

Kye version 1.1 - the game.

Kye is a shareware programme - if you enjoy it please register by sending £15.00 (or \$15.00) to:

Colin Garbutt
Coldharbour Cottage
Towednack, St. Ives
Cornwall, UK
TR26 3AU

(CompuServe 100034,3436)

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.

[Moving Kye](#)

[Levels](#)

[Hints](#)

[Menu](#)

[Beasts](#)

[New levels](#)

Moving Kye

Move Kye with the mouse by indicating the destination and clicking left button.
Hold the button down for long movements.

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.

(I prefer to use the keyboard. Is this a comment on Windows or my design?)

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.

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")

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)

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