

Default

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COLLABORATORS

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Chapter 1

Default

1.1 Main Document

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MANOS v1.0
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```
by Michele Berionne
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```
Rome, 03 February 1996
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*****
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- [*]
A short tale

- [*]
Requirements

- [*]
How to play Manos

- [*]
ThanX

- [*]
The author (me)

1.2 A short tale

Some days ago my brother borrowed a portable Pc with Windows inside. He was very happy for his computer and was going to tell me: "What, an Amiga?". I was angry, since I think there's nothing better than an Amiga, but he

doesn't know it. And he played with his Pc for a lot of time, so I asked him: "What are you doing with that crap?". He was playing a game called "Minefield" and he said: "It's really very nice!!". I watched it for a moment and I replied: "Eh, eh, eh, I could do it in few hours...!". He didn't believe me and do I wanted to show him that it was possible. It was about 9 o'clock of the night and the next morning I called him telling: "Come on, play now!".

Of course, now the pc is in the house of its owner and my friend always plays with MANOS on my Amiga!!

Another tale? Well, I had to choice a name for this new program; so I went to my mother asking her a name. In Italy, when you want an help, you ask for a mano (hand). My mother told be that she could have given me even both her hands, and so I took the idea for the name: one mano....two manos (even if in Italian the plural is not done in this way!).

A 1st tale? Let's say about shareware. I think it's a very good thing, much better than commercial productions since the price is far lower and sometimes the value is higher. By the way, someone think that Shareware means free: IT'S NOT TRUE! But now, I want to make Manos a PD program. This means it's totally FREE, you can copy it as much as you want and you can give it to anyone. But you cannot change the program in any way and this doc must be in the same archive.

And if you want to support with money.... then you're welcome anyway!!!

1.3 Requirements

Requirements to run Manos:

- Amiga computer, of course!
- OS 2.0 or higher
- reqtools.library in your libs: directory

Manos saves the best score in a file called Best_score_MANOS in s:, but you don't need it. If it doesn't exist, Manos will create one.

But, not just, you ALSO need:

- Intelligence
 - Skill
 - Speed
 - Good reflexes
-

- ...and so on!!

1.4 How to play

Manos is a very easy game. When you load it, it opens a window on the workbench screen with 2 gadgets and the minefield. Clicking on Info, another request will pop up asking you what you want to know; click on Start, you begin a new game (the first time you don't need to click it).

Now, game started...

You can click both the left and the right button of your mouse, pointing a box on the minefield. The right button leaves a cross on the box and doesn't do anything else. You can use these to remember where the bombs are. You can use no more than 16 crosses since as many are the bombs themselves. If you click twice on the same box with the right button, the cross is deleted. The left button allows you to "check" if there's a bomb. If you click on a "bombed" box, the game is over and you're out; otherwise, a number will be written on the box, showing you how many bombs are next (even diagonally) to that box. The zero value is not displayed, but Manos itself will "click" on the close boxes to allow you to save time.

The important thing is to finish the game as fast as you can; if you make the best time, a new window will be opened to ask your name: enter it and close the window. The name with your time is saved in Best_score_of_Manos in your s: directory.

The clock starts just when you click for the first time on the field, and not when you click on the Start button. There is no pause, since you could use it to think about your next movement.

1.5 ThanX

I want to thank a lot of people for helping me, not just making Manos! ↔

Here's a short list:

Stefano Berionne (my brother) : By the way, the idea is from you!!

Francois Lionet (author of Amos) : Please, come back to Amiga and to Amos!!

Andy Church (author of
Intuition
) : Your extension is still the best!!

Fabio Chiechi (friend) : Study less and program more!

Chris Hodges (author of AMCAF) : I don't know why...

Arturo Ortino (author of Ital) : Please, speed up your job.
Roberto Pratesi (sysop of Amp) : No words, but just THANK: u're the best!
Michael Cox (administer of list) : Some problems in last months: fantastic!
.....
.....
You (yes, just you!) : For reading this doc!!

O.K.: they could be enough for this small and easy game!

1.6 Intuition extension

Manos is made totally in Amos; so now a lot (?) of you could ask me: and how can it work on an intuition screen then?

The answer is INTUITION extension by Andy Church. It opens a new great world for the powerful Amos: the world of intuition screens and windows!

But let me show you what Angy hiself write about:

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<< Although AMOS is an excellent language, with hundreds of commands for
graphics, sound, I/O, and much more, it has had, until now, one serious
lack: support for Intuition, the Amiga's native graphics system. The
Intuition Extension fills this gap. The Intuition Extension was designed as
an interface between AMOS and Intuition. Most of the commands included,
therefore, function almost identically to AMOS commands. For most
instructions, you can simply add an "I" in front of the instruction to make
it work with Intuition rather than the AMOS graphics system. However,
additional Intuition-specific instructions have been included, so that AMOS
programmers can take full advantage of the Intuition graphical interface.
>>
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You can reach Andy at:

Internet E-mail: achurch@goober.mbhs.edu

Normal mail:

Andrew Church
3716 Hayes Manor Lane
Olney, MD 20832
USA

If you live in the USA, you can also call me at (301) 774-7356 on weekends, or on most weekdays after 4 p.m. EST. (This is valid through at least July 1995.) If I'm not home when you call, leave a message and I'll call you back when I can.

Private to Andy Church:

Hello Andy, don't worry about the new OS-DevKit extension: you one is still the best. And to show you it, watch this simple game!

When the next version of it?

1.7 Author (me!)

First of all, HELLO!!!

Then, THANKS!!!

Now...

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Please, let me know what you think about Manos, if you found bugs or ideas to improve it!

Thank you.

Other programs by me are: Fantasy (shoot'em up reviewed on AR with ***)
Atoms (a newer version is being out in next days)

Tetris (you know what it is, don't you?)
In the target (another shoot'em up)
Naval battle (a think game against computer)

Write me if you want them or just infos about.

But then the most important one: LOGO v1.4
^^^^^^^

Logo is a powerful programming language with more than 70 commands and all the structures of the most important languages (like C, E and AMOS, of course!) such as procedures, loops, If statements and so on.

If you want the demo version of it, please let me know.
