

ANA

COLLABORATORS

	TITLE : ANA		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 19, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	ANA	1
1.1	main	1
1.2	Mopz Speaking	1
1.3	Copyright	2
1.4	Shareware	3
1.5	Story	3
1.6	Title	4
1.7	Control	4
1.8	Levels	5
1.9	Bonuses	5
1.10	Game Over	6
1.11	Requirements	6

time on it. Perhaps the other members of NC.Gamez will continue releasing stuff tho, so don't be too sad (or happy ;-)!

As always, I want to thank some people :^)

- Peter Fischer

... for being a great pal, and for buying me the issue of "Amiga Future" containing a review of "FaYoh"! Yo da man!

- Newt

... for receiving a 4 MB jolly fat e-mail from me; it must have been painful! Also for giving me good comments on ANA.

- Mr. Byte

... for his wonderful game "Gunbee F99"! I wish I was that good at coding :-)

<

1.3 Copyright

C O P Y R I G H T

Copyright© 1998 NC.Gamez, and lots of rights reserved!

Created using: Blitz Basic, Personal Paint, Pro Tracker, OctaMED, PS3MRec, 303emu2, Blacks Editor

- Mopz

... did the programming, graphics, soundfx, music, levels and documentation.

- DiReiZ

... have probably made some music for the full version (another GOOD reason to register!).

- FaYoh

This name was invented by my dear friend Independence Dave - now in the army. (Hahaha... The army didn't want me - the spooky maniac!)

Don't even think about stealing our work!

If you wish to put this demo on a magazine's coverdisk, I would definitely like you to send me an e-mail so that I know about it. And if you make a review of it, I wouldn't mind being notified either.

<

1.4 Shareware

S H A R E W A R E

If you want the full version of "A New Adventure - FaYoh 2", I'm afraid you have to send me some money (mmm... money!). Not much money, tho.

In moment of releasing this demo, the full version is not quite finished. It won't be until beginning (or perhaps mid) of October. So if you pay the fee (as I hope you do, dear person), you've got to wait until then for the full game.

- Cash

... is very fine indeed! Send 40 SEK, 5 DM or £3 to:
Marcus Johansson, Stigbergsgatan 4, 312 40 GENEVAD, Sweden

- Postgiro (postalgiro?...)

... funkar nog fint om du är svensk! Summan är den samma, d.v.s. 40 riksdaler, men du slipper riskera att någon pjatt på posten utför ett väpnat brevrån. Stoppa in pengarna på postgiro: 431 73 27-7, med betalningsmottagare: Marcus Johansson.

If you haven't got an e-mail adress, you've got to send the DOUBLE amount of money! But then you'll also receive a very cool, illustrated paper-doc! If you want the game via an e-mail, you must ofcourse include your e-mail adress!

The full game contains 16 levels (may sound little, but the levels are darn big later on in the game!), four bosses, plus more scenarios, music and other.

- Big bonus

If you're one of the first ten persons to register, you will not only get "A New Adventure", but also "FaYoh 1", "Polataa 5" and "BLOOG"!

... It's a fact, that I can almost promise you that you're one of the first ten to register if you do ;-)

<

1.5 Story

S T O R Y

The most horrible thing has happened! Don Jockface, a black bubblegum, stole FaYoh's gum-machine. FaYoh, a green gum, used it as storage for his stars. No one actually knows what stars are good for, but gums sure enjoy collecting them. Don Jockface had no interest in the stars though. He just wanted to search for lost coins in the machine. So the black gum carried the machine to the top of his tower, where he thought he could work undisturbed.

FaYoh must ofcourse get his bubblegum-machine back. But that's not all! Don Jockface carried the machine carelessly and dropped stars everywhere in the big tower. Before gum-fighting with Don, FaYoh must find the lost stars!

<

1.6 Title

T I T L E

Use UP/DOWN to move in menu. Press FIRE to select something.

- START GAME
Select a game-file to use!
- ERASE GAME
Select a game-file to erase!
- INFORMATION
Here you get some most important information about the game.
- QUIT
... Only silly persons quit from rescuing a bubblegum-machine!

<

1.7 Control

C O N T R O L

To guide FaYoh around, you use a joystick or -pad (MUCH better) in joyport.

- LEFT/RIGHT
Move left/right. Walls stop you.
When you answer a question, left is "yep" (yes) and right is "naw" (no).
- FIRE/UP
Jump, or move up if FaYoh has got a propeller or fish-suit.
- DOWN
If you're plain FaYoh this is the stomp-button. It can only be used when FaYoh, jumping, is on his way up in the air. He falls down hard, and if he lands on a brick-block, it cracks.
If FaYoh is wearing a fish-suit, he moves down.

There are also some keyboard-functions (only IN game!):

- Esc
Quit to title.
- SPACE
Pause. Press SPACE or FIRE to unpause. If you press Esc during a pause on a level that you've completed before, you go back to the tower.

<

1.8 Levels

L E V E L S

You start in the tower of Don Jockface. It is filled with mirrors that lead to strange areas of the black gum's home. You enter an unlocked mirror by pressing joy down. But what nasty beasts might hide behind the locked mirrors? Complete some levels and you'll know!

When you've found all hidden stars in an area, you must return to the tower's main court by entering the mirror you came from.

There are two special mirrors at the bottom of the tower.

- SAVE

A witch lives in this mirror. For a tiny fee, she'll save your progress!

- BONUS

Use your points to win extra lives!

<

1.9 Bonuses

B O N U S E S

- STARS

To complete a level, you must find all stars. All stars equals 50% of the total levelscore. The scoreline tells you how many are left.

- FUNCOINS

There are five funcoins hidden on each level. When they're all found, you you receive an extra life. One funcoin equals 5% of the total levelscore. The scoreline tells you how many you've found.

- CHERRIES

In most rooms, there are some cherries to pick up. If you get all cherries in a room, they are gone next time you go in there. Finding all cherries in all rooms on a level gives you 25% of the total levelscore. The scoreline tells you how many are left.

- 1UP

An extralife.

- KEY

There are red, yellow and green keys. You use them to get rid of barricades of same colors.

- PROPELLER

This item allows FaYoh to fly. Very handy when you have to reach high platforms. With this on his head, FaYoh is also immortal!

- GOLDEN BEETLE (Buss)

This is a suit that makes your enemies believe that you're one of them. As long as you don't stomp an enemy, they don't try to kill you. After stomping an enemy, your suit disappears. You loose the suit when entering a new room.

- GOLDEN FISH (Wobler)

This is a suit that allows you to swim. You loose the suit when entering a new room.

<

1.10 Game Over

GAME OVER

When you have died, you may select to quit game or to continue from last saved position.

<

1.11 Requirements

REQUIREMENTS

You need an AGA Amiga with a HD to run this game. If you've got a hog A1200, you probably have to reboot with no startup-sequence.

The game doesn't like all commodities. I know that MCP can cause some problems, but I really haven't had the time to check it out (and there's most likely nothing I can do about it).

<
