

Monty

COLLABORATORS

	<i>TITLE :</i> Monty		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		December 25, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Monty

1.1 Monty the Wolf ECLIPSE SOFTWARE 1996

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The Wolf - DEMO VERSION 1.1

Made by Anthony Sherratt

© ECLIPSE PD 96 - 97

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So whats this Shareware thing mean ?

Do you like this piece of software ? 8^)

About Monty the Wolf

The Story (if you can call it that!!!)

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How to control the game

About ECLIPSE/ASP SOFTWARE

1.2 So whats this Shareware thing mean ?

Shareware is a way of getting good software in a cheap way. You get hold of the software for almost nothing, and can test it for a while before deciding if you want to pay the programmer for his/her hard work. And remember that if you don't pay and nobody else do pay than it's pretty sure that the programmer will NOT make any more shareware software. And that will in the end lead to no software for your machine!!!! So please, pay the author of the software.

PLEASE NOTE! This program is in fact, Shareware!

1.3 Do you like this piece of software ?

If you use this software and you like it, than I (Anthony Sherratt) would be eternaly grateful to you, if you send me £4.00 pounds (English) as a payment for the game.

My address

Methods of payment

Other things

1.4 Yes - my address

This is my address...

Anthony Sherratt
ASP DESIGN
111 Broadbent ave
Latchford
Warrington
Cheshire

WA4 1UW
ENGLAND

1.5 Payment - yummy !!

NOTE

Please, try and change your money to English pounds, not these strange cheques or postal orders that I have got before.

1.6 Other things ...

If you send a disk you may put some stuff on it Demos, games, utilities or music modules, and knock a pound of the money as well.

To all of those that send for the game will get a my collection disk of 3 games, see

Other ASP/Eclipse games

This demo CAN be put onto any CD-ROMS / Coverdisk or collections as long as I (Anthony Sherratt) get told of this.

1.7 About Monty the Wolf

This game should load on any 1MG AMIGA.

FEED-BACK PLEASE

Any bugs?, would you like to see the finished game?, and any suggestions for a sequel?

The game engine is finished, 10 out of 20 levels have been finished as well, but I dont know if anyone would like to see the game in a finished state....

COMPETITON

Heres a little task for you, just for this demo,

If anyone has collected a magic star in the game then send me the following information:

- ✧ Where on the level did you found it ?
 - ✧ How you discovered it ?
 - ✧ What level did you actually find it ?
-

Anyone with the right information will get the full game for free, so remember to send their address.

Send the information to my
address

1.8 Its story time!, now get ready for bed!!

Introduction:

Monty is a wolf, who lives in a village. One day Monty goes out in the forest playing with his bouncy ball. Meanwhile his village is attacked by aliens. The aliens steal all the diamonds that power the village. Having no diamonds is disaterous for the village.

Monty returns to find that the aliens just finishing off packing the diamonds in the cargo bay ready to take off.

Only Monty could do something about it. Quick thinking he grabs a parachute and jumps on board the alien craft as it is taking off. As the alien craft is just nearing the atmosphere Monty finds a lever, thinking it might stop the craft he pulls it. But, the lever opens the cargo bay doors and all of the diamonds fall out, scattering all over the world. Monty jumps off the ship to go round and collect as many diamonds as he can before it is too late for his village.

However, the aliens want the diamonds for there power source so they all return to Montys planet to collect them before Monty does. The aliens put all the animals of the forest under a spell so they will stop Monty in any way they can.

You control Monty through the levels collecting diamonds, and avoiding alien influenced animals, the only way you can stop them is by using the bouncy ball Monty was playing with. Throwing the ball at the animals a few times stops them.

Can you stop the village before it is too late.....

1.9 The Game Screen ..

```

LEVEL 1          LIVES          ENERGY          SCORE          DIAMONDS
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|=====|           |           {} {}           ==|
|           |           | DIAMONDS {} {}           | |
|           |           |           {} {}           =====| |
MONTY --> ({} |           |           |           | | |
| /||\ |           |           |           | | |
| !! |           |           |           | | |
|===== SNAIL ^ | | |
|           |           | 0 ( ) | | |
|           |           |=====| |
|           |           |           | |
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```

1.10 Installing the game

No such thing here, just simply drag the directory over to disk or hard-drive and double click on the monty icon, the game SHOULD load and run.

1.11 Game options

From the title screen, selecting options, the following will be displayed::

```

LIVES: 3
GAME MODE: NORMAL
HISCORE: LOAD
LEVEL CODE: -----
DETAIL: HIGH
EXIT

```

Here are the options in more detail:

```
LIVES: 3 / 5 / 7
```

This shows how many lives you will have from the start of the game. (Never)

```
GAME MODE: EASY / NORMAL
```

This tells you how the game will be played In EASY mode you will have less diamonds to collect and you will only have to hit the baddies a few times In NORMAL mode then the game will be in default mode, giving you the normal amount of diamonds to collect and the baddies will have the normal amount of hits.

HISCORE: LOAD / SAVE

Selecting between these will not do much as they are, but pressing F10 while on this option will let you save the high score table, so you can show off your all time greatest to all your friends.

DETAILS: LOW / HIGH

The game has two detail levels. If you have a slow AMIGA such as a standard A500 or A600 then use the LOW option, has the games runs faster, but you don't have to. If you have a 1200 or better then use the HIGH option for all the glory of a overall better display. I have a 030 / 50Mhz AMIGA 1200 and the game runs without a single jump on the HIGH option.

1.12 How to control the game

JOYSTICK

LEFT - Move left
RIGHT - Move Right
UP - Move up
DOWN - Move down
FIRE - Throw your bouncy ball
DOWN+FIRE - Pick up object while carrying nothing, and drop object if carrying something.

YOUR BOUNCY BALL: Once you have thrown your ball there are 3 ways to pick the thing back up,

- 1: Touch it
- 2: Press fire for 2 seconds.
- 3: Press the SPACE-BAR.

KEYS

ESC Kills you off, just incase you feel like it ?!
P Pauses the game, press again to restart.

POWER-UPS

M, O, N, T, Y - Picking up any of these will be shown at the bottom of the screen, collecting all will let you play the bonus round.

BOOTS - Pick these up to go faster.

STARS - Get this to be invinsible for a few seconds.

RED BALL - Make the ball faster.

OBJECTS

Spinning pole type thing - Get to here to complete the level.

Springs - Picking up these can help you to get to higher levels.

Keys - Colour-coded, use the right one for the right door.

Barrals - Pick up and pile up to reach for higher places. Also very handy for killing baddies more quicker.

Buttons - Jump on these to trigger something off, like open doors and start platforms off.

The Sub Game:

Collecting all of MONTYs name will bring up the bonus round, here you can collect extra lifes and level codes.

Simply pick the cards the same by pressing FIRE over them. What you have collected will be displayed on the left side of the screen.

The level will be completed without properly completing it.

1.13 Other Eclipse/ASP games

Games Done

The ECLIPSE COLLECTION DISK 1 consists of the following games:

Survivors

This is a gravity game, pickup all the men that have survived a deadly bomb attack. You will need a steady hand to guide yourself through this game.

Super Tron

Addictive 1/2 player game(Better in 2 player mode). Guide to bikes around the screen, leaving a trail. The trail begins to make a maze, so now you have to watch you dont crash.

Mega Ball

Guide a bouncing 'BOB' ball around mazes, using single joystick pushes. Different puzzles such as invisible walls, painted walls, smaller gaps, and just plain hardness gets in your way. Very hard and game.

This disk can also be bought for a small price of £2.00 (English) pounds. Send money my
address
if wanted.

Comming Soon

The following games are from ASP software which stands for
A,miga only S,oftware P,rogrammers.

The next game from ASP, will probably be STAR-FIGHTERS,
This is a shootem-up game with a bit of Sydicate thrown in for
good measure. Watch out for demos on the Aminet soon.

NAME-UNKNOWN

Ever played Command and Conquer for the PeeCee or Playstation/
Saturn? Well thats what were making for youre humble AMIGA.
If not, its a about 2 different sides, GOOD and BAD fighting
against each other, using different tactics to defeat each
other!

At the moment, we are trying to squeeze the game for a 2MB RAM
AMIGA, But it will probably need: A1200 4MB RAM faster processor,
and a Hard-drive. Sorry fokes, but thats what you need for a
game like this.

NOTE: Any of you still will A500/+, A600 or bog standard A1200
UPGRADE NOW to a faster A1200 with at least 4 MEG.
