

Salameanderer

A game of arcade action by Astral Entertainment.

Salameanderer

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SALAMEANDERER

How to play

In Salameanderer you control a salamander as he makes his way through a dense jungle. You must avoid dangers like snakes and fires while collecting treasure like gold bars and money sacks.

You have a gun which shoots canisters of knock-out gas, however the gas only affects other salamanders, and your ammo is very limited.

You can either travel to the left or to the right and either above or below ground. Traveling to the right is generally easier than travelling to the left. Travelling above ground has more dangers, below ground there are only scorpions, but above ground there is treasure and ammo.

In this game you have three lives, and every time you touch something dangerous you lose one. When you are out of lives and hit something dangerous your game is over. Be careful - once you lose a life there is no way to get it back until you start a new game.

As you play you get points for doing various things, for example, you get 10 points for each screen of the jungle you successfully pass through. If you get enough points you can put your name in a high scores chart.

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SALAMEANDERER EDITOR

How to make maps:

With the Salameanderer Editor, included as part of the download of Salameanderer, it is very easy to make your own Salameanderer maps that you can load in Salameanderer and play. Here is a list of each button in the editor and what it does, it's mostly self-explanatory:

Big arrow with "Prev." in it - This moves the editor to the previous level, the level one screen to the left of the level you are currently editing.

Big arrow with "Next" in it - This moves the editor to the next level, the level one screen to the right of the level you are currently editing.

Left scrollbar - This scrollbar alters what things can be found on the left side of the level you are currently editing. Slide it left or right to change what will appear.

Right scrollbar - This scrollbar alters what things can be found on the right side of the level you are currently editing. Slide it left or right to change what will appear.

"New Map" button - Deletes the map you are currently editing and gives you a new one. All the levels in your current map will be cleared.

"Load Map" button - Opens up a previously saved map file, including the pre-made maps that Salameanderer comes with. All the levels in your current map will be replaced with the loaded map.

"Save Map" button - Allows you to save the map you are currently editing. The default name is "map1" but you can save it under any name you want. Once you've done this you can load it in Salameanderer.

"Exit" button - Quits the map editor.

Any levels not viewed with the map editor will be randomized every time you load the map. Also, there will automatically be sunken ruins at the starting level and levels 2, 11, 12, 21, 22, 31, 32, 41 and 42.

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TROUBLESHOOTING

How to use a joystick or gamepad with Salameanderer:

Almost any joystick or gamepad will work with this game. To turn on the joystick type in "**C**" during the game. A window that says "Default Controls" will open up. Click the box across from "**Joystick 1**" and underneath "**1**". If the box changes to an "**X**" click "**OK**" and you can use your joystick or gamepad in this game. If you get an error that says "**Joystick not connected or driver not installed**", even though you're sure your joystick is connected, please follow the instructions below:

1. Left click on the "**Start**" button on your taskbar, this opens your Start Menu.
2. From your start menu move the mouse over "**Settings**."
3. From the new menu that opens, left-click on "**Control Panel**."
4. If you see a picture of a joystick that says "**Joystick**" under it then double-left-click on it and go to the **red** instructions. If you see a picture of a gamepad and a joystick that says "**Game Controllers**" under it then double-left-click on it and go to the **blue** instructions.

5. Change the selection menu under "**Current Joystick**" so that it says "**Joystick 1**."
6. Change the selection menu under "**Joystick Selection**" to the general description of the type of joystick or gamepad you have installed.
7. Left-click on "**Calibrate**" and follow the instructions to calibrate your joystick or gamepad.
8. Once calibration has completed left-click on "**Test**." If your joystick or gamepad works correctly you may now have the game use it as described on the top of this page. If it doesn't work then your joystick or gamepad might not work with Windows 95, please refer to the instructions or technical support that came with it.
9. Click "**OK**" twice to exit installation and click the "**X**" on the upper right hand corner of the "**Control Panel**" to exit.

5. Left-click on "**Add**."
6. In the selection box under controllers left-click on the general description of your joystick or gamepad.
7. Left-click "**OK**."
8. Left-click "**Properties**."
9. Left-click the "**Settings**" tab at the top of the "**Game Controller Properties**" window that opens up.
10. Left-click on "**Calibrate**" and follow the instructions to calibrate your joystick or gamepad.
11. Once calibration is over left-click on the "**Test**" tab at the top of the "**Game Controller Properties**" window. If your joystick or gamepad works correctly you may now have the game use it as described on the top of this page. If it doesn't work then your joystick or gamepad might not work with Windows 95, please refer to the instructions or technical support that came with it.
12. Click "**OK**" twice to exit installation and click the "**X**" on the upper right hand corner of the "**Control Panel**" to exit.

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TROUBLESHOOTING

What to do about sound effects problems in Salameanderer:

Sound effects can be enabled or disabled by typing "**S**" during the game, so if you are having a problem with sound effects you can disable it from there. Similarly, if you don't hear sound effects it could be because they are turned off, so you can try turning them back on again by typing "**S**".

If the sound effects in the game are turned on but you still don't hear anything it could be because you don't have your speakers plugged in or your sound card properly installed. It could also be that the volume on your speakers or sound card is set too low to hear. Ensure that your speaker and sound card are properly installed, that they are turned on, and that they are at a normal volume and try again.

If that does not solve your problem it may be that your sound card is incompatible with Windows. Since this game uses Windows sound if Windows does not detect your sound card, you will not hear sounds in this game. To check if your sound card is compatible with windows look to the right or to the bottom of your taskbar. If you see a mixer or a speaker, or any icon that brings up volume control when you double-left-click on it then your sound card is compatible with Windows. If you can not find this then your sound card is probably not compatible with Windows. In this case consult the maker of your sound card and ask for software or upgrades that could fix this.

If the sound in the game itself is turned on, and your sound equipment is properly installed and functioning, and your sound card is compatible with Windows you should be able to hear sound. If you still cannot hear sound then your sound software might be malfunctioning, or an error could have occurred when you installed this game. To fix these problems reinstall your sound software, and re-install this game, re-downloading it if you downloaded it off the internet.

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TROUBLESHOOTING

How to get more help with Salameanderer:

If your problem is not described in this help file then please e-mail Astral Entertainment. We need the following information from you to help answer your questions:

1. Which program(s) you were having problems with,
2. Your operating system (Windows 3.1, Windows 95, etc.),
3. How many megabytes of RAM you have installed,
4. And your computer's processing speed (megahertz).

Send the above information along with a description of your problem to the e-mail address support@astralent.com. Please allow up to two weeks for your message to be answered. If your message is not answered then please re-send it.

Related topics:

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SALAMEANDERER

Main menu

The main menu in Salameanderer has five options: **Load a Map**, **Play a Random Map**, **Open the Help File**, **View High Scores**, and **Quit (Alt+F4)**. Use the mouse or the arrow keys to make a selection and then left-click or press [Space Bar] to select the option.

Load a Map will open up a load window from which you can select a Salameanderer map file (*.map) to play. Double-left-click on the name of the map you want to play. The pre-made-maps that come with Salameanderer each say how difficult they are after their names, "very easy" to "very hard".

Play a Random Map will create a random map which you can then explore. Random maps will be different every time, and will always be difficult.

After choosing **Load a Map** or **Play a Random Map** the game will take you to a screen that tells you some quick playing instructions. Left-click on "Continue" to play the game. If you don't want to see them every time you play, left-click on the gray box to put an "X" in it. If you would like to continue to see the quick playing instructions, leave the box blank. To re-enable the quick playing instructions after you have disabled them you have to open "C:\WINDOWS\salaic.cfg" with NotePad, and change "Quick Playing Instructions" from "False" to "True."

Open the Help File opens the Salameanderer help file. You know, the one you are reading right now. For help on help press F1 from this help file.

View High Scores takes you to the High Scores screen where the five people who got the highest scores are displayed. You also are taken here after you die or end a game of Salameanderer. Left-click on "Continue" to return to the menu. If you don't want to have a high scores table in your copy of Salameanderer left-click on the gray box to put an "X" in it. If you would like to continue to see the high scores table, leave the box blank. To re-enable the high scores table after you have disabled it you have to open "C:\WINDOWS\salaic.cfg" with NotePad, and change "High Scores Table" from "False" to "True."

Quit (Alt+F4) will quit the game instantly. As it tells you, Alt+F4 may also be used to quit at any time without problems. However if you quit in the middle of the game and have a high score it will not be recorded. Hit [ESC] instead to quit and record your high score, if you have one.

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Keyboard commands

In Salameanderer you can use the keyboard to control your character, and change the game's options. If you have "Quick Playing Instructions" enabled you will see these commands every time you start a new game.

Game Options:

[ESC] - Ends the game that you are currently playing.

[P] - Pauses the game at any time.

[C] - Lets you customize the game's controls, so you can use a joystick, or different keys to control your character.

[S] - Turns sound on if it is off, and off if it is on.

[Alt]+[F4] - Quits the game at any time.

Default Keyboard Commands:

Left and right arrow keys - Move left and right.

Down arrow key - Crouch down.

[Shift] - Jump, also makes you let go of a vine, and jump out of a pit that you are hanging onto the side of.

[Ctrl] - Shoot your gas gun.

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Joystick commands:

You can enable a joystick connected to your computer and installed in Windows from control customization, which you get to by pressing "**C**". For more information on this read [Enabling a joystick](#) in the troubleshooting section of this help file.

Once you have a joystick enabled you can use to choose items in the main menu, and you can also use it to control your character.

Joystick Commands:

Left, Right - Move left and right.

Down - Crouch down.

Fire Button 1 - Jump, also makes you let go of a vine, and jump out of a pit that you are hanging onto the side of.

Fire Button 2 - Shoot your gas gun.

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Good things:

During your trip through the jungle, your main purpose is to collect items that increase your score and ammo. Collect items by moving your character over them while on the same level as them. You can collect the following items:

Ammo (Amo) Box - This will add 250 to your score and 1 to your shots. Use your shots wisely, because you will not be finding much ammo.

Gold Bar - This will add 1000 to your points. Gold bars are mostly found near ancient temples.

Money Sack - This will add 2500 to your points. Money sacks are rare and are often guarded by enemy salamanders.

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Bad things:

As you travel through the jungle there are many things that you must avoid, a few which only drain your points, and many which cause you to lose a life. Keep your character away from these things, because often even going near them is deadly.

Rocks - Sometimes a rock is just sitting there, sometimes it will be rolling towards you, and sometimes there are two of them. If a rock hits you or you move onto a rock it will temporarily impair your movement, and drain your points at a very fast rate. Though not deadly, rocks are a nuisance so avoid them by jumping whenever possible.

Snakes - Snakes come in two colors, blue and green, but they are all basically the same. They sit coiled up and block your path. They also block your gas gun if you try to shoot through them. Avoid them by jumping over them.

Fires - There are many small fires in the jungle which will burn you if you get too close to them. They are not as dangerous as snakes because you can shoot through them and they are smaller. Fires are easily avoided by jumping over them.

Lakes, mud and quicksand - The jungle is filled with many lakes, some clear and blue, some muddy and dark, some infested with crocodiles and some with vines over them. Here are the three basic types:

Shrinking Lakes - Some lakes will constantly be draining and refilling, safe to cross only for the split second that they are drained, spelling doom for anyone caught in the refilling water. To cross these run or jump across, starting when it just begins to drain.

Crocodile-Infested Lakes - Some lakes have two crocodiles living in them who constantly open and close their mouths. To cross these lakes you must jump on the crocodiles, but be warned - if you are caught on a mouth as it's opening the crocodile will eat you! To avoid this only land on the crocodile's mouth when it is closed, and then quickly move to the safe top of the creature's head.

Vine-Covered Lakes - Many lakes will have a vine growing above them. To cross these lakes you must grab onto the vine and swing across, letting go of the vines by jumping. To avoid any dangers of the other side, or letting go too early, wait until you are as far to the other side as you can be before jumping off.

Enemy Troopers - There are other salamanders in the jungle, but they are not your friends, they are bad guys willing to stop you at any cost! They are harmless until they notice you, when they ready their gun and release a deadly stream of bullets. To get rid of enemy troopers all you have to do is hit them with one canister of knockout gas. Not only will this get rid of them, but it will also give you 500 points. If you don't have any shots left you are in trouble, but can still avoid enemy troopers by staying out of their lines of sight, and dodging their bullets by jumping over them. Ducking by pressing down is also a good way to avoid their bullets.

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Underground:

While you are making your way through the jungle you can take shortcuts by traveling underground where there are not as many deadly things as above, however there are scorpions down there, and there is no treasure. These are the things involved in traveling underground:

Pits - To get underground jump right into the middle of a pit. To get back aboveground jump towards one of the edges of the pit and you will grab on. Once you have grabbed on you can jump again, and move your character in the direction away from the pit. Pits are also a good way of avoiding guards by getting out of their targeting area.

Scorpions - The main danger of traveling underground is scorpions. Scorpions move back and forth mindlessly, searching for prey. If you get too close to a scorpion it will poison you and make you lose a life. To get past these scorpions, jump over them.

Sunken Ruins - There are many ancient ruins in the jungle that have sunk underground and now block underground passages. There is no way around them, so if you hit a wall you have no choice but to turn around and go back.

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SALAMEANDERER EDITOR

Distributing your maps:

Have you created a map that you would like other users of Salameanderer to be able to play? If so then you can give it away yourself, or give it to Astral Entertainment for posting on the Salameanderer website.

Distributing by yourself:

There are no restrictions on how Salameanderer maps can be distributed, so if you want you can post them on the internet, give them to your friends on disks, e-mail them, whatever. All Salameanderer maps are 430 bytes in size, a very small file.

Distributing with Astral Entertainment:

To have your Salameanderer map distributed by Astral Entertainment please send an email to support@astralent.com with the subject **SALAMEANDERER MAPS**. In the body of the message please include the following information:

Your name

How many maps you have

The name(s) of the map(s)

The filename(s) of the map(s)

Short description(s) of the map(s) if you have it

Please do not send the map with the first email. Once you have sent us an email with the map's information we will send you another email address to send the map(s) to as an e-mail attachment. If your e-mail does not support attached files please tell us in your original message so we can give you a temporary FTP site to upload the file to. Once you've sent us a map please allow up to one week for it to be posted.

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