



MmcM

SHINOBU

Document information

Versions overview

Version	Date	Issuer	Change due	Change
1.0.0	12.04.2017	Shining	Creation	---

Table of Contents

- 1 Introduction..... 4
- 2 Game-Modes..... 4
 - 2.1 Easy..... 4
 - 2.2 Medium 4
 - 2.3 Hard..... 4
 - 2.4 Survival 4
- 3 Controls 5
- 4 Contact 5
- 5 Credits 5
- 6 Licence 5

1 Introduction

Pentomino runs on all classic CPCs, on both Plus-machines and on the GX4000.

Provided with this manual, you should have received a disk-, a tape- and a cartridge-image-file.

To start the disk-game type: **run"disk** **[ENTER]**

To start the tape-game type: **run"** **[ENTER]**

The cartridge starts automatically.

2 Game-Modes

Pentomino consists of 4 game-modes:

2.1 Easy

You have to solve 32 puzzles consisting of 2 tokens each. You don't run out of time. The clock only shows the duration for the current puzzle.

2.2 Medium

You have to solve 216 puzzles consisting of 3 tokens each. You don't run out of time. The clock only shows the duration for the current puzzle.

2.3 Hard

You have to solve 216 puzzles consisting of 4 tokens each. You don't run out of time. The clock only shows the duration for the current puzzle.

2.4 Survival

You have to solve all 464 puzzles, beginning with the easy-ones. You can run out of time, but you will get a time bonus when a puzzle is solved.

3 Controls

Pentomino was designed also with the GX4000 in mind. Controlling is possible with Joystick 1 including Fire 1 or Cursor-Keys including Space.

The pause-key on the GX or the key P on CPC/Plus will instantly abort every game to the main menu.

When you have not taken a token, you can move the hand around the playground. When your hand is above a token pressing fire (Space or Joy1-Fire1) will take the token. Then you can move the token. When you hold a token and you hold the fire button, you can turn it by using the left/right- keys. If you want to mirror the token, use the up/down-keys.

4 Contact

If you are in need of a 3" or 3.5" disk-version, just send your empty disk, including a stamped envelope to me and I'll transfer the game for you.

Web: cpc.scifinet.org

E-Mail: shining@sf-netzwerk.de

5 Credits

- Pentomino was written by Shining.
- Graphics were painted by HAL6128.
- Music was composed by MmcM. Visit his Website at mmcm.ru

6 Licence

Pentomino, including all files in the provided zip-archive, is licensed under the Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License.

To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc-nd/4.0/> or send a letter to Creative Commons, PO Box 1866, Mountain View, CA 94042, USA.

