in

COLLABORATORS

	TITLE : in		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 25, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

in

1.1   Barravento.guide - Aminet Version ©1997 Mauro Lourenço

```
                            BARRAVENTO

                    O Mestre da Capoeira

                    ©1993 Hitek Softworks




        Fast words
                About the game release.

        About the fight
           What fight style is it?

        Install
                    For HD users...

        About the speed
           For A1200 users...

        Blows
                    Learn to fight!

        Authors
                    Who are?



         ©1997 Freeware released by Mauro Lourenço
```

1.2   Fast words

This game was made to be a part of the A600 pack software released by PCI,
a Brazilian enterprise licenced by ex-Commodore-Amiga in '93. It was a

commercial product but now its authors give me permission to release it as
a freeware game.
The first codes was made in C and later in Amos. The screen mode is NTSC
LowRes with 32 colors but it runs on Pal too.
The English language wasn't included. Choosing the USA/British or
Brazil/Portugal flags the language will be always Portuguese. The final
version was planned to be released in English/Portuguese with all the
Capoeira blows, 30 fight stages and 5 different bonus stages!

                        Barravento messages:

                    Portuguese - English

    "Por favor digite seu nome" - Please, write your name
                    "Aguarde" - Wait
              "Voce perdeu!" - You loose!
                "Parabéns!" - Congratulations!
            "Voce é o novo" - You are the new
        "Mestre da Capoeira" - Capoeira Master

1.3 Fight

                    About Capoeira & Barravento

Capoeira is a dance-fight sport style from Brazil. A musical instrument
called Berimbau is played during the fight and Barravento is the name of
the fastest Berimbau rhythm at final fight.

1.4 Install

                    Installing on Hard Disk:

Just click on Barravento drawer icon and drag it to any dir or make a drawer
called Barravento and copy to it the following:

files: Barravento (with its icon)
       INTRO
 dirs: fonts
       data

If you want, this guide and Blows.iff file may be copied too.

                    Installing on Floppy Disk:

Make a bootable disk and decrunch Barravento.lha files to it. Just delete this
guide and copy the followings Workbench files from your Hard Disk:

C: Assign, EndCli
L: Disk-Validator, Ram-Handler
Libs: Diskfont.library, icon.library, mathieeedoubbas.library, mathtrans.library

Copy then to c, l and libs drawers.
Note: Aminet doesn't permit to put these files and .dms format too.

1.5   About the speed

                              Note about the speed on A1200:

This game was written to run on A600 1M machine so the speed increases
on A1200. If you wish to decrease it do this:

1) Disable CPU caches & original chip ON
2) Get degrader 1.3 program (on Aminet util/misc Degrader.lha 17k),
   install it on C: dir and add to barravento script file:

        degrader timewaste 180
        Assign BARRAVENTO: ""
        INTRO

If you have an expanded A1200 change the first line to:

A1200 + FASTRAM:
degrader nofastmem timewaste 180

A1200 030/33:
degrader nofastmem nocache timewaste 150

A1200 040/060:
the same as 030 but with timewaste <130 (try some values around it)
Note: This program WASN'T TESTED on these accelerator boards!

If you don't have any HD (I don't believe?!) run degrader first, enable
these options, click on "SurviveResets" and boot this game.

1.6   Blows

                           The Barravento Blows

Each blow is composite of 6 frames. These frames were digitalized images
from a camera and the animation was made by rotoscope.
You can see the ~blows here~ and its joystick commands.

Notes:

- The head is the best local to blow.
- There isn't energy waste on human-computer fights during the trip.
- Arrows and Space keys can be used to select on the options screens.

1.7   Authors

HITEK Computação Sistemas e Editora Ltda.

Luiz Fernandes de Moraes – Creation, graphics and additional music.

Marcelo Nunes – Programming.

Juler Oliveira – Original musics.

Alberto C. Meyer Filho – Original Portuguese manual.

E-mails, questions, ideas and others to:

Mauro Lourenço

lourenco@urbi.com.br