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T 3 2 k - Created for the 32k Game Competition Mekka Symposium 2000

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## Credits

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GAME ENGINE	Myth
TITLE SCREEN	TmbINC
C64 SID EMULATION + MUSIC	KB
GRAFIX (remade)	Arthus
DESIGN	Arthus & Kojote
TEXTURE GENERATOR	Ryg
GAME OVER MUSIC	
(not included here)	Welli/Anubis/Rebirth/Voodoo

## System Requirements

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- \* Pentium II 300 MHz (engine is slow due to size improvements)
- \* W9x & w2k Direct X5+ (sorry, not on nt4)
- \* 75kb of Diskspace (decompresses to t.exe in c\)

## Features

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- DirectX support
- Complete c64 6510 and 6581 SID emulation (with filter support)
- 6.8kb packed graphics
- ca. 21 screens level (2.9kb packed data)
- 5.7kb c64 code and music data (DMC4.0)
- SMP Support (puts the c64 emulation on the second processor if available)

## Control

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CURSUR UP	Jump
CURSOR LEFT	Walk to the left
CURSOR RIGHT	Walk to the right
RIGHT CTRL/STRG	Fire

## Your Mission

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We guess you all know what to do ;)

Btw The "R"-Pill is the "R"estart Pill, it allows you to restart there after dying.

## FAQ

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Q Why not a cool gameover sound or at least more levels?

A We decided to invest all bytes into one big turrican style level.

Expect more (and larger) levels soon (maybe at the party).

Q The game doesn't run smooth on my machine

A You should have at least 300 Mhz and a nice MMX capable processor

The game runs much faster in the optimized version, but size improvements forced us to remove certain hash-tables and sorting algorithms to gain some bytes

Special thanx to factor 5 for the turrican amiga game