

# **Arkanos\_Manual**

**COLLABORATORS**

	<i>TITLE :</i> Arkanos_Manual		
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# Chapter 1

## Arkanos\_Manual

### 1.1 Welcome to ARKAONS V1.01

```

      ###  ##### # #  ### # #  ###  #####
# # # # # # # # # # # # # # | | /|    _
# # ##### # # # # # # # # # # | | |  / \  /|
##### # # # # # # # # # # # # # | /  |  |  |  |
# # # # # # # # # # # # # # # # # | /  _|_ * \_/_  _|_

```

Copyright 1999 - This game is FREeware

Yeap. It looks like ARKANOID. Nope. It's not just another break out clone. I know there are many break out games available all around the world. But none of them can be compared to each other. Some have this, other have that, but they have nothing in common. Most of all is self-explaining. I just make this manual that you have some kind of reference.

1.)

- The Main Screen
- 2.) The Game Screen
- 3.) ??? Legal stuff ???
- 4.) !! Installation !!
- 5.) Leveleditor! Where?  
That's all. Now have fun with it and contact me  
if you have new ideas  
for this game or find some  
tricky bugs  
.

### 1.2 Arkanos V1.01 - Title Screens

Nothing really to say about. At first a little animation comes up ↔  
 . Then  
 these four screens changes about every 5 seconds until you press the left  
 mouse button to  
 start the game  
 .

Screen 1 displays some information (Coding, Graphics, ...)

~~~~~

Screen 2 shows all available  
 blocks  
 with a short description

~~~~~

Screen 3 shows a list of all  
 bonus tiles  
 coming down to catch

~~~~~

Screen 4 displays the hiscore of the loaded level set.

~~~~~

### 1.3 Arkanos V1.01 - Playing The Game

It all the same.... At the top you have the info panel:

```
SCORE: ##### LEVEL:### BONUS:#####
      v v v v v <- small paddles (lives left)
```

I think you guess right: SCORE displays your reached points, LEVEL shows  
 your current level and BONUS displays the amount of possible extra points.  
 Every 5 seconds it decreases a little bit. As you can change the bonus  
 with some

bonus tiles  
 , it can grow very high. The higher the bonus the  
 more will be cut off.

Under it is the level area with your paddle and the ball. Press left mouse  
 button to release the ball and start playing. You know what to do now ?  
 While playing the ball speed increases. That's very good, because your  
 score depends on the speed of the ball. Minimum speed in 4. Maximum speed  
 is 36. Around speed 16 it will become very difficult to keep the ball on  
 the level... :-)) You always start at speed 6.

There are 50 levels in each  
 level set  
 . If you solved all of them you start  
 from the beginning, with less  
 bonus tiles  
 but higher bonus points.

This happens four times, so level 200 is finally the last one. For each  
 left paddle you get 5000 points and a final bonus of 20000 points.

That's it. I need not to tell you if you have no paddles left the game is  
 over. Right ? Okay.

Your score will be tested for the top ten highscore list. A small comment tells you about the result. And you may enter your name.

And finally you always get some statistics about the bonus blocks. At the left is the bonus tile, next to it is a red bar which shows you how often you took this bonus and at the right is a value which displays the relative amount of the bonus compared to all bonus blocks.

Oh, sorry. There are also some keys you may need:

```
ESC ... quit current game
DEL ... restart current level
P ..... pause game
```

```
| WARNING: Don't pause the game if the ball moves |
| down to the paddle. The paddle position stays the |
| same, but I think you won't reposition your paddle |
| fast enough to catch the ball -> crash & dead !!! |
```

## 1.4 All block types

- \* ) INDESTRUCT Can't be destroyed. After many hits the ball ← changes the moving direction a little bit (DX or DY  $\pm 1$ ). That's only to prevent the ball from infinite loops. And makes the game more interesting.
  - \* ) 1-HIT INDESTRUCUT Hit this block once and it becomes an INDESTRUCT block. (see above)
  - \* ) DYNAMITE Hit this flashing block will explode all eight surrounding blocks, if there are some. If there is another DYNAMITE block around, a chain reaction starts. But these blocks always counts 8 points, no matter what the ball speed is.
  - \* ) SHORT CUT The ball will disappear, and appear at the other end of the short cut. It's also possible that the ball will change its moving direction a little bit.
  - \* ) BALL SPEED UP Increases ball speed by one up to speed 35. Can you still follow the ball with your eyes ? :-)
  - \* ) BALL SPEED DOWN Decreases ball speed by one down to speed 4. Very boring, don't you think ? I fall asleep... Zzzz
  - \* ) RANDOM DIRECTION The ball will hit this block and leave at a random direction. No physical laws exists there.
  - \* ) MOVING BLOCK Hit this block and it will move one position depending how the ball hits the block. But only if the new position is not used by another block. TRY IT !!!!
  - \* ) 4-HIT EXPANDER This block will expand at the edges to 3-HIT EXPANDER
-

- \* ) 3-HIT EXPANDER This block will expand at the edges to 2-HIT EXPANDER
- \* ) 2-HIT EXPANDER This block will expand at the edges to 1-HIT EXPANDER
- \* ) 1-HIT EXPANDER This block will expand at the edges to a normal block, the white one. Ball could behave strange. No bug !!!
- \* ) 5-HIT BLOCK Hit this block and it will be reduced to a 4-HIT BLOCK
- \* ) 4-HIT BLOCK Hit this block and it will be reduced to a 3-HIT BLOCK
- \* ) 3-HIT BLOCK Hit this block and it will be reduced to a 2-HIT BLOCK
- \* ) 2-HIT BLOCK Hit this block and it will be reduced to a normal block, the grey one.
- \* ) NORMAL BLOCKS You just hit them once and they disappear. Don't worry about the different colours. They are just to make the level friendlier. But you just have white blocks in your own level set if you want.

## 1.5 All bonus types

- \* ) GET KILLED You loose your current paddle. Oops. Sorry.
  - \* ) BONUS DOWN Decreases your bonus points by about 200 to 400
  - \* ) BONUS UP Increases your bonus points by about 100 to 300
  - \* ) HALF BONUS Halfs your bonus points. Oops.
  - \* ) DOUBLE BONUS Doubles your bonus points. Yeah.
  - \* ) RESTART LEVEL Re-initialize current level. If there are only a few special blocks always take it. Otherwise your ball may be trapped, and you must use the DEL key.
  - \* ) SLOW BALL Decreases ball speed by 4. You need more SLOW BALL if the speed is about 20 or higher for a comfortable playing speed.
  - \* ) CATCH BALL Activates the catch field on your paddle. This is the flashing line at the top of your paddle. If you take this bonus twice, the catch field will be removed.
  - \* ) EXPAND PADDLE Increases your paddle size by one. This means 16 pixel extra space to get the ball. Maximum size is 6, so your paddle is at the most 96 pixel large. (about a thrid of the total level width)
  - \* ) SHRINK PADDLE Decreases your paddle size by one. You loose 16 pixel to catch the ball. Minimum size is 1. It's very hard to
-

get the ball with that short paddle.

- \* ) BRICKTHROUGH    If you take this bonus the ball will move through all blocks, except the SHORT CUT. But I must warn you: If there are many BALL SPEED UP blocks, the ball will speed up very fast, and . . . . . away !!! Take this bonus again, and the ball behaves normal.
- \* ) ZAP EXPANDER    Removes all expanding blocks on the level. Another warning comes up: You can use expanding blocks to break through INDESTRUCT blocks, and if you remove them...
- \* ) ZAP SPECIAL     Removes all special blocks. These are BALL SPEED UP, BALL SPEED DOWN, RANDOM DIRECTION and MOVING BLOCK. I think you can always take this bonus. No warning.
- \* ) ZAP INDESTRUCT   Removes all indestructable attributes of the level. This means: INDESTRUCT will be removed completely, 1-HIT INDESTRUCT will be replaced by a normal block (the red one) and all 5-, 4-, 3-, 2-HIT BLOCKS will also be replaced by a normal block (the grey one).
- \* ) MORE DYNAMITE    Expands all exploding blocks, one the each side: up, down, left and right. But remember: exploding blocks only count 8 points. Nevertheless a very effective way to complete a level.
- \* ) LASER PADDLE     Activates the lasers on your paddles. The paddle will change totally. Use left mouse button to fire laser. Don't fire them too often. Every mouse click resets your laser, even if you didn't hit anything. Remember this if you want to fire at blocks on the top of the level.
- \* ) NEXT LEVEL      Brings you to the next level straight away and counts down the left bonus points. Remember all the left points on this level before you take it. Also remember if the next level gets thougher. Think quick, if it's worth. ;-)
- \* ) EXTRA PADDLE    Gives you an extra paddle. But removes all extras, like CATCH BALL, LASER PADDLE and BRICKTHROUGH. You also loose 100 bonus points. That's not really bad.

Summary: Not every bonus is always good, some "good" bonus tiles can also cause troubles. Depends on the level, the ball speed and...

## 1.6 Create your own levels

YES. You can create your own level sets. But you need the editor ← that I have. If you want to get the editor please read the section how you can

register  
for it. Thank you.

|||||  
.-0~0-.



1  
└───┘

## 1.7 A great game, isn't it ???

There is no limit in playing the game. You can also use other ←  
level sets  
from your friends, Aminet,... But you can't create new levels. You can  
"buy" the editor from me for a small amount of cash.

So if you want to register your copy do the following:

- 1.) Write down your name, COMPLETE address, e-mail (add the configuration  
of your AMIGA if you want)
- 2.) Put it together with 100 ATS, 15 DM, 10 US-dollar (or 10 EURO) into  
an empty envelope.
- 3.) Send it to  
me  
(click here for my address)  
Add an empty disc and a reply-paid envelope, if you have no e-mail  
address. So that I only have to copy the editor and return it to you  
as fast as possible.

When I get your money, I will do the following:

- 4.) Send you the editor via e-mail (uuencoded) or copy the editor on  
your disc and return it to you by mail.
- 5.) I'm very happy that you support me. The editor is shareware and I  
beg you not to copy it to your friends.  
If I do a re-upload to AmiNet, I will inform you only via e-mail.
- 6.) Finally I hope you enjoy my game and look foreward for more on  
AmiNet. Or contact  
me  
via e-mail.

Any questions ? Then contact  
me  
. You can surely send me new ideas.

NOTE: If you want to get the editor via e-mail, be sure that you are  
able to recieve large attachments. (~130K binary, as LHA ~68K and  
finally uu-encoded only ~95K !!??)  
Else you may add an empty disc as described in part 3) and I will  
copy the binary data on it.

## 1.8 Legal status of this software

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I'm not familiar with copyright laws in the US, or anywhere. I hope it's not really a problem. But what I'm worried about. The game is freeware.

I AM NOT RESPONSIBLE OF ANY DAMMAGE DONE TO YOUR SYSTEM. IF YOU WANT TO USE ANYTHING OF THIS GAME FOR YOUR CREATIONS, PLEASE CONTACT ME AND TELL ME ABOUT IT. I AM HAPPY IF YOU WILL MENTION ME IN YOUR CREATIONS.

I think that's it. Play the game or not. Don't blame me if something goes wrong.

## 1.9 Install to HD or Floppy

Hard disc:  
~~~~~  
Only copy all files into your desired drawer.

Floppy disc:  
~~~~~  
Copy all files onto a bootable disc and add the following files:  
(from your HD or Worbench disc)

c/endcli  
c/loadwb  
libs/mathtrans.library

Finally create s/startup-sequence:

loadwb  
endcli

That's it. Contact me, if you have problems.

## 1.10 How to create your own levels

Hmmm, I don't know what to say about that. I could explain how the levels are saved to disc and you could create your own editor to do the job.

Not very realistic, isn't it ? You can use my editor, if you want to.

But the editor is shareware. The game is freeware. WHAT'S THAT ???

No, joke. Some people only want to play, and some artists also create new

levels. So why should the players pay something, if there exists many other breakout clones ?

Sure, I could say the editor is giftware, but if you are realistic: who would send me some presents for that clone ? You can decide now:

\*) Try another breakout clone with a free editor included

or

\*) Support me, support the AMIGA, and  
register for the editor

.

## 1.11 The Arkanos Editor V1.0

At first the display will be set up. Then ↵

```

*-----*
the editor checks your system configuration |           |
and the registration data. If everthing is |           |
alright, the editor has two main parts:    |           |
                                           |   edit area   |
The edit area shows your active level     |           |
to edit. Move you mouse to it and the     |           |
pointer changes to an animated cursor.    |           |
Click left to set the active tile on      |           |
the level or right to clear the field.    *-----*
                                           |           |
The menu panel holds all available block   |   menu panel   |
types, shows to current position on the   |           |
level and the level number. And at the    *-----*
bottom the following menus are available:

```

```

?  QUIT  LOAD  SAVE  GET  PUT  SETTING

```

```

? ..... info about the programm, the registered user, free memory
QUIT ..... quits the editor and returns back to workbench
LOAD ..... select new level file to load
SAVE ..... saves current level file to disc
GET ..... select a new level to edit
PUT ..... paste your level into the loaded data
SETTING ... just to set the short-cut data (by now !!!)

```

There is not much text here. The editor is easy to use. Just follow the alerts and messages on the screen. But there are some keys you may use:

```

t ..... test current level (is automatic if you use PUT)
x ..... change to next block type
y ..... change to previous block type
<DEL> ..... clears current level (empty or with selected block)
<CURSORS> ... scrolls level one field into selected direction

```

If there are problems TO USE THE EDITOR, then I must expand the docs here. But if there appears an error, please read section about

bugs

.

## 1.12 More about the programmer

At first, I had to excuse my poor english. It's not my native ←  
language.

Here's my address if you want to tell me that you only play my game, want to register for the editor, tell me your new ideas or have found some really

tricky errors or stupid bugs

:

KARGL CHRISTIAN  
WIENERSTRASSE 58  
A-8605 KAPFENBERG  
AUSTRIA - STYRIA

email: karglch@sbox.tu-graz.ac.at (not forever !!!)

There is no telephone number if you search for it, because I never know when I'm at home. And I don't want you to pay lots of money for nothing.

Are there any music composers out there ?

I want to add some addictive tunes to the title and playing screen.

Anybody contact me via e-mail if you have/know some music.

Bugs removed to V1.00:

~~~~~

- \* ) Game now works in PAL and NTSC modus
- \* ) Game should run at same speed on all amigas. I don't know how slow it runs on an ordinary A2000 with MC68000, 7 Mhz processor.

Changes done to V1.01:

~~~~~

- \* ) Completly changed the main loop of the game. Exploding blocks now works fine, that means: it doesn't slow down the game. (not much) And now it should really run at same speed on all amigas.
- \* ) All shareware statements removed, and made the game freeware. But therefore I had to excluded the editor, which is still shareware.

Future Updates:

~~~~~

- \* ) Still improve ball hit routine 8-( 8-)
- \* ) Remove some strange behavior of the MOVING BLOCK 8-}
- \* ) Any ideas ? New block types, more bonus tiles, anything else ?

## 1.13 What's wrong with the game ?

While testing the game following things happened:

\*) If the ball hits exactly the corner of a block:

- inside

```

  |1_|2_|
  |3_|*  Instead of hitting block 2 and 3, block 1 will be hit.
          Only a real problem if block 1 is normal, but the blocks
          2 and 3 are indestructable. Not very realistic.

```

- outside

```

  |__|
  *    Instead of reversing both directions, no direction changes
        and the ball just moves on. Physics out of order :-)

```

\*) If the ball only grazes the corner of a block, the block will be hit very often, but no direction change happens:

```

  .*
  ..__ The ball * moves along the ... and grazes the block |##|
  .. |##| at the top left corner

```

I think the ball should not hit the block in any way.

\*) The MOVING BLOCK sometimes behaves strange if you hit them at the corners. I just did a quick way to find out how the ball hit the block, so hits on the corners sometimes works wrong. Sorry, but I still work on a fast way that works with all possible ball hits.

\*) Ball suddenly only moved up/down or left/right. Somehow, I don't know why, DX was 0 or DY was 0. If the ball moves through many short cuts could be one reason. I tried to find (recreate) this error to correct it, but it never happend again. 8-[

If you find some other bugs, please let me know, and answer the folloing questions in your report:

- Does the game quit with an error message ? If so, please write it down and try to explain WHEN this happens. WHAT did you do before ?
- Does the game behave strange ? Maybe incorrect like the examples above.
- Is it a memory problem ? (Then I need your configuration.)
- Did the program completely refuse to load ? (Missing files.)
- Is the game too slow or too fast ? (Your configuration, please.)
- Did Mr. GURU visit you ? (Oh, dear. Read legal stuff .)

Thanks for your help. By the way: Do you like this game, the graphics ?