Hexagons

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	TITLE : Hexagons		
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Hexagons

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Hexagons V2.1c

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1. Instructions

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1.3   Shareware

1.0 Shareware

===============

Hexagons is shareware. If you enjoy the game, you should pay the shareware fee of US$ 8.- (DM 10.-, £ 5.-, FF 40.-). If you're living outside of Europe, you should send this amount of money cash to one of the authors. Inside of Europe you should use an Euro-Cheque (please don't use any other form of cheque). Inside of Germany the best way for transferring the money will be a transfer order to the following account:

Frank Bernard

KtoNr. 103 870 515

BLZ 540 502 20

Kreissparkasse Kaiserslautern

Please send us your complete address, and, if available, your e-mail address. Don't forget the word "Hexagons" as subject of matter.

ATTENTION: If you can't receive your keyfile via EMail, you have to add $2.- (DM 3.-) to the shareware fee for P&P.

After receiving the shareware-fee we'll send you your private keyfile immediately. This keyfile suppresses the appearance of the reminding-requester.

PLEASE DON'T GIVE YOUR KEYFILE TO OTHER PERSONS !!

1.4   Idea

1.1 Idea

==========

The basic idea of Hexagons is very similar to that of the wellknown game Tetris. So it's unnecessary to describe the games principle in detail. You have to place downfalling pieces skilfully, by shifting them left or right and rotate them, so that they completely fill the floor of your playfield. Every complete line in the playfield will be removed immediately, so that the pieces above can succeed. The more pieces you can place, the more points you'll get.

After Tetris was getting boring even in it's fastest level, and even it's three-dimensional version was too easy, we decided to convert this games principle to a hexagonal playfield. We kept the number of single parts (four) each piece consists of, but there are now 10 different pieces,

because of the hexagonal structure, instead of the 7 wellknown of Tetris.

Of course, the rotation angle is now 60 degrees, which makes the game much

more difficult, because it differs from the usual rectilinear view of

things.

In other words: Hexagons is a game for all these, who get boring by playing

Tetris. But you shouldn't expect to get top-scores at once, even if you

are a Tetris-wizard.

1.5   Control

1.2 Control

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Joystick/Cursor left - move left

Joystick/Cursor right - move right

Cursor down - rotate clockwise

Cursor up - rotate counterclockwise

Fire Button - rotate clockwise or counterclockwise

(depends on the preferences)

Joystick forward - drop hexagon immediately

Joystick backward - pull down hexagon smothly

SPACE - pull down or drop hexagon

(depends on the preferences)

p - pause on/off

AMIGA n - new game

AMIGA r - preferences menu

AMIGA s - statistics window

AMIGA h - show highscores

AMIGA i - informations

AMIGA x - iconifies the game

HELP - start AmigaGuide documentation

ESC - quit actual game / leave program

1.6   Preferences

1.3 Preferences

=================

«Drop»

Immediate - Drop down the downfalling pieces immediately by

pressing SPACE.

Variable - Pull down the pieces softly by pressing SPACE. The

speed is variable from 1 to 20.

«Colors»

Arranged - Each piece has its own, invariable colour. If there

are less than 10 colours available, Hexagons uses

ordered dithering to create additional colours.

Random - The colour for each piece is choosen randomly.

«Name»

Ask - The name for a new entry in the highscores will be

asked every time you made a top score.

Lock - Choose a permanently used name for your highscore

entries.

«Hexagon Set»

Normal - Play with the usual 10 pieces

Extended - Play with 6 additional pieces

«Game Mode»

Normal - Place as many pieces as you can to create complete

lines.

Extended - Remove randomly placed hexagons and complete 10

lines in each level (The lines-display shows the

number of remaining lines).

«Control»

Keyboard - Use keyboard to play the game.

Joystick - Use joystick to play the game (only available, if

the tooltype NOJOYSTICK is inactive).

«Rotation»

turn left - If you use a joystick, the pieces will rotate

counterclockwise by pressing the fire button.

turn right - The pieces will rotate clockwise.

Preview - Activate/Deactivate the preview window.

Startlevel - Starting level, 1 to 20.

1.7 Scoring

1.4 Scoring

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1. For each wellplaced piece you'll get a level-specific amount of points.

The higher the level is, the more points you'll get.

2. For each completed line you'll get a relative high amount of points.

If you complete two lines at the same time, the amount will be twice as
high. For three completed lines, the amount will be four times, and for
four lines (Wow !!) it'll be eight times of the original value. Even
here the scoring is level dependant.

3. If you don't use the Preview option, you'll get three times of the
basic amount of points for each dropped piece.

4. If the Random-Color-Mode is active you'll get twice as many points
for each dropped piece.

5. Deactivated Preview and activated Random-Color-Mode will result in
a four times scoring.

6. For each line, a piece is pulled down (or dropped) with the SPACE-Key,
you'll get extra points.

1.8   Statistics

1.5 Statistics

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The statistics-window informs you, how often each hexagon appears during
the game. You can choose between a statistic since the last start of the
program and an all-time-statistic. Moreover you can choose between the
normal and the extended hexagon set. The percentage values are rounded,
so their sum may be unequal to 100%. The difference will be neglectable.
Moreover there appears the number of played games since the last start
of the program and the number of games ever played.
The statistics-window can stay opened during the game and will be
actualized permanently !!!

1.9   Tooltypes

1.6 Tooltypes

===============

Hexagons supports the following tooltypes:
NOLACE - Hexagons uses automatically the correct aspect ratio for
the selected screenmode. If it should use the wrong
ascpect ratio just for once, you can force the non-
interlaced mode by using the tooltype NOLACE.
ENDREQUEST - If this tooltype is active, there appears a safety-
requester by leaving the game.
NOJOYSTICK - Prevents the reservation of the gameport.device and so
the usage of a joystick.

1.10 System Requirements

2. System Requirements

=======================

You can run Hexagons on any Amiga with Kickstart >=2.04 and 512kB ChipRAM.

A screenmode with at least 400 lines and a minimum of 8 colours is

recommended, but you can use any other, even non-interlaced, screenmode

with 2 or 4 colours. In this case you have to make some cuts regarding the

graphics quality.

Hexagons was tested with the following system configurations:

A4000/040, AGA, Kick 3.0 & 3.1

A4000/040, AGA, Kick 3.0, Hardital Powerchanger 040/28MHz

A2000, ECS, Kick 3.1, GVP 3001 (030/882, 33MHz), Merlin 2

A2000, ECS, Kick 2.04, GVP Combo-30 (030/882, 33MHz)

A2000, ECS, Kick 2.04, SupraTurbo 28

A2000, OCS, Kick 2.04

A500+, ECS, Kick 2.04, SupraTurbo 28

A500, OCS, Kick 1.3, Softkick 2.04

1.11 Features

3. Features

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- runs on any Amiga with Kickstart >= 2.04

- completely system conform

- runs on any Workbench screen

- dithering to get additional colours

- saveable preferences

- supports locale with external catalog-files

- very great statistic function

- integrated AmigaGuide documentation

- Highscore-Merging

- supports different tooltypes

- supports joysticks with two different firebuttons

- iconification

1.12   History

4. History ?

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Version 1.0 (June 1st, 1995)

- first release

Version 2.0 (October 9th, 1995)

- A new game mode with 6 additional hexagonal pieces.

- Enhanced degree of difficulty by using randomly placed hexagons

at the beginning of each game.

- Separate highscore-table for the extended game mode.

- Loading, saving and joining of different highscore-tables.

- Iconification of the game at any time.

- Control by joystick or keyboard.

- Enhanced statistic-functions.

- Keyfiles for registered users.

- Improved game routines.

Version 2.1 (November 22th, 1995)

- support of external catalog-files.

- statistic functions for the extended hexagon set.

- more points for DROP and PULL DOWN.

- no preview while game is paused.

- Game Over - display.

- many internal code optimizations.

Version 2.1c (January 23th, 1996)

- small Bugfix in game routines.

- Bugfix (preferences-problem with Kick 2.04).

1.13   Authors

5. Authors

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Bugreports or suggestions for further enhancements welcome.

1.14 Copyright

6. Copyright

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Frank Bernard & Andreas Paul

Hexagons is Shareware. You can copy the program as it is (program,

incl. documentation) for free. You're not allowed to include Hexagons to

any CD-ROM compilation or disk-series, with the exception of the AMINET-

and Fred-Fish-CD compilations. The price of a floppy disk, which

contains a copy of Hexagons, must not exceed US$ 3.-.

Magazines, which report about Hexagons, are hereby asked, to send us a

copy of this edition. Many thanks.

1.15 Disclaimer

7. Disclaimer

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We are not responsible for any data loss or damage, caused directly or

indirectly by the usage of Hexagons.

Moreover we have to excuse our poor english. Sorry.

1.16 Credits

8. Credits

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Thanks to the following persons for beta testing, bug reports and

helpful suggestions (alphabetical order):

Rainer Höhler

Michael Junker

Dirk Remmelt

Special thanks to Trevor Morris for his AppIcon and the MagicWB-

drawer-icon for our game !!