HellShot,guide

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COLLABORATORS

	TITLE : HellShot,guide		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Lord Semtex SG	August 7, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

HellShot,guide

1.1   HellShot, The Game for Amiga

HellShot is a game made by the HellHound SoftWare Group

for Amiga only.

It's requires an Amiga 1200/4000 with at least 4 Megabytes of RAM, and a

PAL monitor to play it.

Please keep yourselves tuned to our site on the Internet, to know more

about us, and our projects. HellCoder has a FTP site on his homepage,

so keep a bookmark there too.

1.2   The HellHound SoftWare Group

The HellHound SoftWare Group consists of 3 guyz.

Lord Semtex, HellCoder and Protogon.

The job description always was :

Lord Semtex - Music

HellCoder - Coder

Protogon - GFX,

but things changed a bit. HellCoder just keeps on coding, and for us, LSemtex

and Protogon, we're just not able to keep up with him.

So we've managed to deaccelerate HellCoder a bit, giving us a bit more

time to finish our end of job, and producing one final thing, with all

the best bits in it.

Lord Semtex also does a bit of GFX now, and you'll see more work from him

on our next projects and releases.

Check our site for more details on us and our work :

http:/hellhound.nl.eu.org

It's in our old style, we'll be upgrading it soon to something a bit better.

HellCoder has got his own site :

http://hellhound.nl.eu.org/~hcoder

Protogon has got one too, but don't bother to look there :):

http://hellhound.nl.eu.org/~proto

Lord Semtex hasn't got his own site, because he is the administrator

of the site, has a lot to do besides making his own personal page,

and sees the mainpage of the server his own, because he made that.