

islands

COLLABORATORS

	<i>TITLE :</i> islands		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		April 18, 2022	

REVISION HISTORY

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Chapter 1

islands

1.1 The 3 Islands

The 3 Islands

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Demo Release (08.03.98)

(c) 1996-98 Andreas Falkenhahn

Introduction & Features

What's this !?

The Story

What happened?

System requirements

What you need

Copyright & Distribution info

Important (as usual ;))

Order form

Order the full version!

Using The 3 Islands

Instructions

Hints & Co

Hints for the demo version

Credits

Who did what?

Greetings and thanks

Some greetings

History

Game's history

1.2 Hints & Co

This demoverision has been very shortened, so some operations doesn't make "that" sense.

Here are some hints that help you to finish this demoverision:

- 1) The chest seems to be magnetic
- 2) Perhaps that old stoneblock could be blasted
- 3) The caribic lake and the big stone seem to hide something

That should help you to finish it. If you need a complete solution email me...

1.3 The Story

The Story

Deep in the caribic on Stormy Island, the mad professor E.A Orly is working on the bomb that can destroy the whole world.

Our hero Louie Jones, CIA agent, has watched the professor hided behind a bush. But the professor saw and caught him. On the next morning he threw Louie out of Stormy Island in the sea.

Louie could rescue himself by swimming with a stick and after two days he arrived on the coast of Fancy Island. But he lost all his clothes, his gun and the other utils.

Louie is the only one that knows of the bomb project in the caribic. It is now his turn to get back to Stormy Island and catch professor Orly before he gets the bomb working.

All depends on you now!

Your quest begins on Fancy Island where Louie still is. Altogether there are 3 islands: Fancy Island, Wobbly Island and Stormy Island. The mad professor and his team of developers are on Stormy Island.

Start your quest now before it's too late...

1.4 Introduction

The 3 Islands is a highend 256 color adventure game with scanned backdrops. It was developed during 2 years and is now finished. I spent so many time on this game that I decided to release it as Shareware.

This is the very shortened demo version. You can play the demo version and if you like it you can order the full version.

I think \$25 US-Dollars for a game with such features, is a really fair price. If you like the game then please order the full version and do not p i r a t e it. If we get enough orders, we'll release other games for Amiga in future. If we don't get enough, we can't release any games in future, because a game project costs much free time! So support Amiga and order the fullversion!

Here are some features of the full version:

- <*> scanned backdrops only
- <*> special effects
- <*> cool music by Pumpkin
- <*> many different locations
- <*> many animations
- <*> many fully user controlled dialogues & hard discussions
- <*> puzzles
- <*> load/save games
- <*> easy controlling (LucasArts like)
- <*> many objects to take and use
- <*> cool intro and very long outro
- <*> multitasking
- <*> and much much more...

1.5 Copyright

The 3 Islands is copyrighted 1996-98 by Andreas Falkenhahn. The music is copyrighted by Jörg Rupp.

I haven't any copyrights on the background pics, they were all taken from some Photo CD's.

This game is Shareware. If like the demo version please

order
the
full version

.

The version can be copied from everyone. If it's placed on a Cover CD of a mag please send me a copy of the mag. Thanks.

The 3 Islands must distributed with all files. Please spread it not as a DMS ↵
archive
only as disks or LHA/LZX archive.

I don't accede any liability if The 3 Islands has something damaged. It was comfortable tested and at me nothing dangerous happened.

1.6 Credits

Programming by:
Andreas Falkenhahn

Graphics by:
Andreas Falkenhahn
Jochen Busold
Liz Tucks
several Photo CD's

Music by:
Jörg Rupp

Sound F/X by:
Sebastian Henkel

[.wlk] system by:
Andreas Falkenhahn

Contact us:

Andreas Falkenhahn
An der Trift 2
36132 Eiterfeld-Arzell
GERMANY

Email: Andreas.Falkenhahn@mail.regio.net
WWW : <http://www.home.pages.de/~Airsoft>

If you have any problems with The 3 Islands, found bugs or have suggestions just contact us.

If you write, don't forget to send some stamps or \$\$\$, because the postal service in Germany is REALLY expensive and I'm only a student.

The 3 Islands was developed and tested on:

A1200/040, 18MB Ram, OS3.1
A1200/030, 10MB Ram, OS3.1
A1200/020, 2MB Ram, OS3.0

A4000/040, 20MB Ram, OS3.1

1.7 Greetings

Greetings fly to:

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Excalibur / Airsoft
Gandalf of Infinity
WF King
The Falconer
A. v. K.
Wusel
Atlan
Rick t. R.
Jennes
Marty McFly
Noke Artificial Bytes
Roadrunner
H.W.
Dodger
Pearl
Titanic
Olli
Steffen
Phil
Rave of Bizarre arts
Antibrain of Bizarre arts
Willi Hillenbrand
Tazz / Animators
Jones
Rich
Dr. Retro
Cyberbit
Mr. P
Dirk
Erich
Marcel
Marco
Joggy Baer
Richie
Chris
Michael
Gert
Pixel Art
Inquisition
Liz
Pattex

1.8 System requirements

Minimal requirements:

<*> AGA Amiga
<*> 68020
<*> 2MB Chip Ram

Recomm.:

<*> AGA Amiga
<*> 68030+
<*> 8MB Fast Ram

More Fast Ram is always supported. The 3 Islands loads from RAM then and not from harddisk. That's faster.

If The 3 Islands doesn't run correct, or the mouse pointer freezes, try to disable the caches or boot with no startup-sequence.

Sorry, but at the moment there's only an AGA version available. If you want a version for CyberGraphX contact me.

Additionally you must have the Workbench installed on your harddisk and boot with it.

1.9 Using The 3 Islands

To start The 3 Islands, doubleclick the icon on Workbench. It'll start then.

Now the loading-window appears. To see the picture in best colors, set your Workbench to at least 128 colors. It works with lesser colors too, but then picture doesn't look "that" nice.

You now have to select the language you wanna use in the game. At this time you can only select english or german. I think this will change in later versions.

Now the intro appears. After it the game finally starts.

There's now the main character "Louie Jones" on Fancy Island.

The screen is divided into three parts:

Part 1: Scene. Here happens everything.

Part 2: Command line. Here is the command what Louie shall do.

Part 3: Control panel. Here you can select between different operations.
Your choice will then be displayed in the
command line.

On the control panel there are the following buttons:

Goto: Click on this button and then on any point in the scene and Louie will walk to it.

Give: Click on this button, then on an object in one of the boxes in the control panel and finally on a character in the scene. Louie will now offer this object to the

selected character.

Take: Click on this button and then on any object in the scene and Louie will try to take it.

Use: Click on this button, then on an object you have in one of the boxes in the control panel and finally on an other object in the scene or in the control panel boxes. Louie will now try, if he can create or make anything useful with the two objects.

Talk to: Click on this button and then on a character in the scene to have a talk with the person.

Look at: Click on this button and then on any object in the scene or in the control panel. Louie will now have a look at the object and tells you what he has watched.

Boxes: In these boxes Louie will storage all he took or got. At a time only 4 objects are displayed. If he got more you can scroll down or up with the arrows.

Arrow up: You can scroll the boxes up with this button.

Arrow down: You can scroll the boxes down with this button.

Ingame keys:

A	Show some info about The 3 Islands
P	Pause game (Space to continue)
M	Switch to WB
ESC	End game
F5	Load game (only fullversion)
F6	Save game (only fullversion)

1.10 History

V1.0: (Internal beta)

- lame beta with alot of bugs

V1.1: (Internal beta II)

- bug fixes
- game engine finished
- scrolling

V1.2: (Internal beta III)

- bug fixes
- intro & mainmenu code finished

V1.3: (Demo Release Version)

- old game engine removed
- [.wlk] System (c) Andreas Falkenhahn manages now all
- better gfx
- over 100 bug fixes
- music
- multi language
- animations
- Amiga Guide® documentation
- and much more

V1.31: (Demo Release Version)

- bug fixes
- better controlling
- some minor changes

From version 1.2 to 1.3 it took me 1 year coding time!!

1.11 Ordering

To order the full version of The 3 Islands, send \$25 or DM30 to the following adress:

Andreas Falkenhahn
An der Trift 2
36132 Eiterfeld-Arzell

Please fill out this
order form
and include it in the letter!

If you like, you can fill out this
question sheet
and include
it too.

1.12 The 3 Islands

The 3 Islands Order

Order form

Surname/name: _____

Street: _____

Adress: _____

Phonenumber (free) _____

E-Mail: _____

Homepage: _____

I own the following computers: A500 A600 A1000 A1200
 A1500 A2000 A3000 A4000
 CDTV CD32 _____

with memory: Chip RAM: _____ Fast RAM: _____ GfxCard: _____

Processor: 680_0 Coprocessor: yes no PPC: _____

Kickstart/Workbench: 1.2 1.3 2.0 3.0 3.1 ____.

I'm a member of a group yes no Name: _____

I have The 3 Islands Demo from: _____

Error reports/Bugs/suggestions: _____

I know that it's forbidden to spread the fullversion of The 3 Islands.
 Contravention can have judicial follows.

Signature

Date

1.13 Question sheet

The 3 Islands Question sheet

Note: You mustn't fill out all questions!

What grade would you give The 3 Islands (1=best, 6=shit): _____

What do you like most in The 3 Islands: _____

What genre of game do you like most: _____

What game would you like to see on Amiga: _____

Would you like to see a PowerPC® Version of this game: _____

Would you like to see a GfxCard supporting version of this game: _____

Do you plan an upgrade to PowerPC®: _____

What mags are you reading: _____

Do you think The 3 Islands is too cheap or too expensive or do you think the price fair: _____

Do you think Amiga has a future: _____

-----> THANK YOU !! <-----