

AMHuhn-E

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COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

AMHuhn-E

1.1 Welcome to AMHuhn 1.3

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Welcome to AMHuhn 1.3

A game by Abakus-Design

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1. OK, so what do I have here?
2. Installation
3. System requirements
4. Known bugs
5. Tested systems
6. To the history
7. who puts behind?
8. Use conditions
9. Warranty

1.2 What do we have there?

1. Guidance

=====

With AMHuhn it concerns a Moorhuhn clone for the Amiga. This game had been originally as Amiga version planned of Moorhuhn. Unfortunately the legal

situation was too difficult and a risk for the authors would have meant. Contacts with the right owners had unfortunately run in the sand.

For this reason the entire concept had upset and a completely own game with other graphics etc. are created. AMHuhn does not offer the same features, however also fun makes. ;-)

The play principle is more than simple and actually requires no large assertion.

Who knows Moorhuhn, gets along also with AMHuhn in the best way.

The player is armed with a rifle and must take and shoot the objects with a hair cross in the visor. Beside the chickens also different things can be shot. So one must e.g. treasures free shooting. Thus one naturally also more points obtains.

One may lose sight of the chickens in addition, not, because each chicken, which leaves the display, means a point deduction. The time elapses faster than one thinks.

In order to thus take as high a space as possible in the highscore, may not be hesitated.

To the control:

- With the left mouse button one fires a shot.
- With rights the mouse button one reloads, as soon as the magazine is empty.
- Abort in the game with ESC (jumps to the Highscore).

That was already everything. The hunt to points can begin now. :-)

1.3 Installation

2. Installation

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The installation of AMHuhn is very easy. Copy the complete file to any place on your harddrive.

AMHuhn can then simply by doubleclick to be started.

1.4 Requirements of the system

3. Requirements

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Requirements, in order to be able to play AMHuhn:

Hardware:

- Amiga with at least 68030 (playable only with 040/060)
- At least 8MB fastmem
- Kickstart 3.1
- GFX-card

Software:

- At least WB3.1
- CGX/P96
- AHI V4.x
- Picture.datatype
- ilbm.datatype
- anim.datatype
- iff.library (on some systems e.g. Emulation)

Note: Since OS3.9 BB2 AMHuhn must be entered in the adjuster "Prefs/PictureDT". Titlepicture and Highscore are not correctly displayed otherwise (16 bits).

Settings for picture.datatype:

- Start PictureDT
- Option "Add file" and select AMHuhn
- Checkmark "Shadowing with 16 bit"
- Settings "Save"

Attention: Set AHI under Unit "0" up to Stereo++ and 4 channels.

If AMHuhnXE with all this doesn't work, then deactivate some patches on your system.

1.5 Known bugs

4. Known bugs

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- Sound card Delfina makes problems
- AMHuhn does not run over the Shell
- On some systems the scrollspeed are very slowly.
- AMHuhn runs not with all datatypes.
- Problems with some patches.

1.6 On these systems AMHuhn was tested

5. Tested systems

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System 1

- A4000T - Cyberstorm PPC604/040 200/40Mhz
- Grex PCI - Voodoo3
- Highway - USB Mouse

- CyberGFX 4.x
 - AHI V4.x
-

System 2

- A1200T - Blizzard 060/50
- PicassoIV

-
- CyberGFX 4.x
 - AHI V4.x

System 3

- A1200T - 68020/20Mhz
- Cybervision64

-
- CyberGFX 3.x
 - AHI V4.x

System 4

- A 4000D - 68030/30MHz
- Cybervision64

-
- CyberGFX 4.x
 - AHI V4.x

System 5

- WinUAE JIT (one of the last betas) under AIB
- Simple PC with P3/500Mhz ;-)

-
- Picasso96
 - AHI V4.x

1.7 History of AMHuhn

6. History

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Version 1.0

Version 1.1

Version 1.2

Version 1.3

1.8 History of version 1.0 (01.10.2002)

This is the first public version of AMHuhn!

1.9 History of version 1.1 (18.11.2002)

AMHuhn in version 1.1 brings the following changings:

- Loading of files changed.
- Titlepicture and highscore konverted to ILBM.
- ILBM loader added
- Screen open changed
- Scroller changed
- Random code changed (yes, the chickens are smarter than in v1.0 !) ;-)
- Screenmode-requester from last update removed.
- Timer optimized.
- AMHuhn starts no longer automaticly. The game is waiting of keyevents.

The following keyfunctions are added:

- F1 = Start game
- F2 = View highscore
- ESC = Quit game
- Cancel in game with ESC and no longer CTRL+C.

1.10 History of version 1.2 (14.12.2002)

AMHuhn in version 1.2 brings the following changings:

- The crossfade looks yet in red and is better visible.
- Bugfix in the highscore. It works with longer names.

1.11 History of version 1.3 (27.02.2003)

Some bugfixes.

1.12 The authors

7. Authors

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We have yet a groupname: Abakus-Design

The new website for AMHuhn and future projects is:

<http://abakus-design.cj-stroker.de>

or

<http://www.abakus-design.tk>

1.13 Use conditions

8. Use conditions

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1. These use conditions refer to the program AMHuhn, a game published from Telemar Rosenberger and Franz Schlick.

AMHuhn is Freeware!

2. AMHuhn may be driven out only by the authors of this program on (e.g. their web pages). On other web pages this file may not be offered without permission of the authors. This includes also the links of the file from other pages also.

3. Mass duplication of AMHuhn on data carrying and that copy third may not not without a permission on the part of the authors occur. Even if a permission were given, it is not permitted to gain by the spreading of this program a gain. A fee for the covering of the expenses, which result from the spreading are however permitted.

4. Modifications of any type in the files of the AMHuhn file are not permitted! Additionally the program may be passed on only as complete file.

5. They must stop the spreading of AMHuhn, as soon as this requires one of the authors of you.

6. By the use of AMHuhn and/or you point its spreading your agreement to these license conditions and all its regulations and conditions.

Note: For errors, which resulted from the translation, the authors cannot take over adhesion.

1.14 warranty

9. Warranty

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This software is put to you at the disposal, like it is, without any guarantee of any type, is express or implicit it. By the use of AMHuhn you agree with it, any risk, which brings the use of AMHuhn with itself, to even carry.

In no case the authors of AMHuhn you will be responsible in relation to for any damage, including any general, special, coincidental or damages by correct or also false use of this package develop (inclusively, but not limited to the loss of data or losses by it or third to be suffered), also not if the owner or third to the possibility of such damage were referred.

Naturally AMHuhn before the publication extensively was tested, if you should find error (bug) however nevertheless in AMHuhn, ask we you to indicate to us these we it then as soon as as possible will try to recover.

Note: For errors, which resulted from the translation, the authors cannot take over adhesion.
