

· **AmiBee** ·

Mr.Byte

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COLLABORATORS

	<i>TITLE :</i> · AmiBee ·		
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REVISION HISTORY

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Chapter 1

· AmiBee ·

1.1 AmiBee Doc

· A · m · i · B · e · e ·

«« The Kidnapping Of Lady Akiko! »»

Chapter I - Kangry, The Cute Bad Boss
Chapter II - The Three Little Sailor Brats

Version 1.21 / Date: 01 November 1997

** DEMO VERSION **

© 1997 by Lobsang Alvites Szaler / Twin Eagles Group

Made in Lima - Peru

Distribution
Distribution notes

Introduction
What is AmiBee ??

Shareware
Supporting Development

Installation
How to install

Playing AmiBee
Tips and Tricks

Author
Contacting the author

Future
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History

The history of AmiBee

Credits
Credits

Spanish Note
Para los usuarios de Amiga.

1.2 Disclaimer

AmiBee © 1997 by Lobsang Alvites Szaler / Twin Eagles Group

THE FOLLOWING STATEMENTS ARE APPLICABLE ONLY TO AMIBEE V1.1 LEVEL 1 DEMO.
CONTACT THE AUTHOR FOR FURTHER DETAILS.

AMIBEE DEMO and the files which belong to the program may be freely copied and tested, if they are not changed. Any changes concerning the program or its documentation must be allowed by the author.

AMIBEE DEMO may be distributed by any PD/Shareware library only if they do not charge additional money for it, and all original files and documentation are included in the distributed package.

AMIBEE DEMO may be included in cover disks, CD compilations and any other media only if all original files and documentation are included in the distribution pack.

Commercial distribution of AMIBEE DEMO as a "stand alone" product is not allowed. Written permission by the author is required.

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1.3 What Is AmiBee ??

WHAT IS AMIBEE ??

AMIBEE is a conversion for Amiga of the famous videogame TwinBee by Konami.

It's a nice vertical shooter featuring a cute character flying and firing to everything in the screen (white carrots, etc.) trying to collect color bells (covered by smiling clouds) which bounces when you fire them. It's like a mix between Hybris and Galaga, but featuring anime graphics (japanese cartoons).

I played the original game (TwinBee) on MSX, PC-Engine, SNES and then PSX, but

as no one had plans to release it for Amiga, I decided to write myself this conversion.

I recently contacted a mister who is professional cartoon designer (handmade) in my country. He liked the videogame idea, and he told me that if I get good reactions from the scene he would paint some quality cartoon animations for AmiBee, mainly to support peruvian development. As I know, AmiBee is the first videogame of any kind, in any platform and in any programming language being completed and spreaded outside this country. Other local productions, also by Twin Eagles Group, were spreaded on the Commodore 64 scene, but that is another story...

The in-game music, composed by me (using fantastic Teijo's SoundStudio!), is actually the theme from C=64's "Neuromancer" game (originally by Devo). The real name of the track is "Some Things Never Changes", and it's on their album "Total Devo" (thanks to Paul Trauth for this tip).

If AMIBEE get reviewed in a print-magazine, disk-mag, online magazine or any other publishing form, I would be grateful if you inform me about it.

I hope you'll like AmiBee Demo. Check
Program History
to see which features
were included in this release, and consider to
support
a work in progress :-)

AmiBee Development Information

Programmed with Blitz 2.1
Graphics made/rearranged with Personal Paint 6.4
Music/SFX composed with SoundStudio v1.03c

Other stuff used: DSS8+ sound sampler.

1.4 Supporting Development

AmiBee is SHAREWARE.

I spent most of my time planning, coding, music composing, painting, testing the playability (even recording on VHS the game to check it in the nights). I redo the whole first level many times to gain better play feeling and alien formations. After release 1.0, I was working on Level 2 which now includes new graphics, new enemies, a new end-of-level boss and other features.

AmiBee is a Work In Progress. I'll be releasing progressively new versions as they are completed. Please, consider to support AmiBee development by registering to it.

You can send the registration fee to the
author
in any of these currencies:

Ammount: 10 US\$ (ten US-Dollars)

Handle: _____

Address: _____

City: _____ Country: _____

Internet E-Mail: _____

Amiga owned: _____ Kickstart: _____

Processor Type: _____ Fast Ram: _____

Other Hardware: _____

WHICH VERSION OF AMIBEE DO YOU ALREADY OWN?: _____

WHERE SHOULD I SEND FUTURE RELEASES OF AMIBEE ?

To Your E-Mail To Your Postal Address

RATE THE FOLLOWING FEATURES OF AMIBEE (1=VERY POOR / 10=VERY GOOD)

Graphics: ____ Music: ____ Sound FX: ____ Fun: ____ Playability: ____

Difficulty (easy/okay/hard): _____ Overall Rating: ____

Suggestions, comments, ideas, bug reports, ... : _____

1.6 How To Install AmiBee

REQUIREMENTS

- AGA Amiga (AmigaCD32, Amiga 1200 or Amiga 4000) required.
- Fast-Ram heavily reccomended to avoid slowdown.
- Joystick required (no special driver or calibration!) :p

INSTALLATION

HARD DISK Installation:

Decompress the LHA-packed file in your favourite HD partition.
 A new drawer will be automatically created.
 NO assignments are required.

All needed files are available on any standard Workbench:

- LIBS/mathtrans.library

- LIBS/diskfont.library
- FONT/topaz (drawer)
- FONT/topaz.font

COMPACT DISK Compilations:

If you wish to run AmiBee directly from a CD Compilation, you'll need the four files listed above properly installed in the CD's Workbench.

1.7 Playing AmiBee

PLAYING AMIBEE...

THE COLOR BELLS

Yellow bell (Points!) ... Progressively Extra Point (+500)
Celest bell (Speed-Up!) ... Progressively improves AmiBee movement
Green bell (Power-Up!) ... Progressively improves AmiBee shooting
and then change to next Weapon!
White bell (Shield!) ... Activate Shield (20 seconds)
Red bell (Beam-Up!) ... Extra FireBeam
Black bell (Damage!) ... AmiBee lose his arms.
Next time hits Black bell, will lose one life.

- Shooting bells many times will randomly change the color.
- Collecting bells will give you points.

THE FLYING BASKET

You'll notice a colorful flying basket with two white wings which sometimes(?) crosses the screen. By wisely shooting bells, you must try to put them into the Flying Basket. You'll hear then a score sound which signals you collected it.

- Each Bell scored will give you extra point.
- Collecting 10 bells (whatever color) will give you an Extra Live.

THE FLYING AMBULANCE

When AmiBee lose his arms for the first time, a Flying Ambulance will appear. Entering there you'll recover the arms, allowing you to launch bombs again.

IN-GAME KEYS

F1 = will Pause the game. Again, "F1" key will continue the game.
ESC = will stop the current game and return you to the IntroMenu screen.
SPACE/JOY Button 2 = AmiBee launch bombs

GENERAL TIPS

- When you begin each Level you'll notice the fast background scrolling while flying above the trees. Collect as fast as you can useful Bells to improve AmiBee performance.
- Staying at the screen borders can be very dangerous sometimes!

- Try to learn enemies movement, hit-resistance, speed...
- Pay attention when AmiBee is flying under a the Clouds. Many times there can be enemies bullets under them!
- Don't wast your time collecting White Bells as they doesn't work yet :-(
- Don't press fire button like crazy. The secret is to calculate/anticipate the right moment to shoot, one by one, each enemy.
- If you feel too much "delay" (slowness) when AmiBee is shooting, try collecting more Green Bells.
- If you feel AmiBee moves too slow, try collecting more Blue Bells.
- You must learn to shot Bells only when necessary, and not continuously! In this way you'll can wisely drive their bounce and put them into the Flying Basket.
- Beware of Black Bells! If you hit them AmiBee will lose his arms. To get back arms you'll need to enter to the Flying Ambulance.
- Extra lives are hidden in some levels.

If you have some questions or new ideas, don't hesitate to contact me.

1.8 About the author

CONTACTING THE AUTHOR

Real Name : Lobsang Alvites Szaler
Handle : Mister Byte
Computer : Amiga 1200
Birthday : 21 November
Pet : Mirfusila (a mindbender cat)

I would like to know how many people likes AmiBee and wish to see or get future versions. Don't hesitate to contact me for bug reports, suggestions and specially to

register
to AmiBee. Postal cards are welcome too :-)

If you wish to freely draw some graphics or to compose a music for the game, I would be very grateful. Of course, your name would be added in the credits.

NOTE FOR PUBLISHERS

If you wish to get AmiBee distribution (when completed) under Licenceware or other interesting scheme, please don't hesitate to contact me. Other projects, conversions and suggestions may be also accepted.

HOW TO REGISTER

Use the
Registration Form

. Simply print it and fill it.

Please fold the money with the printed sheet (or any other paper) and send it to me enclosed in a letter-envelope. Don't use big packages.

In case you can't print the Registration Form, please write down in a letter paper the required information as shown in the Form. Don't forget to indicate if you want future updates by internet email (very fast) or postal mail.

WORLDWIDE CONTACT

AUTHOR Address : LOBSANG ALVITES SZALER
Jr. Caracas 2363
Lima 11 - Lima
PERU

Internet Email : mrbyte@chavin.rcp.net.pe

Telephone : +51 1 463-3616 / +51 1 461-4207

EUROPE CONTACT

If you don't feel alike to send money to Peru, you may wish to send it to ITALY. I'll be informed periodically about new incoming registrations, but allow more time until you get a reply from me. Meanwhile, if possible, you must send me an email (to the above address) informing about your registr. request. This will help to keep my records.

Snail Address : GABRIELA SZALER
Via Gorghi 132
45020 - Canda
Rovigo
ITALIA

Telephone : +39 425 704018

OTHER STUFF I MADE:

- Lock & Retrieve: quick Workbench utility to keep track of mates and lends. (like diskettes, books, money, etc.)
- Varidiam ED-109: A conversion of Gundam F-91 (SuperNintendo) for Amiga 500. Unfortunately I had to stop its development due to planning mistakes. Demo is available on Aminet (Varidiam.lha).

1.9 To Be Added Later

FUTURE RELEASES

Public Distribution

Any future improvement for public distribution will be only and always related to the First Level of AmiBee. This means that you may see new stuff added, but you'll can only play Level 1.

Registered Users

People who registered to AmiBee will privately receive Update and New Levels progressively as released. Also, if a new major version has to be released, registered users will have preferential discounts.

You may find any of these news in future releases:

- Nice Cinema Display introduction (like PC-Engine games)
- OpeningStory (that's before beginning to play)
- Option screen
- Highscore Ranking List, Load and Save.
- New speeches (when taking bells)

- New player weapons (Laser, MezzaLuna, etc.)

- Enemies firing different bullet types
- Kamikaze Enemies
- WinCom (on-screen window showing AmiBee chatting with an EOL-Enemy Boss)
- Middle-Level Boss (Very Important!)
- Improve enemy's movement routine (to control collision priority, zooms, frame animation, rotations, etc.)

- Extra Live at certain Points (100,000... ???)
- Game Difficulty Auto-Adjustable (according to your status)
- May be some background animations?
- Improvements on previous levels (more details, graphics, boss, etc.)
- 2 Player mode?

- Level 3 completed!
(new enemies, graphics, End-Of-Level Boss, etc.)

And of course, many other features not listed here will be improved or added while coding, evaluating your suggestions...

1.10 The history of AmiBee

HISTORY OF AMIBEE

- 01.jun.97 (v0.00): Begin The Project
 - 2 Lt. Coca-Cola bought, as some food too
 - Reading Amiga User's Guide: "Setting Up Your System" :p
 - Cat deattached from keyboard (as she sleeps on it always)
 - Mouse, Monitor, Joystick and PSU attached

- 25.jul.97 (v0.80): First beta preview (Not spreaded).
 - main routine for Enemy Waves Movements done!
 - MapGraphED done (for background Map creation)
 - New in-game music (Neuromancer).

- 01.Aug.97 (v0.85): First public release (test)
 - Clouds have now different vertical speed
 - Clouds available in two sizes (little and big)
 - in-game scrolling Messages (points, speed up!, etc)
 - Points and Speed Up! now working (bell color)

- Check-Collisions vastly improved
- overall playability improved
- Enemy fires now at different angle and speed
- Enemy explosion added
- Improved some graphics

01.Oct.97 (v1.00): LEVEL 1 Completed.

- Level map extended, added new graphics and new alien formations
- In-Game music improved
- IntroMenu music composed
- Introduction music composed
- lot of new SoundFX added
- Priority Table for SoundFX playing added
- Bonus Points if Enemy-Wave destroyed
- Highscore added (rudimentary)
- Game Pause added
- better Font
- AmigaGuide documentation
- Flying Basket added
- Extra Lives added
- Enemy now flash when hit
- Enemy shield added (hit resistance)
- Enemy randomly launch Mines
- BIG BOSS Level 1 created at least!!! (pant!pant!)
- Sequence "IntroMenu" added (AmiBee falling and dancing)
- InfoPage created (Menu screen)
- Sequence "Game Over" added
- Sequence "Level Completed" added
- Player "fire-button" routine changed. Now it works like "R-Type" (by pressing fire player accumulates energy for a special Beam).
- WinStatus improved (at bottom screen):
display number of recollected Bells in Flying Basket, number of player FireBeams available and fire-energy accumulated (greenbar)
- AmiBee death sequence (Geronimo) and comeback (Maaa) created
- AmiBee new weapon: Low and High FireBeam
- Red Bell now working (add player FireBeams)
- Green Bell now working (Power-Up! player fire)
- Clouds can now be internally turned on/off
- Background Scroll speed can now be internally changed
- new Enemies's Formations added
- two minor bugs fixed
- AmiBee is now SHAREWARE

01.Nov.97 (v1.21): LEVEL 2 Completed.

- New graphics, enemies and boss coding for Level 2
- AmiBee can now launch bombs
- AmiBee now lose his arms if hits Black bells
- Flying Ambulance added (to recover arms)
- AmiBee new weapons: TwinFire and TripleFire
- AmiBee Shield
- Background Enemies added
- Bonus Fruits added (three)
- FireBeam Energy Charge added
- New Cloud type added
- New soundfx 'Boss Alert'
- Improved playability (more shots, speed, etc.)
- Serious bug fixed with the display handler. Get corrupted

when trying to scroll bigger bitmaps. Now 100% working.

1.11 Credits...

Alex Mena - For lending me his PC-Engine and TwinBee cardgame
Mighty Wolfie - For T.E.G. introduction logo
Mopz/NC Gamez - For the "Level_Complete" music, and being a good pal
Skid/Ozone - For converting original AmiBee readme to AmigaGuide
Tolkien - For translating AmigaGuide to Spanish

Special Notes:

"Game_Over" music taken from a CD compilation. It's an arrangement of the old C=64 classic Commando's hi-score (originally composed by Rob Hubbard). I don't know who made this Amiga arrangement, but it seem was Hydra ?

"End-Of-Level Boss" music (Astrological Mix) composed by Nao/Lemon (in 1993), found in a CD compilation. I tried to contact him, but I failed. I hope he doesn't get angry for using his module, but it was perfect for the boss! ;-)

Graphics for Level 2 were taken directly from PC-Engine TwinBee and used in AmiBee, but anyway they were rearranged and improved when possible. I'm good with 2D drawing but I can't do everything! If someone want to help me drawing some graphics for next levels, please contact me.

1.12 Unete a la Lista

MAILING LIST para Usuarios Amiga

Los comunidad Amiga de habla hispana esta invitada a subscribirse a la Lista de Interes que fue abierta hace varios meses con la finalidad de conocernos, intercambiar experiencias, ayuda, y todo lo relacionado a nuestra fantastica plataforma!

Como subscribirse

Enviar mensaje a : listasrcp@rcp.net.pe
Titulo del mensaje : <vacio>
Contenido mensaje : subscribe amiga
end

Email de la Lista : amiga@rcp.net.pe

Para obtener previamente mas información, comuníquese con Mister Byte (email: mrbyte@chavin.rcp.net.pe), o puede visitar el siguiente homepage:

SPAMIGA Homepage: [HTTP://www.rcp.net.pe/rcp/LISTAS/WWWS/AMIGA/](http://www.rcp.net.pe/rcp/LISTAS/WWWS/AMIGA/)