

in

COLLABORATORS

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WRITTEN BY		October 23, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

in

1.1 main

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*****
|                               Clunk Click Guide by Paul Hopkins.                               |
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This is the Full game guide included with Clunk Click. Updated 18/3/97

What is Clunk Click?

How do you play it?

Installing to hard drive

Who's that Paul Hopkins then?

Equipment used

If this is only the demo read the Demo.Doc to find out more else ↔
get on

and kick someone's ass.

1.2 About Clunk Click

I got the idea of Clunk Click from Paul Burkey's game Sneeck. I thought that it would be great to have cars smashing each other up in an arena.

Clunk Click is a fast paced car driving game for up to 4 humun players. You can play against up to 7 computer players depending on the number of humun players.

For best results play with all human players and Clunk Click becomes the smashing, driving game of champions.

1.3 Playing Clunk Click

As soon as you have set up the players in the Main menu

. You can start

your game by clicking play. The first place you'll get to is the shop here you can buy extra speed and missiles by clicking on the increase and decrease buttons.

After everybody has finished in the shop you are right into the game. It is set in an indoor arena. On each wall is a door that leads to the opposite side of the screen. You control by your colour co-ordinated car by Joypad, joystick or keys.

Control

The idea is to destroy the other cars by ramming them all firing

missiles at them. Every time a car is rammed or hit by a missile its energy will go down. The energy is displayed at the bottom along with the number of missiles and whether it's got homing missiles.

As soon as a car's energy equals zero then the car dies. The last car alive wins.

Every so often a token will appear on the ground. Picking these up will have different effects.

Tokens

When the game finishes a table will show the scores from the game.

Another table will show the Championship board.

If you've got more games to go it will go back to the shop else the winner is congratulated.

1.4 The genius that is Paul Hopkins

I (Paul Hopkins) was born on 18 January 1982. I have worked with computers since the late eighties when I had a speccy. I did some very simple programming with the peak being a very short text adventure. When I got an Amiga A600 in 1992 I gave up on the programming and concentrated on other areas of computing. When I received AMOSPro on Amiga Format my love for coding was rekindled. Clunk Click is my first real working, useful program.

I have found out and learnt about computers by reading magazines. I used to regularly get Your Sinclair when I used my speccy and I have been collecting Amiga Format from issue 42 to the present.

My other hobbies include:

Heavy Metal music.

I love bands such as Thin Lizzy, Guns 'N' Roses, Deep Purple, Iron Maiden, Rush, White Snake, Black Sabbath, Ozzy Osbourne, Gary Moore, Jimi Hendrix, Slayer, Dio and many more. I'm also enjoy more mellow music such as Elvis Presley and Cat Stevens.

V.W's.

I'm a massive Beetle fan. I'm also interested in similar Vee Dubs; Karmann

Ghias and Type 2s.

Sports.

I play rugby for Salisbury where I am loose head prop. I like athletics and cross country. I play football with my mates and I'm a Arsenal Supporter.

Women!!!!!!!

1.5 The MainMenu

The main menu is where you can set up the players and options.

At the top is 4 different buttons. From L-R

Quit: Exit Clunk Click.

Play: Start a normal championship.

Options: Select the number of games in a championship. Select whether the cars top speed will slowly decrease. Select whether there is explosions when the cars hit.

Tig: In tig you can't fire missiles and you can't knock energy off the other cars. You can use it as a practice or playing tig. Tig is where the you try get the cross on another car by knocking into them. You can't stop so press Esc to quit.

Each player has their own box containig that players info. From L-R;

Button 1 is the name click on this to change the name. Up to 8 letters.

No delete so press return and type it in again.

Button 2 is the players colour. Click to cycle through.

Button 3 is where you select whether that player is active. Click to cycle through: OFF->HUMAN->COMPUTER.

1.6 Tokens

In the game 5 possible tokens will appear:

An orange arrow on grey: Increase top speed of car.

A grey missile on white: Extra three missiles.

A red target on yellow: All missiles become homing. Lose it when no missiles.

A black E on green: Extra energy.

A yellow £ on black: Extra £100.

1.7 Control

There are four different ways of controlling the cars in Clunk Click:

	Either joystick/pad	Cursor keys	Other keys
Accelerate			
	Fire	Right shift	Q/Left shift

Brake		Down		Curs Down		A
Turn left		Left		Curs left		X
Turn right		Right		Curs right		V
Fire missile		Up		Curs up		C

1.8 Installing Clunk Click to hard drive

Clunk Click can be easily run from a hard disk.

You can launch the program from any drawer. Make sure it also contains the CCFiles drawer.

CCFont must be installed into the Fonts: drawer. Also make sure the same libs from the disk are in the Libs: drawer.

1.9 My system

I am currently running on a standard A1200 with 170Mb hard drive. I also have a 2nd disk drive and 24pin dot matrix printer.

The software I used to create Clunk Click was AMOSPro v2.0, AMOSPro Compiler, Deluxe PaintIV AGA, Aura 8bit sound sampler, AuraLite and Imagine 2.0.

Program Information

The source code included approx. 1900 instructions. The source code was 306776 bytes.

1.10 Can you see me
