

521

COLLABORATORS

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REVISION HISTORY

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Chapter 1

521

1.1 521

521 v1.00 (12/08/96)

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521 was programmed by urchin. it is public domain and may be freely distributed. 521 may be placed on compilation/cover disks (yeah right!), but i'd like to know in advance...

introduction

- what is 521??

system requirements

- which awesome amiga do i need?

ok, so how do i play?

- it's not that hard :)

info & credits

- helps & hinderances...

game history

- what went wrong before...

the author

- if you really wanted to know...

registration

- GIFTWARE!!!

### 1.2 introduction

521 is a workbench/intuition friendly puzzle game that multitasks properly (no busy-waiting). despite being based on a simple concept, and looking

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easy at first, it is deceptively difficult (or it could be that i'm just a bit thick:)

### 1.3 system requirements

hopefully, 521 should work on any machine 2.04 and above. although written on an al200, it was compiled using any processor options, and no 3.1 specific calls were used (i don't think). feedback on this would be grateful. (see author bit)

if it doesn't work on 1.3 machines, then tough! you really can't expect developers to keep writing for older operating systems and not take advantage of nice features in the newer ones. ok, so you're not a fickle peecee owner who upgrades their machine every 20 seconds beacuse bill '666' gates tells them to, but hell, you don't know what you're missing with aga, big fast processors, 32-bit fast ram and cd/hd drives...

### 1.4 so how do i play?.....

on starting the game, you are presented with the main menu. use the proportional gadget to select which level to start on, (start very low and then press the start button.

you will then be presented with a 3x3 grid filled with numbers ranging from 1 to 5. clicking on a tile with the left mouse button will increment all tiles in that tile's row and column. any tile incremented past 5 will return to 1. the aim of the game is to fill the grid with 1's....

(it is possible to complete the puzzle in the number of moves designated by the level number... ie. level 6 can be completed in 6 moves, although it can also be completed in a lot more.

### 1.5 info & credits & other stuff

thanks to:

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the_don --- for running the amiga section on mono, and generally knowing
           an awful lot about amigas (and every other computer under the
           sun)... also for playtesting (and completing it on level 24!)
recoil   --- for being recoil :)
madbob   --- for being a loony and lying about failing physics....
nige     --- for being a loony and actually failing physics....
emma     --- for holding my hand preventing me from typing....
fran     --- for being a noisy cow....
imp      --- for his ability to break computers at 50 paces....
C=       --- for making my favouritest computers - amiga + c64....

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## 1.6 cockups so far...

- v0.01 (07/07/96) - first real working incarnation. wrote the main enginey bit, but output was to console window only, with numerical input for grid selection.
- v0.02 (09/07/96) - first intuition version with gui and mouse selection. not very nice to look at though.
- v0.97B (11/07/96) - first releasable version after wrestling with proportional gadgets (not helped by crap code in C= autodocs replying to intuimsgs too late)
- v0.98B (12/07/96) - weeded out a nasty little bug that prevented the level indicator from going fully up to 24 if the mouse pointer was moved quickly out of the right side of the window (been annoying me for a while that one)
- v0.99B (19/07/96) - added a well done acknowledgement when each level is completed. tidied up the code, and dropped some of the images from 3 bitplanes down to 2 (i was too lazy before) saving blank bitplane space. changed the level display routine to stop the text flickering when moving the prop gadget.
- v1.00 (12/08/96) - finally get round to uploading to the aminet.

## 1.7 stuff you didn't really want to know...

well, i'm (soon to be) a third year physics student at umist, manchester.

i based 521 on a program listing i saw for the c64, and thought it would make a nice intuition game. little did i realise how difficult it actually was until i'd finished writing it.

521 has been tested so far on my machine:

a1200 - viper030(28mhz), 68882(33mhz), 2mb chip, 8mb fast, 270 mb ide hd, vertos 2x ide cdrom, quadram multisync (ie. dblpal)

and so far, it's produced no enforcer hits while testing....

and the\_don's:

a1200 - 020(14 mhz), 68881/2(14mhz), 2mb chip, 4mb fast, lots mb ide hd, surf squirrel scsi interface.. + some other bits...

if you want to drop me a line about the game, or just things in general, i can be contacted on monochrome bbs (message urchin) or through email at [mccx4ad@fs2.ee.umist.ac.uk](mailto:mccx4ad@fs2.ee.umist.ac.uk)

previous "efforts":

slider - just your run of the mill intuition slider puzzle....

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sheepbench - i think the less said the better....

work in progress:

workbench friendly endorphun rip off. (nearly finished)

workbench friendly trouble bobble (?) rip off. (nowhere near finished)

## 1.8 register

this program is GIFTWARE!!.. i hate nasty shareware, with bits crippled here and there, so if you enjoyed playing 521 you might like to consider sending me a small gift of some sort.

ideas:

letters, postcards, cookies, hardware, software, 060's, anything...

registration can be sent via '@' to.. urchin,  
23 Furness Rd.  
Fallowfield,  
Manchester,  
ENGLAND.  
M14 6LY.

remember, positive feedback encourages future releases, which in turn keep our favourite computer alive...

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