

Knight

Wayne O'Donnell

COLLABORATORS

	<i>TITLE :</i> Knight		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

Knight

1.1 Knight Moves

Knight Moves v1.0

Wodsoft World Industries 1998

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1.2 Instructions

Knight Moves v1.0

A simple game based on the Knight in chess.

The objective of the game is simply to move your knight to every square on the 8x8 board.

On the title screen, select either PLAY to start the game, OPTIONS for the options screen or QUIT to exit.

On the options screen, click on Music On to turn the music on or click on Music Off to turn it off. Click anywhere else to return to the title screen without making a change.

When play is selected, the board is displayed and the Knight placed at a

random position on it. Question marks show possible moves. Click on a question mark to move to that space. A cross will mark the space you just left and the space cannot be returned to.

The game is over when either no more moves are available or you have visited every square on the board.

1.3 Installation

Copy it wherever you like.

1.4 Requirements

Hardware

This should run on any Amiga although it has only been tested on an A1200.

1.5 Copyrights/Disclaimer

This package is copyright 1998 Wodsoft World Industries.

All rights reserved.

This software is provided AS IS and no warranty is either expressed or implied. The author will not be responsible for any damage caused by direct or indirect use of this software.

1.6 Shareware Restrictions

This package is released as freeware.

No fee is requested but any **Comments** are welcome.

1.7 Distribution

This archive is freely distributable providing the archive remains intact and unamended.

Note on CD/Coverdisk distribution

The software may be included on any CDs and Coverdisks with no caveats.

1.8 Play Knight Moves

[Click Here](#) to play Knight Moves.

1.9 Known Bugs

There are currently no known bugs.

1.10 What was used to create this software.

Knight Moves was created using:

AMOS Pro 2.0

...with a little help from...

PPaint 6.2

Spectracolour Jr (for proper HAM screens)

DOpus 4.12

1.11 Tested on...

Created and Tested on an A1200 with 2M Chip RAM, 4M Fast Ram.

Let me know if there are problems running on other specs. (See [Author](#)).

1.12 History

v1.0 : 04/01/98 - Initial version.

1.13 Future

Planned for the next version is a 2 player option and maybe some sound effects.

Any [suggestions](#) would be most welcome.

1.14 Author

Created by Wayne O'Donnell for Wodsoft World Industries.

E-mail me with comments/bugs etc at

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