Squirm

COLLABORATORS

	TITLE : Squirm		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		April 17, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Squirm

1.1   Squirm Information

```
            Rules

            Controls

            Addition Information

            Disclaimer and Author Info
```

1.2   Squirm/Rules

```
                         Squirm

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```

The rules are very simple, eat the up 'n' downy things and don't squirm into
walls and yourself.

If you don't eat the up 'n' down things you will lose points.

1.3   Squirm/Controls

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                         Squirm

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The controls are as follows:

```
Z = left
X = right
P = up
L = down
```

1.4   Squirm/Additional Information

Squirm

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This program will only work on WB 2.0 and above.

This program was written on an Amiga A1200 68882 6MB.

The high score table will be loaded and saved from the directory in which
the game is stored if the file is not there a default table will be used.

The sound can be turned off and on by altering the tool type.

The game window graphics will scale themselves to your screens aspect ratio.

GUI designed with gadtoolsbox.

DICE C used for codeing;

BUGS!!!!!!!
None known at present.

1.5   Squirm/Disclaimer and Author Information

Squirm

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risk as to the quality and performance of the program.

Comments, complaints, desiderata are welcome.

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