

Kye version 2.0 - the game.

Kye is a charity shareware programme sponsoring the charity:-

Save the Children.

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Please send ALL money to **Save the Children**, see 'About' dialog box for address & phone number for credit cards.

Make cheques payable to **Save the Children**.

Please direct ALL queries to the Author.

The author receives £7.50 for each registration fee of £20.00 and over to cover the cost of sending a disc and developing the next game.

So if you send, for example, £25.00 then **Save the Children** will keep £17.50 or 70% of your money.

If you send less than £20.00, **Save the Children** gets the lot.

Whatever you send - many thanks.

If you send £10.00 or more you will receive a letter, telephone call or email explaining how to disable the initial appeal screen.

If you send £20.00 or more you will receive, by post, a disk (3.5" unless you specify otherwise) containing the latest version of Kye and all the new levels available at the time - currently 32 levels, but these are arriving all the time. Of course you also get information on how to disable the appeal screen.

Now then...

The object of the game is to collect all the diamonds without getting stuck or eaten.

Kye is the green circle thing - named after our dog. (Not for her colour but for the way she rushes about all over the place!)

Kye can push some objects and, under certain circumstances, pull them.

You must experiment to find the properties of the objects encountered.
The first level is designed for practice.

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Moving Kye

Move Kye with the mouse by indicating the destination and clicking left button.
Hold the button down for long movements - Kye will try to 'catch-up' with the ghostly image that appears when the mouse button is held down.
Clicking the right button toggles the 'catch-up' mode on & off.

The cursor keys will also move Kye.
Use Home, End, PgUp, PgDn for diagonal moves.

Kye will only move diagonally if adjacent squares are clear.

(CPG> I worked long and hard on the mouse control of Kye - but I still prefer to use the keys. I am going to get this right!!!)

Levels

Each level has a name. This name is displayed when a level is completed.
A level is completed when all its diamonds have been got (eaten?).

You can go directly to a level if you know its name using the menu option Level|Goto Level.
This saves the boredom of repeating levels you have completed.

Hints

The "beasts" found in some levels cannot be "killed" but can be imprisoned by sliding blocks to make a "jail".

It is often necessary to use the "sticky" blocks to manipulate other blocks.

Watch out for the blackies.

Menus

A description of Kye's menus:

Game

- | | |
|-----------------|--|
| New Game | - start a new game from the first level. |
| Exit | - leave the game. |

Level

- | | |
|----------------------|---|
| Restart level | - restart the current level with 4 lives. |
| Goto level | - go directly to a level (you must know its name) |
| File | - load a new set of levels from disc (eg. "harder.kye") |
| Edit | - start editing a single level file. |

Help

- | | |
|-------------------|---|
| The game | - brings up this help |
| Using help | - general help on Help. |
| About | - shows current version no. etc. and asks for cash. |

Beasts

A few words about the beasts. (twisters, gnashers, blobs, viruses & spikes)

It is always possible to avoid beasts safely.

Although some levels can be completed with nifty finger work, the beasts are designed to be outwitted not outrun.

(new level writers - please note)

(CPG> new-level writers - you're not listening are you!!!)

Edit levels

When a file containing a single level is loaded (eg. TEMPLATE.KYE) then the menu item Level/Edit will allow entry to an editing mode.

It is probably better to make a copy of TEMPLATE.KYE and start editing that file.

A toolbox window will appear, which can be moved to a convenient screen position.

Simply select an item in the toolbox then click with the left mouse button on the main Kye screen to place the item or remove an existing item.

The Level menu now contains :

Level

- | | |
|-------------------|---|
| Abort edit | - cancels all edits - does NOT save to the file, restarts the level |
| Edit hint | - compose a new hint text. |
| Edit name | - enter a new level name. |
| Run | - saves all changes to the file, restarts the level.. |

The editor should prevent you from doing silly thing like placing more than one Kye.

New Levels

With the addition of the on-screen editor, this section is now mainly for reference.

The data for levels is located in text files.

The default set of levels is loaded from the file "DEFAULT.KYE"

An empty level called "TEMPLATE.KYE" is provided as a starting point.

Might I suggest that if anyone comes up with some good levels then they send me a copy so that I can include them with later versions of the game.

There are a few rules regarding this file:

1. there must be walls all around the edge.
2. there must be exactly 1 kye per level.
3. there must be at least 1 diamond per level.

The first line of the file must be the total number of levels in the file, followed by a definition for each level as follows:

```
name
short hint
congratulation message
20 lines defining the level - 1 line per row
```

for example:

[illegible]

key:

space - nothing

1, 2, 3, 4, 5, 6, 7, 8, 9 - walls (look at a numeric key pad)

K - Kye

e - soft block

* - diamond

b - ordinary block - square
B - ordinary block - round
u - slider going up
d - slider going down
l - slider going left
r - slider going right
s - sticker - top & bottom sticky
S - sticker - left & right sticky
U - up/down bouncer going up
D - up/down bouncer going down
L - left/right bouncer going left
R - left/right bouncer going right
^ - up rocky (round bouncer)
v - down rocky
< - left rocky
> - right rocky
T - twister (beast)
E - gnasher (beast)
C - blob (beast)
~ - virus (beast)
[- spike (beast)
a - anti-clocker
c - clocker
A - autoslider (frequency depends on vert pos)
F - autorocky (ditto)
H - blacky
f - door left -> right
g - door right -> left
h - door up -> down
i - door down -> up
} - timer 3
| - timer 4
{ - timer 5
z - timer 6
y - timer 7
x - timer 8
w - timer 9