

Sneech

Paul Burkey

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COLLABORATORS

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

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Chapter 1

Sneech

1.1 Contents Page

Sneech Demo Version By Paul Burkey Updated on 18-8-96 Version 1.51

This version is a bug fixed demo. If you are a registered user then please contact me and I'll send you the new version for free if it's via Email. If you can't accept the bug fix version by email then please send either an English SAE and a disk or enough currency to cover the cost of me sending you an update.

Registered users should send me their name/address so that I can check my database for a record. If you received the full version as a FREEBIE then you should explain to me when/where I sent it just to give me a little reminder :)

Copyright

Full Game Registering
<- Support 'Sneech'

Introduction
For Full Instructions you'll

Main Menu Setups
Have to read the Full Version

The Game Itself
Guide which should come with

Game Extras
this Distribution....

Changes :)
For ALL info Please Contact :- Paul Burkey: paulb@sneech.demon.co. ↔
uk

1.2 Copyright

This Demo version is Public Domain and can be copied and spread by any means as long as:-

1. No more than a small copying/postage fee is charged.
2. None of the files are changed in any way without the authors consent.
3. All of these files are included:-

```
Sneech           + Icon  Main Game File.
Sneech.Guide     + Icon  Full Guide.
SneechDemo.Guide + Icon  This Guide.
```

```
SneechFiles      <Dir> And *ALL* of the files in it! No Icons.
```

As long as the above has been followed you can spread the demo in any form ie. Lha, Lzx, Dms or simply on a disk with anything else you like!

I would like so see every Public Domain Library holding this Demo!
 I would also be pleased to see it uploaded onto many BBS's
 I would also like to see it used on any Coverdisks!
 I would also like to win the lottery and bugger off to 'Bermuda'
 I would settle for a few more registers of this fine Game, so make my day!

Please get in touch with me if you are not sure about using this demo for any reason. You should also get in touch if you want a newer version of this demo as I will be updating the game for some time to come.

1.3 Demo information and Updating...

The Demo has the following restrictions:-

Demo	Full Game
--==--	-----
Limited Options	
Only 3 Games per league is allowed.	3-30 Games per League.
5 Min Games only.	4-10 Min Games.
Auto Growth.	Auto or Extra Pills
Very Rare Key	No Key/Open Already/Key Every game.
Only Shop items page 1.	3 pages of shop items.
No loan feature	Loans!
No Extras and Hills	Special Pills and Random Hills!
Computers in teams only.	Any Combination!
No load and save.	Load and save setups/games.
No Saved Hi-Scores.	Saves all Hi-Score Tables!
Easy opponents only.	All Computer opponents.
8 players only.	All 10 players available.
Up to 4 human players.	6 Human players with addaptor.
No Viruses	The crazy Virus feature ;)

Please read the Future Updates section to find out what I'm working on....

The 'L' or Learner mode will allow you to play using some of the extra shop items like Constant Speed, Survive as 1, Self Reverse, Auto Turn, Shields etc. The problem with the learner mode is 25% off Rattling and No choice etc.

As well as these limitations there is also the fact that I update the game every month so if you do like the game you will miss out on the new items.

The Full version only costs £5 and for this you get the Full Registered version with all the new improvements I might have added as well as getting the chance to update it for free, as often as you like!

It would help me if you told me which Amiga you own and a bit about HD, Memory etc. Also if you could tell me where you got hold of this demo and which demo Version you have got. It would also help if you quoted the name 'Sneech' as I've got a couple of Shareware games out now and some people don't tell me what game their after!

You can send a Cheque or P/O for £5 made out to :-

'Paul Burkey'
32 Cottage Close
Little Neston
South Wirral
L64 9RB

Email me at :- paulb@sneech.demon.co.uk

Overseas customers are welcome to send their own currency but you should follow these prices if you want it sent via 'Snail Mail':-

£6.50 - £7.00 Europe. (Approx Currency so be honest)
£7.50 - £8.00 Outside Europe.

If you can receive your registered copy via email then you only have to send at lease £5 worth of your own currency ie,

10 US \$
20 Dutch Guilders
20 German DM
20 Aus \$
40 Fin Marks

Sorry but I don't have a full list, just be honest and you'll get your copy the same day I receive the cash. I've only once been sent an International Money order for £5 from Canada which didn't cost me anything to change so if you want to contact your Bank and ask them for a £5 money order you can try that. If you are unsure how much to send just email me and I'll work something out for you :)

I have already had many happy customers from all over the world!!!!

If you can send a £5 Note then do so as I can honestly be trusted and we'll both be better off!!! I'll pay the 'Snail Mail' postage if you send a fiver!

If you like this game and you play it a lot, you are quite welcome to keep playing it and not pay for it (it is only a demo). If you do play it a lot but you don't want to pay or you think it's not worth paying then email me and give me a "I'm not paying until you add XXX feature." or something like that. I don't want to miss out on giving you a good reason to cough up some money??

If theres anyone who can't play this game because of the fact that it's a PAL screen only game then get in touch. I might be able to sort you out.

Thank You for now,

Paul Burkey

1.4 Recent Changes

I've added a few extra Options and I've enabled some of the options in the demo version. New options are as follows:-

Points Awarding Screens

You can now disable these screens and speed up the pace of the League. All the normal points will be given out just as before.

Statistics Screen

You can now disable the Statistics screen which will also speed up the League a Small bit but it doesn't really save much time. This Option is only for those who don't really care about points and stuff and who just want to see who's winning. The Statistics screen gives you some important info including 'Extra Bonuses' that you wouldn't normally know about.

Note about fades

Some people have complained about the fading from screen to screen wasting making the whole thing slower. When a screen fades out for another screen to come in only the minimum of about 1 second is actual pause, the rest of the time is spent either loading the next screen in or setting up and working out points and stuff. If I was to take out the fades a 7 game league would be about 20 seconds faster and it wouldn't look as nice... I use a similar method in 'SmoothGuide' as one page fades out it's reading in and seting up the next page which probably wastes about a quarter of a second which isn't worth bothering about.... So stop complaining!!!! ;)

Other Changes

One or two small changes have been made including slightly faster Auto Growth and a few other Tweaks to make the game more enjoyable.

1.5 Introduction

Introduction

Sneech is a fast paced 'Worm Game' game for up to 10 players at a time. You can play against 9 computer players depending on how many human players there are and is as far as I know the first game ever to allow all 10 players to play simultaneously on screen. This is why the game is so much fun to play.

The game has been played and tested for since Nov-94 and in this time many changes and additions have been made. So the game has adapted to suit the needs of many people.

When you first play Sneech it might look like just another Worm game. Some people might also be thinking I've over done it and made it too complex. Well you might be right, but then again it's not that complicated once you get used to it. Everything has been added to make each game different rather than just to look fancy.

You might find it too difficult or fiddly to play. Please!!!? Stick at it and you will soon get the hang of it. The game was really designed to be used by multiple Human players but it can be played by just 1.

1.6 Main Menu Screen

Main Menu Screen

Sneech has been written to allow many different game setups. You can have 0-6 Human players with 0-10 Computer players. You can set each player to use any colour. You can even set up players to all have the same colour.

Players can also play on their own or part of a team, there is also a Learner Option which is recommended for your first few games.

The main screen has 10 sets of player icons as from left to right:-

Colour Indicator: Small box with that players colour. Click on either the Green button below or the colour indicator itself to bring up a colour selector. Now just select the colour you want for that player. For Computer players, the colour will also change the difficulty rating as shown by the 1,2,3,4 Star headings.

Players Name: Next we have the players name box. If that player is a Human player you can click in here and alter the name. You can't however alter the Computer players names.

Player Control: Clicking on this Icon will cycle through the different control modes. These are:-

Off, Joy1, Joy2, Left Keyboard, Right Keyboard,
Adapter 3, Adapter 4, Computer.

Keyboard Controls are.....

Left Keyboard Right Keyboard

Up	Ctrl	Curs-Up
Down	L Shift	Curs-Down
Left	L Alt	Curs-Left
Right	L Amiga	Curs-Right
Select	Z	Return

So from this you can set any combination of Computer, Human or Off.

Player Mode: The last icon is for player modes. The modes are either Single player (Blue/Gray), Learner (Red 'L') or Team Player.

To set up a team you just cycle this icon to a Team Colour (Blue,Green,Red,Yellow,Black,White,Purple) and then Cycle another players Mode to the same Team colour. From this you can set up any combination of Computer, Human Teams of any size. You can have some players in Teams and some not in teams.....

Once the game is set up you select the 'Start' Button to begin the league. If You press the 'Demo' Button a 1 game demo will start. With the 'demo' you can start a game with 0 Humans if you want.

The 'Hi-Score', 'Save', 'Load' and 'Merge' buttons are not available in the demo version.

In the top left of the main menu screen there is a button that will exit to DOS.

The options screen is limited on the demo version and unless you've played the game a few times I'd leave it alone for now. Read the Full Game Guide for full details on the whole game.....

1.7 The Game Itself

The Game!

The game itself lasts for 4 or more minutes.
After a small countdown the game will start!

The game is split into 3 time periods these are :-

Green	Start off Period	(Get going!)
Blue	Game Time	(Best Points Time Zone)
Red	Extra Time	(No extras! Get out!!!)

The object of the game is to gain more points than everyone else. And at the same time collect as many Money tokens as possible. THr money helps you to buy some extra goodies for the next game.

There are a variety of different
Game Extras
to help you

out with each game.

You gain points by killing people. If you do kill someone you will get their kill bonus as displayed at the start of the game. To kill someone you will have to force them to crash into you. When this is done they will shrink a little and you will grow a little. If they shrink below 2 pieces then they are killed.

After the normal time has run out and you go into the extra time, A door will appear. You will have to exit by moving into the door! You don't have to go straight in but you will receive 100 points for ending your go this way. If you don't make it into the door and the extra time runs out then you will simply shrink to death! and loose out on your 100 finish bonus.

1.8 Extra Game Elements

Durring a game you will come accross various game objects. Some are Arena objects and some are Collectable objects.

Arena Objects

Blocks (Striped or Metalic)

Various shaped blocks appear at random. You should always avoid them.

Slip Mats (Light coloured Squares)

These allow you to move at a higher pace.

Slow Down Mats (Dark Coloured Squares)

These make you move at a slower pace.

Note. Don't get confused between Slow/Slip mats and the Chequered floor.

Holes (Easily noticable!)

Avoid at all times. Any contact with the holes will reduce your size much faster than any other objects.

Ramps And Bumps

You might come accross sections of the floor that are raised. As you would expect traveling accross these will alter your speed. I've added an extra element to a players movement, that of 'momentum' when you move up a hill you will of course slow down if you then move on level ground the slow down will eventually cancel out. When you travel down a hill you will gain momentum and travel at a faster pace. Again, this will cancel out when you travel on level ground.

Ice!

These dont appear very often but when they do you should avoid them. When you cross a patch of Ice you will loose your ability to turn! It can be done but it's not reliable!

Collectable Objects

Size Pills (White)

These Pills will appear now and then for you to collect. They add between 5-15 onto your Size. In Auto growth mode there are only a few size pills but you will grow with time. This way you don't have to worry about size too much and you can get stuck into the killing!

Speed Pills (Black)

These will increase your general speed by a factor of 1. This will last for a short while and then wear off. You will have to collect one every so long to maintain a speed that you are comfortable with.

Money Token (Green)

These hold money in amounts of 1,2,3,4 Hundred.

Money Box (Gold)

These hold 3 Money tokens.

Key (Key Shaped)

When the key appears, anyone can collect it. When it is collected the doors will open! and you will then be allowed to pass through the doors. The door to the right will bring you out of the door on the left and the door on the left will bring you out of the door on the right and the top and bottom doors work in the same way. The doors can be used as short cuts as well as being a quick escape if you are being chased. The only advantage to picking up the key is that 3 money tokens's will appear and you will be the closest to them when the doors have open.

Slow Down Pill (Yellow Square with Black Centre)

Slows down a player by a factor of 1.

Bomb (Bomb Shaped)

These will allow you to ram into other players and cause some nice damage. Read the full guide for more info.

Deflector (Black circle with white cross)

Read the full guide for info.

Mega Size (Black and White Cheque)

Collecting this will increase your size until you crash into something.

Extra Life (X Shaped)

This will give you an extra life!

NOTE There might be some Un-Documented Features ;)
