out of memory" window!! And at any rate, in such a machine, the game is usually slow-paced.

The recommended setting is A1200 with a 030 board and 4 MB ram.

I have a 1200 030/40 and 16 MB ram.

In theory, it should work on any amiga as long as you have enough memory and a HD, but I think that on a 500 or 600 it will barely run.

1.6 getting in tune

KNOWN BUGS

Like "Charly The Merc", this game is a bit memory-hungry. So, even though the game multitasks, and returns to WB (by pressing CTRL+C), it might be wiser to run it without running any background programs (IE booting without startup-sequence and executing it from here).

If you come across something nasty, then please contact me
"Emilio Perez"}

1.7 help!

SOME TIPS

1-Remember that you can shoot your weapon in any direction! That's absolutely vital later on!

2-Sometimes crawling is the only way of avoiding enemy's bullets.

3-There are lots of hidden extra lives and energy to be found. If you are to make it to the end, you'll need them.

4-As in Charly, it does not pay to be fancy. If the enemy is giving you an horrendous beating, then you better run away!!

1.8 installation

HOW TO INSTALL

Just unpack or copy the game where you want it to be. No assigns required, and DIOTW does not scatter rubbish all over your HD.

1.9 5.15

THANKS AND HELLO!!

First of all, I wanna thank my family, especially my older brother (Higinio) who (again) tested the game and was really helpful. I must also thank my cousin Marcos, who playtested this too.

I want to say hi to all our AMIGA community here in Uruguay, particularly Maximiliano Davyt and Aldo Bianchi.

Golden regards to all the people who liked "Charly The Merc"!

Mega-thanks go out to Alastair Murray, for making this possible.

While programming, I listened to:

OASIS: (What's The Story) Morning Glory?, Definitely Maybe, Be Here Now, The Masterplan, a bootleg with all the songs that did not make it to The Masterplan, and Standing On The Shoulder Of Giants.

THE WHO: Who's Next, Quadrophenia, My Generation - The Very Best and Live at Leeds.

1.10 emilio perez

ON THE DOLE SOFTWARE

Actually, On The Dole Software is just a one man team: Emilio Perez.

However,I want people to help me in the future,doing stuff like gfx and sfx.I'm especially interested in both good graphicicians and musicians,to do Charly The Merc Episode II,and another project I have in mind,which is a side viewed platformer,where you take control of a kind of cyborg,and the game is ambiented in a Chaos Engine style scenario (IE kind of new-gothic).

For more info on this last one,please e-mail me and we'll see if we can do it together.I want to do it before CTM II.

So,if you think that you can do something good,then please don't hesitate to send me a sample of your work.You don't have to be able to do amazing things-I just want people who are "mad for it",and are prepared to work really hard!

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1.11 registering

REGISTERING

Death Is On The Way is giftware so if you like this game you have to send me either:

1-An e-nail.Tell me where are you from,where did you get the game

from, and what do you think of it. Please be honest! If you think it stinks, then please let me know WHY, so I can make things better in the future.

2-Money. The registration fee is 5 US\$. Of course, you can send more! :)

Frankly, I would really appreciate if you could send me 5 US\$. It is not much for you, but for me it is A LOT, especially because I live in South America. Just take in account the effort than went into this game!!

Rather than uploading just a bit of it on Aminet, I decided to put the full thing, and let you make your mind whether or not is worth registering.

3-A gift. I am a big fan of the following groups: Oasis and The Who.

If you have more money than sense, give me something hard to find like boots, singles... whatever!

If you have any Amiga magazines that you no longer want, well, that would be a top gift too. I'm a collector, and my fave Amiga mags are "The One" and "Amiga Action".

Books in English are welcome, as well. My favourite author is Joseph Conrad.

ANY of the above would be welcome with open arms!

1.12 disc

Disclaimer

This game may be copied as long as all original files are not modified in any way whatsoever, and all the files are kept together.

This game is provided "as-is":

I don't take any responsibility for any damage that DIOTW may cause to yourself or to your computer. You use it at your own risk.

If you do like it (or if you don't) please send an e-mail to:
goinmobile@zworg.com

I would be glad if you would tell me where you come from (what city/country, etc), what AMIGA have you got and where did you get hold of DIOTW.

DIOTW can be put on magazine-disks or cds as long as I receive a copy of that particular issue.