Geenie

Backyard Brothers

COLLABORATORS

	TITLE : Geenie		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Backyard Brothers	August 27, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Geenie

1.1 Information

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1.2 The Four Horsemen

Geenie, Teenie, Meenie, Veenie..... These are the names of our ↩
four greenish
friends. You must jump them through worlds by
levels
.
They jump and collect, nothing else.

The main idea of this game is taken from an old C64 game, can't remember it's
name or author. But, be sure that the game changed a lot (We pixelled some
graphics in 1990 when we saw the original game but they were nearly
forgotten.) We found them in 1995 and started to improve then the design came.
First there were just one greenie, Geenie (second from the left on title). To
add a 'Backyard' factor to the game we added extras (balls/gems) and other
greenies, more levels, more.... That's why it took 4 months to finish the
game.. Add more and more thingies takes more and more times. As we did in

Nibbler Super eXtra
(first Backyard Brothers title).

After releasing NSX, we (finally) decided to release GEENIE... Enjoy!!

1.3 Installation of Macrosoft Windoors'2017

To run from HD:

Use the GEENIE-INSTALLER.....

Or copy the archive contents to whereever you like, run
'Geenie_UNREGISTERED'.

To run from floopy:

Copy the contents of the archive to a disk then boot...

1.4   Is your Amiga is OLD?

                    Needs ram....

Most of the game coded on a 512K Chip + 2 Meg Fast RAM A500 v1.3, and it
completed on a standard A1200.

Tested on:
        A500 v1.3 512K Chip
        A500 v1.3 512K Chip + 2M Fast
        A600 1M Chip
        A1200 2M Chip
        A1200 2M Chip + 4M Fast + 68030
                But we think it works on all Amigas..

If this game don't work on your machine, we promise we'll try to fix your
problem. Just reach
                us
                !!!!

1.5   Money, money, money

This is the unregistered version of Geenie.
In the registered version you'll find;

- Select your hero from all four,
- More Levels,
- More SoundFx,
- High scores table editable and saves to disk,
- More enemies,
- Funny music tune,
- More etc.....

        Send USD 15.- or equal to:

                        Mehmet Ali Sahin
                Turangunes Blv. 22/10 Cankaya Ankara 06550
                            TURKEY

Please add a blank disk if you are not a net-surfer.

If you are capable to receive 1M mails, we can send the registered version
via net.

or you may send gifts... Contact via email or snail-mail, offer your gift,
wait for the acceptance..... CDs, VHS', Floppies, Comix' are highly
acceptable.... But original gifts too....
To register via gifts, please contact us before then offer...

E-mail: mali@sebit.com.tr

1.6   That colorful things below the greens?

The title screen contains some icons below it. These are your option icons...
Use joystick, cursor keys or keypad arrow keys to move cursor.. Fire, space
or keypad 5 keys to select...

Meanings of the icons:

```
Joystick : Control type... Switches between jostick, cursors, keypad.
Geenie   : Hero of the game.. Switches between Geenie and Teenie. In this
             version Meenie and Veenie are disabled. If you select them Geenie
             or Teenie will be selected.
Planet   : Start planet... To select the starting level. In this version this
             function is disabled. The new function is to select between to
             planets...
Music    : Sound Fx, Music, Silence.. Sorry no SFX+Music option..
'GO'     : Starts game with selected configuration.
'?'      : General info screen. This screen gives you what to collect or
             avoid.
DC.W
Brush
Keyboard : Credits screens, press fire for next or back to menu.

Goldstick: Shows high scores.

@        : Contact adresses for both snail&e-mail.

'X'      : Exits game..
```

1.7   Worlds They Live

```
             To complete a level, you have to collect 10 certain items, in  ←
                early levels
these are numbered jumping circles. The 10th one with a colored circle
instead.
```

There are some more extras to be collected, fruits and balls/gems. Fruits
gaves you some points and you see a number flying when you eat it. Get them
quick. See
                extra items
                .

Jumping is a matter of time...

Don't splash, avoid from moving thingies (if they're not staying on same
platform), collects extras and points, simple ?

There you'll se no enemy in first level, but more level you pass more enemies
you see..... with more specialities...

1.8   The Junkyard

```
Balls/Gems, Fruits/Food/Drink.... The Junk....

The effect of balls (for water world), gems (for desert world) are:
        - Blue   : Hero don't fall
        - Gray   : Invincibility
        - Yellow : More points for everything
        - Red    : Complete level (you have to fall for this)
        - Green  : Extra life (same as red one)

Other extras gives bonus points up to 500....

Jumping to another platform gives 1, enemy splashing gives 100 points too.

(Extra items will change for more worlds in full version.)
```

1.9 credit

```
            Geenie is a
            Backyard Brothers
             production....

Here's the list of who-dun-wot;

MEHMET ALI SAHIN:
        Programming, most of the design, nearly all of the ingame graphics,
        level desings, sound effects, credits screens, icons, guide text,
        installer script, fonts,
        design of the title and game over screens, Backyard Brothers logo,
        Geenie and Game Over logos.

TUNC DINDAS:
        Design, some of the game graphics, painting of title screen, painting
        of gameover screen, painting of Backyard Brothers screen.

M. ONAT CAKIT:
        Soundtrack, the idea of the name 'Backyard brothers'.

We have to thank to TUNC TAYLAN for his great design of Backyard Brothers
screen.
```

1.10   Brothers at the Backyard

```
            Backyard Brothers was founded in 1995...

Backyard Brothers are a little team of ex-sceners (or sceners). There are two
coders (M.Ali and Berke), two graphicians (M.Ali and Tunc) and a musician
(Onat) in the team.

I think we are the only team from Turkey producing games for ourselves to
play and some utils for all to use.
```

This is our second title... Look for our
                past releases
                ...

DELARITH, HEROQUAKE, GOMBIE, PARADOX or a blast'em-up will be
our following titles..

or any other thing.... just wait.... and
                SUPPORT
                 us...

You can reach Backyard Brothers at;

Snail-Mail: Turangunes Blv. 22/10 Cankaya Ankara Turkey

E-Mail: mali@sebit.com.tr

1.11   What could be on the Backyard?

                "GEENIE" is the second title of Backyard Brothers...

Our first two titles listed below canbe found on Aminet. Look for them:

        -
                Nibbler Super eXtra
                 v1.89 and v.190
          pub/aminet/game/misc

1.12   Nibbler Super eXtra

Nibbler is one of the most favourite games for PD authors. Every month
another new nibby appears...

But this one is a bit more than a standard Nibbler...

More than 100 levels on more than 20 worlds. Lots of Extras (what makes the
game different ('The Backyard Factor'), two 25 frames animations and more..

What the extras? Shorter, More points, Extra Points, Extra Life, Exit Key
(Standard things?), Dynamite, Pac-Man, Ghost and Lemming (Extraordinary?).
Special Rock Tune....

Extra Worlds option to play new levels will be released by other people or
by YOU!!!

....aaaaaaannnddd....

a level designer......

You can find the unregistered version on Aminet.
Download it,
you will satisfy.......

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you will satisfy.......