

Amiga Guide

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Amiga Guide

1.1 Hermans Educational Adventures DEMO Guide

Hermans Educational Adventures DEMO Version
Released on 01.11.97
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1.2 intro

Welcome to Hermans Educational Adventures DEMO.

Thank-you for taking time out to read this file, let's get started with Hermans Adventure, you start off in the basement where there's a Transporter that can take Herman from one level to another but when you reach your chosen level then there's no turning back and you have to complete that level to reach either a working Transporter or the games disk. There's a Game Disk at the end of each level of Hermans Adventures, each disk takes Herman to the relevant game. EG - if you Transported Herman to level 9 then at the end of level 9 you can goto a Disk with the number 9 on it simply press the Joystick button and that will take you to Game 9 - Pairs, to exit out of each game that you go to simply press the relevant buttons, EG - HermansAdventures Button and that will take you back to the Basement or there's a Menu Button which instead of having to go

through Hermans Adventures each time you want to play a game the menu buttons will take you straight there.

DEMO VERSION

With this version you are not able to use the Herman Menu System and can only play 2 levels of the Adventures to take you to only 2 Games.

The Games on this Demo are - Game 9 PAIRS
- Game 6 COUNTING

If you like what you see and would like the other 8 Games then why not get in touch with -

F1 Software
To find out what the Games are, click this button -
Games

1.3 Legal stuff...

Legal stuff:

Hermans Educational Adventures DEMO is copyright to BackToBack Software. This demo can be copied at will as long as ALL of the files of the original-archive (see below) remain unchanged. The full version of Hermans Educational Adventures is NOT to be copied or spread.

All rights reserved and Licenced to F1 Software.

HermansEDAdventureDEMO - .INFO
0001.LHA
DISK.INFO
FP
I
TNT

All (above) files and there contents have to be the way the
Author
has released them.

THEY MAY NOT BE MODIFIED IN ANY MANNER!

The author takes no responsibility for the use or misuse of Hermans Educational Adventures DEMO.

USE IT AT YOUR OWN RISK!

1.4 Installation...

Installation:

The DEMO and FULL Versions will run on this Config -
PROCESSOR: CPU 68020

VER\$: KICKSTART VERSION 40.68, EXEC VERSION 40.10, DISK VERSION 40.42
RAM: NODE TYPE \$A, ATTRIBUTES \$605 (FAST), AT \$200000-\$5FFFFFF (4.0 MEG)
NODE TYPE \$A, ATTRIBUTES \$703 (CHIP), AT \$400-\$1FFFFFF (~2.0 MEG)

This DEMO will run fine on a standard A1200 with 2MB of ram.

The installation of Hermans Educational Adventures DEMO is very simple:

Double click the RUN ME DEMO icon then click your right mouse button when required, then the DEMO will be unpacked into RAM: When the Installation is complete you will go back to Workbench then all you have to do is double click onto RAM: open the Game drawer and run the DEMO.

I've sent the DEMO into RAM: because not only is it faster put because of the size of the DEMO it seemed to make sense to do so. If you own a hard drive and would like to use the DEMO on your drive then just move the DEMO drawer to your chosen destination and it will still run and you won't have to keep on Installing it from disk.

That it...

1.5 What are the Games?

GAME 1

PICTURE PUZZLE (NOT AVAILABLE ON THIS DEMO)

With this game you start off with a Full screen size Picture that is mixed up, there is a box with the picture in it to show you what the complete picture should look like just move that box around to make the picture the same as the one in the box.

If you want to load a different picture then just press the right mouse button and a selector will appear, here you could select a picture or exit to either Hermans Adventures or the Menu System.

GAME 2

CARDS (NOT AVAILABLE ON THIS DEMO)

With this game you are given so much money in the bank, select how much you want to bet with and then just press High or Low to the card thats there, EG - 5 Hearts you could press High hoping for a higher card.

There's not much else to say about this game just play it and see how much fun you can have.

GAME 3

NAUGHTS AND CROSSES (NOT AVAILABLE ON THIS DEMO)

This game has been around for a long time, you should know this one but if not ←
here

goes, you play against Herman taking it in turns to place either a cross or nought in the playing area, if you can get a three placement line you win.

GAME 4

MUSIC (NOT AVAILABLE ON THIS DEMO)

If you like music this is for you, you get a keyboard to play samples from with or with-out music.

There's five music tracks to select from and 25 samples, with the samples you can play them up or down in speed, so select say track 3 and sample Mushy Mushy then play your sample from the keyboard to the beat of the music track.

GAME 5

MATCH-IT (NOT AVAILABLE ON THIS DEMO)

With this game you use the arrow keys to move Herman to the word then press the return key then move the word to the picture that matches the word. The only way to get out of this game is to complete a level and then you will get a selection box come onto the screen, then using the space bar you can either exit or carry on.

GAME 6

COUNTING (THIS IS AVAILABLE ON THIS DEMO)

This game is fun, you are asked how many EG - Hermans are there, you count the Hermans and enter your selected number and press return if you get it right you carry on if not you are shown how many there are then you carry on from a new display, again as with Game 5 the only way out it to complete a level and the you will get a selection box come onto the screen, the using the space bar you can either exit or carry on.

GAME 7

LETTERS (NOT AVAILABLE ON THIS DEMO)

With this game you are on a Time limit, you have to look out for each word that's given then using you mouse click the number below the letter to make the word that ←
's
been given complete. If you can beat the time limit to complete the box letters at the bottom of the screen you will get a fanfare.

GAME 8

MEMORY (NOT AVAILABLE ON THIS DEMO)

This is a cool game just try to remember the colours that are given in turn each time, each time you get it right you light up a window in the houses. To exit this game point and click Hermans Face.

GAME 9

PAIRS (THIS IS AVAILABLE ON THIS DEMO)

Match up the small pictures that are hidden and try to get a score of 15. This game is hours of fun.

GAME 10

VOWELS (NOT AVAILABLE ON THIS DEMO)

With this one just keep pressing the number buttons that match the amount of vowels on the screen at the time, if you keep getting them right every time then Herman will every so often jump for joy. It's basically familliarization with the vowel letters.

1.6 Author

Back to Back Software

If you like what you see and would like the other 8 Games then why not get in touch with -

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