in

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REVISION HISTORY

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Chapter 1

in

1.1 SHARKS! - guide

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1.2   Intro

```
SHARKS! is a underwater - diving game ....
Your diver must seek treasures from the ground of the sea, and bring them to
your boat.....
But be carefull - threr are many SHARKS in the water - better don't hit them !


 Good luck!



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1.3   What's new in this version of SHARKS!

```
 V1.3

 1. Now the are a nice (I hope) music while showing the startscreen/animations

 2. A simple melodie at the hi-score-screen.

 3. A startup-sequence, to boot from the disk
    (Take a look at :problems?)

 4. Bugfix at EEL/DIVER hit-part


 V1.2

 1. From level 6 sometimes a gigant octopus blows clouds of black ink into the  ←┘
    water
    - so you can't see what's behind the clouds !



 V1.1

 1. From level 3 some electric eels will appear

 2. In the unregistered version the eels will appear in level 2

 3. Some little changes in the startscreen.
```

1.4   How to register ...

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SHARKS! is SHAREWARE ! ....
The unregistred version has following limitations:

 1. You have only one live  ...
 2. You can only play two levels....
```

```
REGISTER

To register the game you need a Key-File, that you can get from the author.
Send 10,- DM oder 5$ together with :

- Your full Name
- Your full Address
- Your e-Mail Address ..... (IMPORTANT)

You will recive your Keyfile with an e-Mail as soon as possible.

If you won't (or can't) get eMails, please send 15,- DM or 7$
for a disk and package. So you will get the keyfile with the normal
mail .


Thank you !
```

1.5 Install

```
Just copy the SHARKS!-disk to your harddrive or leave it on a disk,
but don't protect the disk for writing on it !
To start the game just click the SHAKRS!-Icon - that's all.
```

1.6 usage

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How to play SHAKRS!

After starting SHARKS! with a doubleclick on the Icon,
you will see the gametitle and some animations. If you press "O"
you will come to the options, press "ESC"- for exit the game and
press "FIRE" to start.

In the game you must get treasures from the ground and bring them
to you boad. While doing this, watch out for SHARKS!
A little arrow, right up on the screen, always show the direction to the next
treasure.
Don't touch the electric eels !!! They will give an electric shock and
push you away .... a hit will cost 100 points !
In higher levels there are some jellyfish, touching them will cost you some  ↩
   points.
After the 3rd then every 4th round you will come to a bonus-round ...
Catch the falling treasures to get points - but don't catch the "X"-symbol
it will end the bonus-level !!!
If you get the "+1"-symbol you will get a extra live!
At the end of the time (left upper side), the round will end - so you come
back to the normal game ...
```

You can always exit the game by pressing "ESC" or pause the game with "P"

OPTIONSCREEN

The "F1" key you can choose the framerate of the game.

                25 FPS - for faaast AMIGAs (040 +)
                18 FPS - for faster AMIGAs (030)
                12 FPS - for normal AMIGAs.

        The perfect rate is set, when all animations during the game
              will run smooth without any flickering (when ther are many sharks ←
                 ...)

The "F2" key will set the difficulty of the game .

                "EASY" - the SHARKS! won't come to the ground or the surface and
                        are a little bit slower as normal ..

                "NORMAL"-the SHARKS! won't come to the surface...

                "HARD" - the SHARKS! are everywhere, but not if you are close to the ←
                    boat.
                        they are faster as normal...

The "F4" key will switch the background on/off (if you like/don't like the ←
    colours :)).

The "F5"   key will switch the music on/off

The "F6 - F7" keys allows to set the musicvoloume.

To exit the optionscreen press "ENTER" or "FIRE".

To EXIT THE GAME press "ESC" during the titlesequence.
The hi-score-list and game-config will be saved !

1.7 Author

You want to write me ? - here is the address

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1.8 Thanks

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- Andreas Etzrodt for beta-testing and many tips.

- Claudia Schrader for testing, tips and coffee :)

- Chris Seward for the idear with the electric eels.
                and for the help with the engish doc.

1.9   problems and help...

.... LOW MEMORY ...

a. If you have not enough memory to play the game (the game-music will waist a bit ←
    of
   your RAM), please delete the SHAKRS-CONF file.
   You will find it at "SHARKS!/DATA/.....".
   So the game won´t load the music in to the RAM..

b. You can make a bootable disk, so you don't have to load the worbench first.
   How to do this ?

   1. copy the whole archive to a empty disk, than open a cli-window.
   2. type :
      copy c:assign to DF0:
      copy libs:diskfont.library to DF0:libs
      copy libs:mathtrans.library to DF0:libs
      install DF0:

      Now you can boot directly from yor SHARKS!-disk !

   Remember: The LIBS and the ASSING-command are not included in the game
   archive, cause I don't kow is it illegal to give original AMIGA-libs away....
   But erveryone have that libs on the amiga-system ....

.... CAN´T EXIT THE GAME ....

 On some systems you can´t exit the game by pressing "ESC".
 this will only happens, when you play directly from your floppydisc.
 At this time, I have no solution for this problem ... sorry!

 In one of the next versions, I will make a option to skip the
 automatic save funktion.