AMHuhn-E

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	TITLE : AMHuhn-E		
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Welcome to AMHuhn 1.3

A game by Abakus-Design

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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

grafics 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: Sinse 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"

Atention: 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 version1.1 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 version1.2 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 webseite 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

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Note: For errors, which resulted from the translation, the authors cannot

take over adhesion.

1.14 warranty

9. Warranty

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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.