

**ArkanosE**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> ArkanosE	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		August 10, 2022
		<i>SIGNATURE</i>

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## 1.2 Arkanos V1.2 - Title Screen

At first a little animation comes up. Then the main menu appears ←  
 , which  
 is the first major change from version 1.01!  
 Move the mouse pointer to a button and click to select the option or  
 click anywhere else to start the game. That you know where to click on  
 some informations of all button follows:

### 1) MIXING: OFF

~~~~~

Click here to change level mixing. If set to "YES" the levels are  
 mixed in groups of five. For example the first five levels could be  
 played in the order 4,3,1,5,2 the next five levels as 6,10,8,7,9 and  
 so on. You get 50 per cent more bonus score at the start of the level  
 if mixing is set to "YES".

### 2) ENTER CODE

~~~~~

Type in your access codes of 16 characters you will get every five  
 levels. Legal symbols are only characters 'A' to 'Z'. If your code is  
 correct you can begin your game from this position with your previous  
 score, lives and diamonds. Don't load a new level set afterwards. The  
 entered code will be cleared. I've added  
     my first 10 passwords  
     , if  
 you want continue my game at level 51.

### 3) LOAD LEVELS

~~~~~

Here a file selector appears and reads the directory "Levels" for  
 correct levels files which may only be created with  
     my editor

Select a file to load the new levels with the hiscores. Any entered  
 access code will be cleared.

### 4) MERGE HISCORE

~~~~~

Here a file selector appears and reads the directory "Levels" for  
 legal hiscore files. Select a file to merge it to the hiscore of  
 the loaded levels, or use <Cancel> to abort.

### 5) CLEAR HISCORE

~~~~~

You can clear the current hiscore with this button. Click here and  
 confirm the TWO requester to clear the hiscore in memory and ALSO  
 the saved file!

### 6) EXIT TO DOS

~~~~~

Guess ??? Right !!! Quits back to AmigaDOS or Workbench. Do you  
 really want to leave this great game ? Oh, you want to create levels  
 with  
     your editor

.

### 1.3 Arkanos V1.2 - Playing The Game

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

```
SCORE:##### LEV:### BONUS:##### \x## DDDDDDD
```

I think you guess right: SCORE displays your reached points, LEV shows your current level and BONUS shows 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 also grow very high. The higher the bonus the more will be cut off.

Next to the bonus is the number of left paddles. And the last thing most right are the bonus diamonds. Catch all eight diamonds to get 3 extra paddles. But beware: you take the diamonds in toggle mode, so if you take one diamond twice it will be lost again.

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 ? Yes! Clear all

blocks

to go to the next level. While playing the ball speed increases. That's very good, because your score depends on the speed of the ball. Minimum speed is 4, maximum speed is 32. Around speed 16 it will be very hard to keep the ball on the level. You always start at speed 6.

If you hit <SPACE BAR> you can shake the level and change the moving direction of the ball. Use this feature wisely to finish a level faster, but not too often. A warning sound comes up when next use would cause a TILT, where game freezes and you loose a paddle. Press mousebutton to continue. After the warning wait at least 10 seconds before you use it again.

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.

And every time you restart a level set there will be more 'bad' bonus tiles than 'good' ones. 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. And that you can complete the game you'll get a password every 5 levels.

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. After that the new hiscore will be saved to disc. (UNPROTECT YOUR FLOPPY !!!)

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 other keys you may need:

```
P ..... pause game
Q ..... delete ball and loose one live (loops ???)
DEL ... restart current level and loose one live
ESC ... quit current 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 INDESTRUCT Hit this block once and it becomes an INDESTRUCT block. (see above)
  - \*) DYNAMITE Hit this flashing block will explode all 8 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.
  - \*) BONUS SCORE UP Increases your bonus score by 1 to 16 points. Very great block with brickthrough bonus activated.
  - \*) BONUS SCORE DOWN Decreases your bonus score by 1 to 16 points. Always avoid this block, especially with the brickthrough ball.
  - \*) BALL SPEED UP Increases ball speed by one up to speed 31. Can you still follow the ball with your eyes ? 8-)
  - \*) 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 leave this block at random direction.
-

- \* ) 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 will expand at the edges to 3-HIT EXPANDER.
- \* ) 3-HIT EXPANDER This will expand at the edges to 2-HIT EXPANDER.
- \* ) 2-HIT EXPANDER This will expand at the edges to 1-HIT EXPANDER.
- \* ) 1-HIT EXPANDER This 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 become a normal block, the grey one.
- \* ) NORMAL BLOCKS Just hit them once and they disappear. The colours are just to make the level friendlier. But you just have white blocks in your own level set if you want.
- \* ) WALL BLOCKS Can't be destroyed, can't be removed and finally you also can't move through it. Just walls !!! Be careful at diagonal walls.
- \* ) WALL BLOCKS WITH PIPES Can't be destroyed and removed either, but if your ball hits the pipe entrance it will go through. The ball speed and entry angle will stay the same at the exit !!!

## 1.5 All bonus types

- \* ) GET KILLED You loose your current paddle. But get 40 points! Always take it if the ball move to the same position instead of loosing the ball with no points. 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.
  - \* ) SLOW BALL Decreases ball speed by 4. You need more SLOW BALL if the speed is about 20 or higher for a better playing speed.
-



- \* ) 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.
  - \* ) EXPAND PADDLE Increases your paddle size by one. This means 16 pixel extra space to get the ball. Maximum size is 8, so your paddle is at the most 128 pixel large. (about half of the total level width)
  - \* ) 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.
  - \* ) 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.
  - \* ) AUTO PADDLE Your paddle will automatically follow the ball for 10 seconds. Very good if the ball is fast, but beware of the bonus that falls down: you MUST take it or let it fall down. Sometimes good, sometimes bad. 8-/
  - \* ) BOTTOM WALL Activates a bottom wall to close the level. The ball can't fall down for 10 seconds. Use this time to fire at the blocks if you have the laser paddle. Also useful if you MUST (?) catch a bonus or play with a fast ball.
  - \* ) BRICKTHROUGH If you take this bonus the ball will move through all blocks, except the SHORT CUT and WALLS. But I must warn you: If there are many BALL SPEED UP blocks, the ball will speed up very fast, and . . . . . Away !!! But it's very with many BONUS SCORE UP blocks. 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... 8-)
  - \* ) ZAP SPECIAL Removes all special blocks. These are BONUS SCORE UP, BONUS SCORE DOWN, 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. You can never shoot wall blocks. Very effective with brickthrough bonus.

- \* ) 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 harder. 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.
- \* ) BONUS DIAMONDS There are also 8 different coloured bonus diamonds. If you catch all 8 diamonds you get 3 extra paddles but remember that you take them in toggle mode. One diamond also counts 100 points. It's hard to let them fall down, but you will really need them on higher levels! 8-)

From level 101 to 200 the bonus tiles will be hidden until they leave the level area. So you've just a second to look at it and decide to take or not. Very hard with "GET KILLED" and "HALF BONUS". 8-))

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

## 1.6 My first 10 password codes

Hey! Do you really need my codes? Then you seem to be a very lame  
break out player!!! ←

But I don't care. If you would play the first 50 levels on your own, you will get better codes with more score and more lives. There may be typing errors, so I don't guarantee that they will work!

Level	Score	Lives	Code
6	35214	6	VBGRSFLQVRZAERUG
11	60241	11	JEGTDHECEZOQTUXZ
16	95966	15	FAVISHTSGDSERPBN
21	132333	18	MAGCMGAHOFZKRYZJ
26	166674	21	XCVRHCCYLFXFIUMA
31	192089	20	IRJKSTMFQKWYEZBQ
36	213169	23	DWQAOAZMVQVRDTCF
41	242761	25	VCLBRRWJDXSTEPEB
46	285263	22	LXTBTJLWTPYMSQJT
51	307553	18	EXYIICCDRUEHTAXH

NOTE: This codes my only work with the default levels. If you create

your own level sets  
 they may NOT work. (See editor guide for more  
 details.)

## 1.7 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.

```

|||||
.-O~O-.
  1
  \___/

```

## 1.8 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 for the editor do the following:

- 1.) Use my  
     registration form  
     and write down your name and your COMPLETE  
     address. (add the configuration of your AMIGA if you want)
- 2.) Put it together with 120 ATS, 20 DM, 10 US-dollar, 10 EURO into  
     an empty envelope. NO OTHER CURRENCIES PLEASE!!!  
     Add a formatted disc and just an addressed envelope (no stamp!).
- 3.) Send it to  
     me  
     (click here for my address)

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

- 4.) Create your registered version of the editor and return it to  
     you by mail, also by special delivery if you want.
- 5.) I'm very happy that you support me. The editor is shareware and  
     I beg you not to copy it to your friends. You will always get ONE  
     major update from me, if necessary.



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 times\$--\$\times\$--\$\times\$--\$\times\$--\$\times\$--\$\times\$--\$\times\$--\$\times\$

## 1.10 Legal status of this software

This game is copyright 2000. Apart from any use ←  
 permitted  
 under the Copyright Act, no part may be reproduced by any  
 process without the written permission of  
 the programmer  
 .

I AM NOT RESPONSIBLE OF ANY DAMAGE DONE TO YOUR SYSTEM OR ANY  
 LOST OR DESTROYED DATA. 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.

If someone wants to put this game onto a disc or CD-ROM of any  
 Amiga magazine, please inform me and send me a copy of this  
 magazine. This game is FREeware and no money may be charged  
 for it except discs and postage.

The editor and its data are part of the game and may not be  
 reproduced in any form, except ONE backup copy. The editor and  
 its backup must be deleted with the game. Passing on the  
 editor with its data to third parties are forbidden.

## 1.11 Install to HD or Floppy

Requirements:

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- > an Amiga, not too slow (mine is 68030 with 25 Mhz and FPU)
- > memory: 336K chip, 442K fast to run, 556K disc space to install
- > and Workbench 1.3 (or above) to run that thing... I'm not sure if  
 the game runs with workbench 1.2 or lower. So please upgrade!

Install to Hard disc:

~~~~~

Only copy all files into your desired drawer.

Install to 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      <-- important
libs/icon.library
```

Finally create s/startup-sequence:

```
loadwb
endcli
```

## 1.12 How to create your own levels

Hmmm, I don't know what to say about that. Get yourself a hex editor ←  
editor  
reserve some bytes, and ... Did you really think I explain how the levels are saved to disc that 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 this 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

.

## 1.13 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 (university till about 2002)

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

Thanks goes to:

~~~~~

- \* ) Jim Belcher (USA) for his passwords and level mixing ideas.
- \* ) Mario Jahn (Germany) for telling me about password problems.

Future Updates:

~~~~~

- \* ) Just remove bugs and speed up playing loop if possible
- \* ) Add your ideas: new blocks, more bonus tiles, anything else ?

Changes done to V1.2: 8.Jul 2000 - 15.Aug 2000

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- \* ) Complete new level mask creation; reduced and optimized ball hit routine; ball hits at block corners included
- \* ) NEW BLOCKS: bonus score up/down added; wall pipes added  
NEW BONUS: automatic paddle added; bottom level wall added
- \* ) Level shaking with <SPACE> added; and therefore also added TILT modus with warning sound.
- \* ) Fixed password system; some wrong letter created passwords with only 15 characters length.
- \* ) Changed WALL and INDESTRUCT sample frequency; used to sound ugly inside a nearly closed area; added title music (mod.ball4).

Changes done to V1.1: 11.Feb 2000 - 30.Apr 2000

~~~~~

- \* ) Excluded title animation from main loop. Now it plays only if you start the game.
  - \* ) Complete new title page created with menu buttons, new title text and (silly) scroll text.
  - \* ) Added password system and level mixing in group of five levels. Now you could continue next day and really finish the game.
  - \* ) Fixed level edges replaced by walls. Diagonal walls added and ball hit routine improved (some bugs removed), but still too long!
  - \* ) Added bonus diamonds to falling bonus tiles. This should make the game easier, especially on higher levels.
  - \* ) Increasing 'bad' bonus tile on higher levels added. Bonus hiding after level 100 added.
-

Changes done to V1.01: 9.Jul 1999 (revision)

~~~~~

- \* ) Completely 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.
- \* ) Correct file selector for loading other level sets. Used wrong file checking, so no files were displayed. (Oops! Sorry.)

Bugs removed to V1.0: 9.Mar 1999 - 17.Apr 1999

~~~~~

- \* ) 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 A500 with MC68000, 7 Mhz processor.

## 1.14 What's wrong with the game ?

Hitting block corners: NO BUG !!!

It's very hard to say what really happens. Did you every try to hit a corner with a ball ??? Many physical factors determines how the ball will continue his way. Impossible to add this into a game. So I decided to reflect the ball like diagonal walls or to ignore it.

Ball is trapped in a wall block: GREAT BUG !!!

This should never happen. Especially with brickthrough bonus it's difficult to distinguish between wall blocks and other blocks.

No really strange things happend while play-testing the game, but if you find something, please let me know, and answer the folloing questions with your report to help me:

- 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, not like 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, no smooth moving ? (Configuration, please.)
- Did Mr. GURU visit you ? (Oh, dear. Read  
     legal stuff  
     !) Write down  
     the first 8 hex digits and contact  
     me  
     .



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

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