

Menu

COLLABORATORS

	<i>TITLE :</i> Menu		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Menu

1.1 ASSASSINS CD2 - Assassins Games Menu

THE ASSASSINS MENU

The Assassins Games Menu is accessed from Workbench by double clicking on the Assassins.icon. It is also loaded automatically when booting from the Assassins CD. From the Menu system it is possible to play all of the CD32 games on the Assassins CD. Some extra games are available from the Assassins.Guide. These may not be CD32 compatible. Selecting a game to play is a simple task of selecting the 'Games Menu' button, choosing a type of game to play and then selecting the game from a scrolling list. You will then be presented with a graphical representation of the controllers required for the game and selecting 'Play Game' will exit the Menu and load the game.

CONTROLS FOR ASI TEXT READER

We have tried to make this Menu as friendly as possible by including the text reader, which now gives you access to any documents that maybe available for these Games. To access the documents if available move to the Info icon and press the Fire Button. Once you have finished reading instructions move to the Q Icon, and press Fire Button which will return you to previous Menu.

How to use the Reader

UP ARROW BUTTON.....takes you to top of Document
 DOWN ARROW BUTTON.....takes you to Bottom of Document
 LEFT DOUBLE ARROW BUTTON.....Scroll Document up a page
 RIGHT DOUBLE ARROW BUTTON.....Scroll Document down a page
 Q BUTTON.....Returns you to Main Selection Screen

All selections made with this menu system are via the joypad or joystick in port 2 if using this on a computer. The fire button is used to make any selections on the menu.

To make a selection just move the tick to the appropriate box and press fire.

The Main Menu provides the following features.

- To access the games categories
- To access Workbench
- Play the Assassins Animation
- Read the disclaimer
- Read about the Assassins
- Read the guide to using the cd.

The actual menu for each games category comprises of a list of each game in that category. To scroll up and down the list use the up and down on the controller or keyboard. To fast scroll use the left and right. To select the game use the Red button on the CD32 controller or A key on the CDTV controller or fire on the joystick on the Amiga.

When a game has been selected then a screen will appear showing you which controllers are needed to play the game. Also a quick doc is displayed to give you an idea of what the game is about, If there is any documentation for the game then clicking on the info button in the bottom right of the screen will display these.

Also this will allow you to retrace your steps to the previous menu (Index) or to the main menu to choose a different category of game.

MUSIC OPTIONS

You may have noticed that we have also included over ninety modules for the Game Menu, which when booting up will play a random music module for your pleasure!!!, We thought that this would be a good idea rather than playing just the same music over and over again!!!

We have also put in the option of changing the music once on the Menu by pressing the right mouse button which will load a random module while you are reading doc's,browsing,etc!!!!

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