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:

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(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) - 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)

New Levels

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.

Levels can be added or replaced using a plain editor (NOTEPAD will do).

As an aid to creating new levels, the menu item 'Level | Restart level' re-reads the level from disk.

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:

key:

- e soft block
- * diamond
- b ordinary block square
- B ordinary block round
- u slider going up
- d slider going down
- 1 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
- □ left/right bouncer going left
- R left/right bouncer going right
- ^ up rocky (round bouncer)
- < left rocky
- > right rocky
- ⊤ twister (beast)
- E gnasher (beast)
- c blob (beast)
- ~ virus (beast)
- [spike (beast)
- a anti-clocker
- c clocker