

in

Christian Steiner

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Chapter 1

in

1.1 SHARKS! multi - guide

SHARKS! MULTICHIPSET

Introduction
...What is SHARKS!?

Author
...Contact...

Installation
...How to install...

Usage
...How to play ?

Changes
...What's new?

Known problems
...problems ?

Thanks
...Thanks to ...

Register
...How to register...

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1.2 Intro

SHARKS! is an underwater - diving game

Your diver must seek treasures from the ground of the sea, and bring them to your boat.....

But be careful - there are many SHARKS in the water - better not hit them !

Good luck!

Christian Steiner

1.3 What's new in this version of SHARKS!

SHARKS! multi V1.5

- optimized code - the program is smaller
- mutch faster than V1.4 - even AGA-mode !

SHARKS!multi V1.4

- SHARKS!multichipset is a compilation of SHARKS! and SHAKRS!AGA
- at the options you can select between differend graphicmods.
- OCS 16 coloures, OCS 32 coloures, AGA backgrounds + 16 or 32 coulour graphics
- attention ! Caused by the two differend graphicsets, SHAKRS!multi can olny be played ←
from your HD !! There is not eneough space on a floppy disk !

SHARKS! AGA V1.01

- bugfix... at the blitting of the jellyfish, the game could crash ...fixed

SHARKS! AGA

- AGA graphics ! :)
remember: SHARKS! AGA will run on AGA-AMIGAS only !
 - more colours and some new animations
 - CD32 Joypad support
-

V1.3

1. Now there is a nice (I hope) music while showing the startscreen/animations
2. A simple melodie at the hi-score-screen.
3. A startup-sequence, to boot from the disk
(Take a look at :problems?)
4. Bugfix at EEL/DIVER hit-part

V1.2

1. From level 6 sometimes a giant octopus blows clouds of black ink into the water ←
- so you can't see what's behind the clouds !

V1.1

1. From level 3 some electric eels will appear
2. In the unregistered version the eels will appear in level 2
3. Some little changes in the startscreen.

1.4 How to register ...

SHARKS! is SHAREWARE !

The unregistred version has following limitations:

1. You have only one life ...
2. You can only play two levels....

REGISTER

To register the game you need a Key-File, that you can get from the author.
Send 10,- DM oder 5\$ together with :

- Your full Name
- Your full Address
- Your e-Mail Address (IMPORTANT)

You will receive your Keyfile with an e-Mail as soon as possible.

If you won't (or can't) get eMails, please send 15,- DM or 7\$
for a disk and package. So you will get the keyfile with the normal
mail .

Thank you !

1.5 Install

Just copy the SHARKS!-directory to your harddrive.
To start the game just click the SHAKRS!-Icon, that's all.
REMEMBER: SHARKS!MULTICHIPSET WONT FIT ON A FLOPPY DISC !!

1.6 usage

How to play SHAKRS!

After starting SHARKS! with a doubleclick on the Icon,
you will see the gametitle and some animations. If you press "O",
or the "BLUE"-button on yor joypad,
you will come to the options, press "ESC"- for exit the game and
press "FIRE" or the "RED"-button to start.

In the game you must get treasures from the ground and bring them
to you boat. While doing this, watch out for SHARKS!
A little arrow, right up on the screen, always show the direction to the next
treasure.

Don't touch the electric eels !!! They will give an electric shock and
push you away a hit will cost 100 points !

In higher levels there are some jellyfish, touching them will cost you some ←
points.

After the 3rd then every 4th round you will come to a bonus-round ...
Catch the falling treasures to get points - but don't catch the "X"-symbol
it will end the bonus-level !!!

If you get the "+1"-symbol you will get a extra live!

At the end of the time (left upper side), the round will end - so you come
back to the normal game ...

You can always exit the game by pressing "ESC" or pause the game with "P" -
or the PLAY/PAUSE-button on your joypad.

OPTIONSCREEN

FRAMERATE:

The "F1" key you can choose the framerate of the game.

25 FPS - for faaast AMIGAs (040 +)
18 FPS - for faster AMIGAs (030)
12 FPS - for normal AMIGAs.

9 FPS - for slow AMIGAs

The perfect rate is set, when all animations during the game
will run smooth without any flickering (when there are many sharks ←
...)

DIFFICULTY:

The "F2" key will set the difficulty of the game .

"EASY" - the SHARKS! won't come to the ground or the surface and
are a little bit slower as normal ..

"NORMAL"-the SHARKS! won't come to the surface...

"HARD" - the SHARKS! are everywhere, but not if you are close to ←
the boat.
they are faster as normal...

BACKGROUND FX:

The "F4" key will switch the backgroundcolours on/off
(on will show a 256colour background!)

The "F8-F9" key allows to set the background colore
(It will only be displayed, when the background is off!)

THE GAMEMUSIC:

The "F5" key will switch the music on/off

The "F6 - F7" keys allows to set the musicvoloume.

The "F10" key will cycle the differend graphicmodes

chose:

OCS 16 coloures - 16 coloures background

OCS 32 coloures - 32 coloures background

AGA 16 coloures - 16 coloures background

AGA 32 coloures - 32 coloures background

To exit the optionscreen press "ENTER" or "FIRE".

You can also do the changes by using your joypad !

On the left screenside, you see an arrow, that shows the actual position for

the changes.

By pressing your joystick up or down, you will select the option.

Press your joystick to the left or to the right, you will change the actual option.

To EXIT THE GAME press "ESC" during the titlesequence.

The hi-score-list and game-config will be saved !

1.7 Author

You want to write to me ? - here is the address

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1.8 Thanks

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- Claudia Schrader for testing, tips and coffee :)
- Chris Seward for the idea with the electric eels.
and for the help with the english doc.

1.9 problems and help...

.... LOW MEMORY ...

- a. If you don't have enough memory to play the game (the game-music will waist a bit of your RAM), please delete the SHAKRS-CONF file.
You will find it at "SHARKS!/DATA/.....".
So the game won't load the music in to the RAM..
- b. You can make a bootable disk, so you don't have to load the worbench first.
How to do this ?

REMEMBER YOU CANT USE SHARKS!MULTICHIP FROM A FLOPPYDISC !!

USE SHARKS! OR SHARKS!AGA ...

1. copy the whole archive to a empty disk, than open a cli-window.
2. type :
copy c:assign to DF0:
copy libs:diskfont.library to DF0:libs
copy libs:mathtrans.library to DF0:libs
install DF0:

Now you can boot directly from yor SHARKS!-disk !

Remember: The LIBS and the ASSIGN-command are not included in the game archive, because I don't know if it is illegal to give original AMIGA-libs away ↔

....

But everyone has those libs on the amiga-system

.... CAN'T EXIT THE GAME

On some systems you can't exit the game by pressing "ESC".
this will only happen, when you play directly from your floppydisc.
At this time, I have no solution for this problem ... sorry!

In one of the next versions, I will make a option to skip the automatic save function.

.... THE GAME IS TO SLOW

The background colours need some computing time - on slow AMIGAs set the ↔
framerate
to a lower value or set the background at "OFF" !

You can use the differend graphicmodes to set the speed of the game !
