



## Shepheld Boy version 1.1 by Danchan



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*TAB02336@niftyserve.or.jp*  
*KU5M-FJI@asahi-net.or.jp*

## Shepheld Boy ,ì—V,Ñ•û

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□@Shepheld Boy(fVfFfp□[fh,Æ,Í—rŽ",ç,ì^Ó-î,Å,·),đ<N"® ,·,é,Æ□A"',Æ %õ©□F,ì" ,ª,Í,ç,Í,ç,É"® ,ç,Å,ç,é,ÆŽv,ç,Û,·□B,±,ì" ,ª—r,Å,·□B"',ªf|fX,Å %õ©□F,ªf□fX,Å,·,ª□AfQ□[f€ ,ì□i□s,É,ÍŠÖÆW, ,è,Û,¹,ñ□B—r,Í□A

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**[Options] -> [Speed]□j□A—r,ì□",đ□,â,·□i" [Options] -> [Sheep]□j,Æ,ç,ç**

,Å,μ,â,æB

□@^È□ã,Å,·□B ,Æ,Ä,àfVf“fvf<,ÈfQ□[f€  
,Å,Í, ,è,Ü,·□B‘€□ì,à□Af}fEfX,đ“® ,© ,·,¾, ¯,ÅfNfŠfbfN,·,ç,μ,Ü,<sup>1</sup>,ñ,©,ç□A’N,Å,à,·,®,  
ÉŠo,!,é,±,Æ,<sup>2</sup>,Å,«,Ü,·□B,μ,â□[,à,È,çfQ□[f€,Å,·,<sup>2</sup>□A%oÉ,Å,Ô,μ,É—  
V,ñ,Å,à,ç,!,ê,ÍŠđ,μ,ç,Å,(^^;)□B

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R,É□s,È,Á,Ä,ç,<sup>1</sup>/<sub>2</sub>,<sup>3</sup>/<sub>4</sub>,ç,Ä,©,Ü,ç,Ü,<sup>1</sup>,ñ□B,<sup>1</sup>/<sub>2</sub>,<sup>3</sup>/<sub>4</sub>,μ□A-{f\ftfg,đŽg—p,μ,<sup>1</sup>/<sub>2</sub>,±  
,Æ,É,æ,Á,Ä□¶,¶,<sup>1</sup>/<sub>2</sub>, ,ç,ä,é‘<sup>1</sup>ŠQ,É‘Í,μ,Ä□A□ìžÒ,í□Ó”C,đ•%o,í,È,ç,à,ì,Æ,μ,Ü,·□B

## fjff...

@Shepheld Boy ,lfjff...[€-Ú,ÍŽŸ,ì'Ê,è,Å,·B

### Game

New....fQ[f€,,â,è'¼,μ,Û,·B

Exit....|<sup>-1</sup>,μ,Û,·B

### Options

#### Speed

Slow....'¬“x,đu'x,çv,É,μ,Û,·B

Mid....'¬“x,đu•'Év,É,μ,Û,·B

Fast....'¬“x,đu'¬,çv,É,μ,Û,·B

Veryfast....'¬“x,đu”ñí,É'¬,çv,É,μ,Û,·B

#### Sheep

20 sheep....-r,ì”,đ20•C,É,μ,Û,·B

30 sheep....-r,ì”,đ30•C,É,μ,Û,·B

50 sheep....-r,ì”,đ50•C,É,μ,Û,·B

100 sheep....-r,ì”,đ100•C,É,μ,Û,·B

!'x,çf}fVf“,Å-r,ì”,đ',â,·Æ'¬“x,<sup>a</sup>-Ž,ì,Û,·B

#### Timer

60 sec....Ž,ì,ŽžŠÔ,đ60•b,É,μ,Û,·B

120 sec....Ž,ì,ŽžŠÔ,đ120•b,É,μ,Û,·B

180 sec....Ž,ì,ŽžŠÔ,đ180•b,É,μ,Û,·B

300 sec....Ž,ì,ŽžŠÔ,đ300•b,É,μ,Û,·B

### Help

Index....,±,lfwf<fv,đ•\Ž!,μ,Û,·B

About....fo[fWf+f“î•ñ,É,Ç,đ•\Ž!,μ,Û,·B

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□@Ž,,,ì,±,ê,Ü,À,ì□i“™,ð,²^Ä“à,μ,Ü,·□B

**Windows 3.1 / Windows95—p**

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,RŽYCE³’´óŠÔ-À~H -³**CEÀ,l,y**  
ftf<fjf%□□[—š’ì-À~H **MZ3 for Windows**  
’í□íCE^Žv□lfpfYf< **CRUSH GAME**  
Žv□íCE^fpfYf< □**uCEvŽŽ□v for Windows**  
,Ç,ñ,Ç,ñ<,,È,é **Win,μ,è,Æ,è**  
25f{f^f“fpfYf< **D Out! for Windows**  
fNfŠfbvf{□[fh□EfvfŠf“f^□[ **Clipprin**  
fWf#□[fN•¶□□→ **JF for Windows**

**MS-DOS—p**

ftf@fCf<fofgf%□□[ **FBT**  
fWf#□[fN•¶□□→ **JF'93**  
f□fWfbfNfpfYf< **DGDOS**  
fgf%□□ffBfVf#fif<□EfpfYf< **PEG**  
□→,³,Éfy□[fWff□[ **Least**  
,ì,ì,®,ç,þfAfif%□ofCfU **NOANL**

**NEC PC-9801fvfŠ□[fY—p**

fVf“fvf<—š’ì-À~H **MZ3**  
f□fWfbfNfpfYf< **D-GRAM**  
fgf%□□ffBfVf#fif<□EfpfYf< **PEG**

**fefLfXfgftf@fCf<**

flf“f%□ofCf“ ,r,e□→□à□u^áŽYCE³,ì—ö□l□v  
%□¹ŠyfGfbfZfC□i80”N’ăfAfCfhf<fjfbfvfX’t□S□j

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<http://www.asahi-net.or.jp/~KU5M-FJI/index.htm>

□@,È,“□ANIFTY-Serve FGALAM LIB5,LIB6,LIB13,LIB16, FGALWIN, FWING,  
FWINAC,ìŠef%□ofCfuf%□ofŠ, ,½,è,É,àŽ,,,ì□i,ª, ,è,Ü,·□B%TAB02336  
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**KU5M-FJI@asahi-net.or.jp**  
**TAB02336@niftyserve.or.jp**

## How to play Shepheld Boy ?

'Shepheld Boy' is a very simple game. Your goal is to gather white dots (on the screen) to the center of the screen, as if you were a shepheld driving sheep into the cage.



When you start 'Shepheld Boy', the screen would be like this. You have 120 seconds to gather sheep (white or yellow dots). They run away from your mouse-pointer, so you can gather them with it.



As the sheep are swarming into the center, the score is increasing(The score and the rest-time are shown at the menu-bar.). When the time is less than 20 seconds, the 'special sheep' appears. To gather it is 10 times important than other sheep to get hi-score.

You can change the speed of the game or the number of the sheep with [\[Options\]](#) at the menu.



