## L-Game

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## **Chapter 1**

## L-Game

## 1.1 L-Game Documentation

\*\*\*\*\*\* 응응응 | L – G A M E | v\$^1\$.0\$^1\$ <del>ଚ</del>ଚଚଚ  $\setminus //$ AGA  $\setminus //$ \_\_\_\_\_ Coding and Graphics..... Ville Helin Orginal Tune..... Coco-Pops / RRR Günter..... Ville Helin Amadeus..... Janne Helin \_\_\_\_\_ Read this first..... In Game Buttons This is amazing..... The Nice Feature The ultimate goal..... What's The Job? That's that..... The Last Words

### 1.2 The last words

© Douglas Adams. I don't have to tell you what it is, except it's a good book. I hope you'll enjoy the game, even that the computer opponents are pretty stupid, and I like to thank again the Mikro BITTI - team for announcing such a good competition, which made us regular coders to sharp up a bit and do something that would amuse the big public. And not to mention the CD-I player, which was the compo's main price. BTW: This version (1.01) is a minor update to the v1.0. Just fixed few bugs and speeded up the CPU-player. Ville Helin Helsinki, Finland 27-Aug-94

## 1.3 cd-i

Well, at least you can watch cd videos with it.

#### 1.4 The story so far

Ok. You've got this L-like block, which you must move, flip or rotate in every round. If you cannot do it, then you've just lost the game. After moving, you have the change to move one of the two skull-blocks. You cannot move your L-block if there's some other block blocking your L-block's way. Got it? Your goal is to block your enemy's block so that he or she cannot move, flip or rotate it anymore.

Oh yes, Günter's block is purple and Amadeus' block is blue.

### 1.5 The real thing!

```
****
222
                     Something new this time
                                                               000
****
           The game is so well programmed that if you don't like
           the tekno-tune, you can replace it.
           Just copy your favourite ProTracker tune to L-Game
           directory and rename it to MainTune.
           Remember to rename the old tune to something else.
           If that's too much for you, you can use any music player
           that is CIA-timed in the background before starting
           the game. I myself like to listen to the PlaySID modules.
           Thanks to Per Håkan Sundell and Ron Birk for that.
           Remember to press the music off when you are using
           another player, 'cause when there are two players playing
           at the same time, the noise is unbearable.
           If you don't like music, just delete or rename the
           MainTune file. The game won't show you
           that floating note, when you have succeeded.
           Pretty nice, eh?
```

#### 1.6 In game buttons

> Nothing violent this time, just the important keys. Press in Main Screen:

F1.....Change Günter's playing mode. F2....Change Amadeus' playing mode. M....Toggle music ON or OFF. ESC....Quit the whole thing.

Press when the game is running:

F1.....Change Günter's key/joy combinations.
F2....Change Amadeus' key/joy combinations.
M....Toggle music ON or OFF.
ESC....Quit current game.

## 1.7 Reanimated Ravaging Ragamuffins

## 1.8 A brief announcement

B'stards! Oh well, wankers then.

## 1.9 =)

Ha! Drinking Pepsi, that was.

## 1.10 The Truth

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Well, don't have anymore.

#### 1.11 The MasterMind

\*\*\*\*\* My first fully completed product 222 First of all, I'd like to thank MikroBITTI -magazine and it's staff for giving us, the public, the idea of making this L-Game. It's just a shame that most of the columns in MikroBITTI are for PC-users, but hey! At least I'll get good laughs when reading stories from those who chant their Windoze mantra every night. And big thanks to Morten Eriksen who made this all possible with his excellent PicCon - picture converter. Ok. Enough. I'm the topic and here's some information. \*\*\*\*\* %Born in Helsinki, Finland ; Age is 17 (11-Aug-1994). %I've studied english four years, so forgive my spelling errors.% %L-Game was coded in a period of three weeks. It's my first 8 %fully completed product (it's in the headline, too). 0 %Machine used for coding : Amiga 1200 with %80 MB of HardDrive. No extra memory, no fancy graphic cards. 8 BTW: I shall soon(??) release my role-playing game called The Midnight Hours . It's AGA-only, sorry A500'ers. If you like to send any comments or just want to say hi, send your postcards to the following address: Ville Helin Suomenlinna c52 e36 00190 Helsinki Finland

## 1.12 An Ultima-type RPG.

Well, it's not a straight clone, anyway. It has 64-colour graphics, excellent stuff handling system, nice tunes and a well designed

plot. Unfortunately it seems that the game will cost few bucks, but hey! A preview will be released throught the Ami-net, so that you dudes get a change to test it before you buy it.

## 1.13 mikrobitti

A computer magazine, that is. Mainly for PC-users, but it has a ten to fifteen pages of Amiga talk. Who likes to read a eight-page review how to assemble a new PC and the next issue does it again, but now it has a slighty faster processor. It's the Devil 's work, I'd say.

### 1.14 A1200 - God uses it too (Ok. That's A4000, that is.)

A jolly good machine, despite the lack of processing power.

## 1.15 A baaaad mistake

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```

The good software-engineers had nothing to do with it, that's for sure.

## 1.16 coco-pops

Hi Coco! Keep on doing those groovy tunes!

## 1.17 devil

Behind the scenes the ol' red horn face plans his next move. He rubs his hands together and starts to laugh like hell.

## 1.18 janne helin as amadeus

```
        $8$
        The other face
        $8$

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        $8$
        $8$
```

Janne Valtteri Helin is my cousin, and is apparently lost in the big city of Helsinki. Don't worry. He'll be found, because the school is 'bout to begin and I don't think he would miss the event for the world. A merry man.

## 1.19 ville helin as günter

Well, not so bad after all. Just trying to learn the assembly language. It's pretty efficient stuff, really.