

MeMO v1.0 doc

COLLABORATORS

	<i>TITLE :</i> MeMO v1.0 doc		
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WRITTEN BY		July 22, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

MeMO v1.0 doc

1.1 MeMO v1.0 Documentation (last rev.: 14.9.1997)

MeMO v1.0

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DISCLAIMER & Distribution
boring stuff...

Requirements and Installation
got some 64Mb of FAST?

Introduction
just for your curiosity...

Instructions
how to play

Stuff enclosed
all files needed

Future
?

Credits
who did what

Author
now you know who to blame

Greetz
Ciao!

1.2 DISCLAIMER and Distribution

DISCLAIMER

=====

```
*****
*   THIS PROGRAM IS PROVIDED 'AS-IS' WITHOUT WARRANTY OF ANY KIND   *
*   EITHER EXPRESSED OR IMPLIED.                                     *
*
```

I

```
ACCEPT NO RESPONSABILITY OR LIABILITY FOR ANY DAMAGE OR PROBLEM*
* DERIVING FROM THE USE OF THIS PROGRAM:  USE AT YOUR OWN RISK!!!  *
*****
```

Distribution

=====

This game is CARDWARE, so must be distributed with no charges.
 If you enjoy this program, send
 me
 an email or a postcard
 (donations are gladly accepted, as well ;) !!!

1.3 Installing MeMO on your HD

REQUIREMENTS

Just an Amiga equipped with 1Mb of CHIP RAM.

INSTALLATION

Installing MeMO is straightforward: just copy

```
all the files
in the same directory anywhere
on your HD.
```

1.4 Introduction

Probably you've already seen MeMO in many other shapes.
 Yeah, sure.
 "Oh, no! This game again!" - I already hear you saying this.
 In a nutshell, here's what the game basically consists in:

- Pick a card and discover it
- Pick another one
- Do they match each other?

- If not, recover them and try again
- Otherwise, go for another couple till you've cleaned up the table

Rare, huh?!?

Luckily, there are a few

additions

which can make all that

slightly less boring... but not that many, anyway.

So, why the hell have I reinvented the wheel?

For 2 reasons:

- 1) when I started coding this game (~2 years ago) I knew little about the Amiga hardware, so I thought that I needed a bit of practice
- 2) pure fun

At the end (many months ago) I come up with this stupid game, which happened to be very cute (as my friends told me), so I thought it would've been worth releasing it.

There's a quite long story behind all this, so I'm not going to bore you...

1.5 Instructions

MeMO's gameplay is so simple that these instructions are not really useful.

Yet, it won't cost me much to type a few things about the:

Options Panel

1 Player Game

2 Player Game

Scores

Controls

Charts

1.6 Options

When starting MeMO, you'll be presented with an options screen, from which you can choose to:

- 1) read some (silly) info about the game
- 2) toggle between

1

/

- 2
 - player mode
- 3) start a new game
- 4) quit to AmigaDos

To select use the cursor keys and [ENTER] or the joystick

1.7 1 Player Game Mode

Here are some concise instructions:

- You have 4 minutes to find all the pairs of cards and complete the game
- When there are only 30 secs left, the clock will start ticking, to "stimulate" you're depressed nerves (it must be so, if you're playing this game...)
- If you'll be fast enough to finish before an horrible coo-coo tells you that it's all over, your performance will be quantified in a score, which will hopefully allow you to write your nickname in the Single Chart
 - If during the game you'll unsuccessfully discover 18 cards in a row (in other words: you missed to make 9 pairs consecutively), you'll go in "Tilt Mode", so that you won't be able to move for a while (the time left will be indicated in the dot-matrix display at the top of the game panel), with the consequent loss of points in the final score
- there's a limit of 60 attempts to find all the pairs

1.8 2 Players Game Mode

When playing in 2 Player Mode, there's another (red) hand on the game panel,

controlled with the mouse
by player2.

This is the best way to play this game, as the challenge with a friend adds a little of fun.

Here's what changes when playing in this mode:

- - different evaluation of performances
- when both P11 and P12 pick the same card as their first, those cards will be removed from the game, without affecting the players' statistics
 - scores are memorized in the

Double Chart

- one player can't move onto a card already discovered by the other one or, obviously, where the other hand is
- at the end the player with more points will be named winner of the current game (but still both can enter the chart)
- when one player goes in "Tilt Mode", the other one can take advantage of that situation!

1.9 Controls

Controls are simple and immediate:

Player 1: move joystick to move your yellow-gloved hand around
press fire to pick a card

Player 2: your red hand will follow the mouse movements
press LMB to pick a card

P pauses the game
ESC quits

1.10 Scoring

During the game, two counters at the left side of the panel will indicate the number of attempts done by each player and the number of pairs found. They'll be shown in the "Pairs:Attempts" form.
At the end of the game, they'll be used to calculate the points made by each player.

In

1 player mode
the points are calculated as follows:

```
(PairsFound x5) + Percentage + SecondsLeft
^^^^^^^^^^^^^^^^  ^^^^^^^^^^^
always 21x5      calculated
from Pairs
and Attempts
```

In

2 player mode
:

(PairsFound x5) + Percentage

According to the game mode chosen, your score will be eventually inserted in one of the charts

.

1.11 Charts

There are two charts in this game, as the method which points are assigned with changes according to the game mode chosen. These charts are saved to the Ranks.dat file, so don't lose it!

To enter your name use the normal keys, [ENTER] to confirm. To go back to the Options screen press any key.

1.12 Files with MeMO

The files you should have are:

```
MeMO           : main executable
MeMO.info      : its (ugly!!!) icon
Ranks.dat      :
                rankings'
                data
MeMO.guide     : this documentation
MeMO.guide.info : its icon
```

1.13 Future

Oh, well. Not much to say indeed. Sadly, this game has no future, since its development finished many months ago (1+ year passed without any important modification) and I don't have the time (nor the will, honestly) to keep on coding such a simple thing. I just wish that you won't have any problem, as I'd be bothered to take that damn old clumsy code and search for a stupid bug hidden whoknowswhere.

1.14 Credits

Code, gfx, msx: Simone Bevilacqua

Tracker replay routine: The Player 6.1a by Jarno Panaanen

(to Jarno: I tried to contact you via email
(p153737@proffa.cc.tut.fi & jpaana@can't.remember)
but got answer!!!)

Kind Testing: Fabio Bizzetti

Michele Berionne

Some cards show some well known things like:

Akane Tendou, Genma Saotome, PChan, by Rumiko Takahashi
Arthur King, by Lorenzo Bartoli and Andrea Domestici
Donald Duck, by Walt Disney
Goku, by Akira Toriyama
Homer Simpson, by Matt Groening
God Sigma by ???
Mazinger Z, by Go Nakai
Gundam, by Yoshiyuki Tomino
The HellSpawn, by Todd McFarlane
The "Air" Jordan logo, by Nike
The NBA logo, by the National Basketball Association (USA)
The A\box logo, by Phase5
The Transformers Autobot logo, by Takara (Hasbro?) Ltd.
C=64, by (ex) Commodore
Blobs from Silly Putty, by System 3

but NO ONE of them has been ripped or scanned:
just HAND DRAWN from the scratch.

Sfx (including music samples) have been ripped from various sources:

Homer Simpson samples: "Homer" by Shwartz
The "OK" voice found in one mod: "Deee-lited" by Anchor.sae (?)
Sound Effect at the very beginning: "Flower Power" by Jester
Bassdrum, Hat & some Guitars in one mod: "Livin' Insanity" by Moby

I can't remember all the others! Sorry...

1.15 Greetings

Greetings to all my friends and to my family.

Thanks to:

Aki M.Laukkanen
Ben Hutchingson
Christian Wasner
Etienne Vogt
Kyzer
Michael van Elst
Mirko Thoele
Richard Perrot
Stefano Dardari
(and anybody else I forgot)

who helped me when I had a terrible HD crash.

Special thanks to:

Fabio Bizzetti (o! ma dove sei finito?!? Sei ancora sulla Terra???)
Michele Berionne, for testing.

Juan Antonio Gómez Gálvez for the kind *FREE* registration to
his great AmiGameBoy

Thanks to all the people who liked my job and
encouraged me to go on.

Final thx to all the amigans still around.

...ah, yes! I couldn't forget to thank Phase5!!!
and, above all, to our Lord.

```
  _  
  (.)  -- Greetings  
  (q p)  
  _|T|_  
  '^^^'
```

1.16 Author

For any reason I can be reached at these
snail-mail addresses:

Simone Bevilacqua
Via A. Volta 6
86010 Ferrazzano (CB)
ITALY

or

Simone Bevilacqua
P.za Garibaldi 9
56100 Pisa (PI)
ITALY

The time for the reply will depend exclusively
on the period (if I am at home or in Pisa for
study), but the answer is 100% guaranteed (but
don't forget YOUR address!!!).

Yet, it's far better if you send an e-mail to:

bevilacq@cli.di.unipi.it

you'll get an immediate answer (except in the
week-end - computer lab is closed!) !!!

I apologize for my odd english and hope that
everything is clear enough.

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U
'---'

Write to me!
