HellChess

HellCoder of HellHound

COLLABORATORS

	TITLE : HellChess		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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HellChess

1.1   HellChess

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              HellCoder of HellHound
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1.2   Introduction

```
Introduction

Have you ever downloaded any of the previous HellChess versions ?
I doubt it, but if you did, finally another update is here, and this
is quite an huge update.
```

HellChess is build on the BraatWorst engine meaning the game is available
for many different platforms. Currently the game is available for:
Amiga 68K
Windows
WindowsCE
Linux
Gameboy Advanced
PalmOS

More will be added ofcoz.

Note though, only the Amiga version is available for FREE!!!! :)

1.3   LHA archive

LHA archive

The archive contains a few executables. You can launch them
from a cli using the proper icon. Reason for all the different
executables is because I'm using different compilers to get the
whole project to build. Kinda silly, I know.

1.4   System requirements

System requirements

030+ CPU or better.
Some fastmemory
ECS/AGA or CGFX
Minor Chess knowledge

The program requires quite alot of CPU power though, especially with
all items added to the game such as networking play, sound and animation.
I didn't want to leave anything behind on the Amiga. The PPC version will
follow as soon I can get the development environment up and running.

1.5   Installing the editor

How to install ?

Installing
Just copy the drawer and its contents somewere on your HD so that you are able to ←
    find
it again.

1.6 Using the editor

```
The interface
```

```
If you can't figure out how to use this, get some sleep!.
```

1.7 Updates since last version

```
Updates since last release.
```

```
Small changes have been made to the user-input.
Title imagien has been added.
Data files are now compressed.
Ppff. I lost track. :)
```

1.8 Known bugs

```
Any bugs we are aware off ?
```

```
Possibly on P96 screens, or Voodoo cards the colours will display wrongly.
I hope not, but can't test it since I'm using a CyberVision :)
```

```
Swapping screens on 24bit+ screens seems to be jerky.
```

1.9 Future plans

```
Is there a future for this program ?
```

```
PPC
checkers, crosses/notches / pawn-war and other gametyes will be added.
```

1.10 Frequently asked questions

```
All your answers here
```

```
No questions yet recieved.
```

1.11 HellCoder of HellHound

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Want to contact the author ?
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```
If you for whatever reason want to contact the author you can send a simple
email to:
```

```
hcoder@hellhound.nl
```

Contact for ideas, bug reports, hellos or requests.

1.12 Changes

Changes since last release: ?

None.