

Buttons - Contents (Unregistered)

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The contents contains the help topics available for buttons:

Introduction

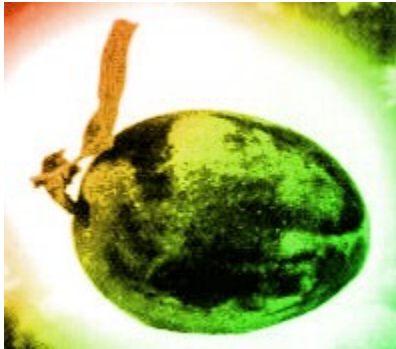
Rules

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Credits and copyright notice

It is imperative that you distribute buttons in accordance with the terms laid down in the copyright notice.



Buttons - Introduction

Buttons is a relatively simple game to play. The object is to reach the goal (star icon), having destroyed or used all of the buttons.

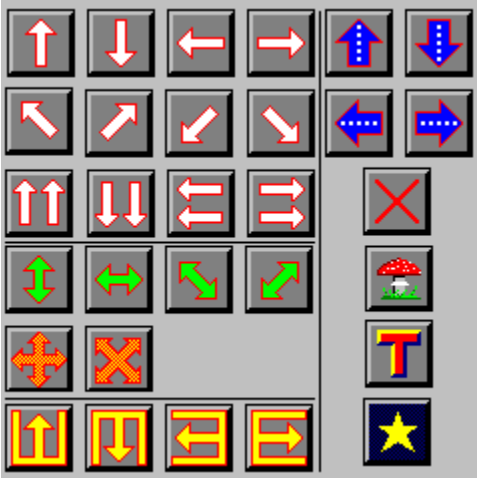
Each level is begun on a flashing square. From this square, you must move to another square (you may have an option or may not). The buttons may force you along a particular path, but there will often be an option, either direction, or the distance that the buttons takes you.

Successful completion of each level hinges upon the decisions you make at each button. This makes the game simple to play and enjoy, but it can also be very tricky and frustrating to find your way to the goal, and still have removed all of the buttons.

This version of buttons is unregistered shareware. This means that you may use it for a trial period of about thirty days, after which you may start feeling guilty. If you can continue to use buttons after this you may have become so racked with guilt that you might even kill yourself. We don't want this, so we advise registration after the thirty day trial period. See [registering](#) for more detail.

Buttons-Rules / Extra Information

The rules are very simple. The diagram illustrates these rules very eloquently, so I don't believe that there is need for extensive further explanation.



This your goal. You must go to it last of all, or the level will not have been completed.

This will make another square flash. You must then beam yourself over to the other square. There is no way of telling where a transporter will take you unless:

- i) You have encountered that particular one before.
- ii) You designed the level.
- iii) You have just moved onto it.

This square contains poisonous fungi, that you will no doubt be tempted to eat and then die. Contrary to popular belief, it kills you and restarts the level, and doesn't provide a free trip to anywhere on the level.

Compulsary move - you must move two squares in the direction of the arrows. The square between will not be removed.

Compulsary move - you must move one square in the direction shown.

You can move in any of the four directions indicated. These will be frequent in the harder levels because more choices will make it harder to choose the right one.

You can move in either direction shown.

Big Splat- this will wipe out a square on each of the three sides indicated, and then move in the direction of the arrow.

Forbidden area. It is not possible to move onto this square.

This is a slider. You may move any number of squares in the direction of the arrow.

Buttons - Credits

Reprogramming, rewriting, restructuring, enhancing, writing the Level Editor:

Edward Murray

Dialog boxes, general assistance, help, order form:

Edward Kimber

Original concept and design:

Philip Piper

Eat At Joe's Software can be contacted at the following address:

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Eat At Joe's Software cannot be held responsible for any damage to data or hardware in any way. The software has been thoroughly tested for errors, but if your hard disk is cream cracked by it, it's not our problem. This shareware version can be distributed as freely as possible, providing that it is not modified in any way, and providing that it is not sold. You may only charge the price of a disk, but it's much nicer to give it away.

We don't really want to write shareware, we want to write freeware, but we don't have enough money. Send lots of money and the odd mandolin, and we'll all be happy.

Buttons - Registering

Well, if you want to register you can send a request to:

Edward Murray
Eat at Joe's Software
Old Cardinham
Bodmin
Cornwall
PL30 4ED
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Alternatively you could print out a form using your unregistered version of Buttons (it's much easier), and then send it to:

Edward Murray
Eat at Joe's Software
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As well as sending registration fees, we would appreciate levels on disks, and vow upon the lives of our living relatives to give them back. Actually there aren't that many I like, but you can trust Eat At Joe's anyway.

Buttons - Level Editing

To edit the level of your choice, you must select the size with the size selector box, and then fill the red box with icons dragged from the icon bank. This is quite easy, and does not need explanation. One can find out what the icons mean in the [rules](#) Section. Then you must enter the start co-ordinates, and teleport coordinates (if any), and the Level Name. The command buttons enable easy saving and loading of levels. Once you have finished editing, you can click on the leave editor button, to go and play your levels, or exit if you're completely bored.

Note: Levels with many choices are usually harder than ones where more squares are compulsory. A really nasty one that I wrote has almost all four-ways in it, and I can't do it anymore, because I've forgotten how. It seems impossible, but isn't, illustrating the game's huge difficulty span.

Levels are also appreciated, in additon to registration fees. We will return the disk.

It's weird.

