

BSnake's_Guide

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	<i>TITLE :</i> BSnake's_Guide		
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REVISION HISTORY

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Chapter 1

BSnake's_Guide

1.1 BSnake's Guide 1.1 (13.02.98)

BSnake - A snakey game for inbetween

Introduction - some basic facts `bout the game

Requirements - what system is needed

Installation - well, extremely hard to do

Playing - let's kick some sh*t

History - show me all those bugs

Author - where to complain

1.2 Fancy Starship Intro

Introduction to BSnake

Well, once upon a time there was this game called "ESnake" by Erik Johannessen.

It was very, very simple in gfx and sound (it didn't even have sound).

But I used to play it very often and so I started thinking `bout coding a similar game in Blitz2.

It was my first bigger project in Blitz2.

That's why it took me much longer to finish the game than I had ever thought.

But here it is *** BSnake ***.

It's fully OS 3.1 compatible, uses inter-laced or hires screens (640x512), utilizes the joystick if wanted, saves hiscores and plays some music and sfx.

Another positive effect is the adjustable speed of the game (Novice to Crack).

I hope you'll like this game and play it very often. It's optimal for inbetween.

Bye-bye for now...

(Try to find the secret part of this guide!)

1.3 Get Out Your Old 486

BSnake's Requirements

Minimal

Any Amiga, OS 2.0, 1 MB RAM, TV-set, peignot.font (included in this package), and all the other files in the BSnake drawer.

You have to play in interlace screenmode!

Optimal

Amiga with 68060, OS 3.1, 64 MB RAM, Multisync monitor, 2 GB HD, ...

(anyone got 6000,- DM to spend???)

My config

Amiga 1200, Blizzard 1230IV, 50 MHz, MMU, FPU, 18 MB RAM, 540 + 310 MB HDs, monitor M1438S, Tower, CD ROM 6x, MCP (great!!!), but no internet.

1.4 Where Is Super Mario?

BSnake's Installation

Copy all needed files to one drawer.

The peignot.font and the peignot drawer can be found in the "Fonts" drawer included in this distribution.

Just copy all peignot related files to FONTS: on your HD or SYS disk.

That's everything you have to do!!!

[BSnake's files](#) - an overview

1.5 HIStory - I'm No Jackson-Lover!!!

BSnake's History

V1.0 - 24.08.96

- everything works as I want it
- TODO?: use mods instead of looped-samples as music

V1.1 - 08.08.97

- PROBLEM: when in pause-mode and turning on music it won't be turned off after switching back to playing-mode

FIXED: simply turned `Music` off in menu while in pause-mode

1.6 Grab Ya 360° Analog-Joy

Playin' BSnake

Starting a game

Pressing `Return` or the `New Game` gadget will start a new game even if one is still running.

Pressing `RAmiga N` or selecting `New Game` from the `Project` menu will only start a new game if none is running.

You can pause a running game by hitting the `Playin` cycle-gadget or clicking with your mouse pointer outside the BSnake window.

Continuing a paused game can be done by clicking at the `Paused` cycle-gadget, hitting `RAmiga P` or selecting `Paused` from the `Project` menu.

Before starting a new game you can choose what skill-level you wanna play from the `Project` menu.

There are 4 types available:

- Trabant (stands for a tiny German car) - slowest,
- Käfer (=Beetle) - a bit faster,
- Audi (luxury car) - even faster,
- Porsche (no comment) - fastest.

Every level got its own hiscore-list.

Controlling your snake

It's quite simple. Just use the 4 cursor keys

to direct your snake. But you can of course use the joystick, too. All you have to do is marking `Joystyx` in the `Options` menu.

`Return` or the joy-button start a new game even if one is still running.

Scoring points

You start with a length of 20 units.

From time to time there appears and disappears food for your snake. Collecting the food by going over it will enlarge the snake by ten times the units that are shown on the food.

Example: food says 4 then value will be 40.

Your goal is to eat as much food as possible, not running in your own snake or the playground border and to achieve a new hiscore.

After doing so you'll be asked for your name to be put in the hiscores.

Making any mistake will lead to a nice death sequence (you'll definitely see it !!!).

The gadgets

- About - some info `bout the author and your computer,
- Hiscore - shows the top ten players for each skill-level,
- Paused/

Playin` - indicates the current status of the game,

- New Game - starts a new game if none is running,
- Quit - opens a Pentium 200 MHz emulator or something like that...

actually this gadget will end the game and save the hiscores and other game-related datas.

The menu / hotkeys

The `Project` menu:

- Paused / RAmiga P)
 - New Game / RAmiga N)
 - Trabant / RAmiga 1) ==> `Starting a new game`
 - Käfer / RAmiga 2)
 - Audi / RAmiga 3)
 - Porsche / RAmiga 4)
 - Hiscore / RAmiga H)
 - About / RAmiga ?) ==> `The gadgets`
-

· Quit / RAmiga Q)

The `Options` menu:

· Sound / RAmiga S - some annoying sfx will appear here and there,

· Music / RAmiga M - there will be music loops while no game is running,

· Joystyx / RAmiga J -=> `Controlling your snake`.

1.7 Kiss Me or Kill Me

BSnake's Author

You know, I'm one of those thousand German Amiga fans.

For contact or source code swapping (BSnake was coded in Blitz Basic 2) write any time to:

Holger Wallos

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Germany.

If you like this lil' game and wanna do me a favour then pass over something like:

· lotta money (prefered!),

· good looking girls

(will they fit into an envelope?),

· a modem or other stuff,

· CDs (Metallica, Body Count [Copkiller!!!]),

· CD ROMs,

· fast cars,

· huge amounts of beer (mmmmmh).

Well, thats all for now.

Always keep an eye open for my next programs or games.

1.8 Dumb Asshole!

The Help-Page

If you can't even use Multiview
then it might be better for you
not to play this game.

I must say this because in the
game you have to press several
keys to achieve your goal!

Practise a bit with Multiview
and then we talk `bout playin'
my game.

1.9 What's in my pocket?

BSnake's directory

Directory "BSnake"

BSnake 97448

BSnake.dat 972

BSnake.guide 9068

BSnake.guide.info 1472

BSnake.info 383

Fonts Dir

Fonts.info 1233

High1.snd 17018

High2.snd 10388

Jingle1.snd 15818

Jingle2.snd 16840

Lost1.snd 12752

Lost2.snd 8230

Lost3.snd 12024

Skull.img 710

Start.snd 8316

Token1.snd 6322

Token2.snd 13752

Token3.snd 8088

18 files - 1 directory

Directory "BSnake/Fonts"

peignot Dir

peignot.font 264

1 file - 1 directory

Directory "BSnake/Fonts/peignot"

8 2600

1 file

TOTAL: 20 files - 2 directories
