



(16Days build)

Here some information of this remake for GP32 (everybody know the original name :)).

**---=CODE=---**

- GP32 run at default speed (~67MHz).
- Written 100% in C.
- All GFX part use official GamePark lib.
- All Sound part use CHN LIBMOD (the best for music).
- All code are completly written and optimised for GP32 (no port).
- Compiled with GCC 3.4.1.
- Packed with last B2FEXEC of Mr.Spiv.

**---=GFX=---**

- 8 bits color (BMP).
- With the power of GP and native GP32 development, I have made an enhanced mode (ON by default) with better GFX than arcade version and more animation :) (all enhanced feature by me).
- In Options menu choose "ENHANCED MODE OFF" if you want to play with ARCADE gfx version of this game :).
- And finally I hope you like my icon :P.

**---=SFX=---**

- 8bits 22KHz (MOD).
- All SFX come directly from ARCADE version, today the enhanced mode give only one sample more than ARCADE version (find it yourself :)).
- The end game MOD come from www.
- With the MOD limitation I cant insert 16bit sample :(.

**---=ADD-ON=---**

- ROUND:  
All 32 rounds from TOURNAMENT version are include.
- OPTIONS MENU:
  - GAMMA correct color intensity.
  - ENHANCED MODE choose original gfx animation and sound OR news enhanced version by me.
  - CHANGE FIRE KEY choose another key to fire laser or to pitch the ball.
  - CHANGE SPEEDUP KEY choose another key to move faster (I've add this possibility for a better gameplay).
  - DIFFICULTY select EASY or HARD, this options change all speed parameters and extra life bonus.
- HELP MENU:  
You can find some information.
- EDITOR:  
A complete ROUND PACK EDITOR. With this add-on you can entierly build 32 new round for this game and play with it :).  
The first time when you go on EDITOR and select LOAD PACK, the programm create automaticaly an empty ROUND PACK named PACK01.RND and all level are with white brick.  
Today only one pack are supported. You can replace it by another one with the same name. To play with select PLAY PACK in EDITOR and the game start at level 01 :).  
Lot of information are include in EDITOR to understand how it work.  
I dont know for you but I cant code or build somethink without any music ... so for EDITOR you can replace EDITOR.MOD by another MOD of your choice and buid some round with your music :).

**---=SAVE=---**

All save are in AKANOID.CFG file.  
What's save ?

- All OPTIONS (gamma,enhanced mode ON/OFF, redefine FIRE and SPEED, difficulty EASY/HARD).
- Complete HISCORE table (rank score round name)
- One SAVE STATE reserved for classic version (you cannot have more than 7 life with a save, start a beginning of round with 0 in score :)).
- One SAVE STATE reserved for tournament version.
- One SAVE STATE reserved for ROUND PACK of EDITOR.

**WARNING: IF YOU WANT TO SAVE CORRECTLY ALL, PLEASE QUIT THE GAME WITH "REBOOT" MENU** (so it's better for all SMC data)

### ====FILES====

gp:\\gpmm\\\\aka\_noid.fxe (the game)

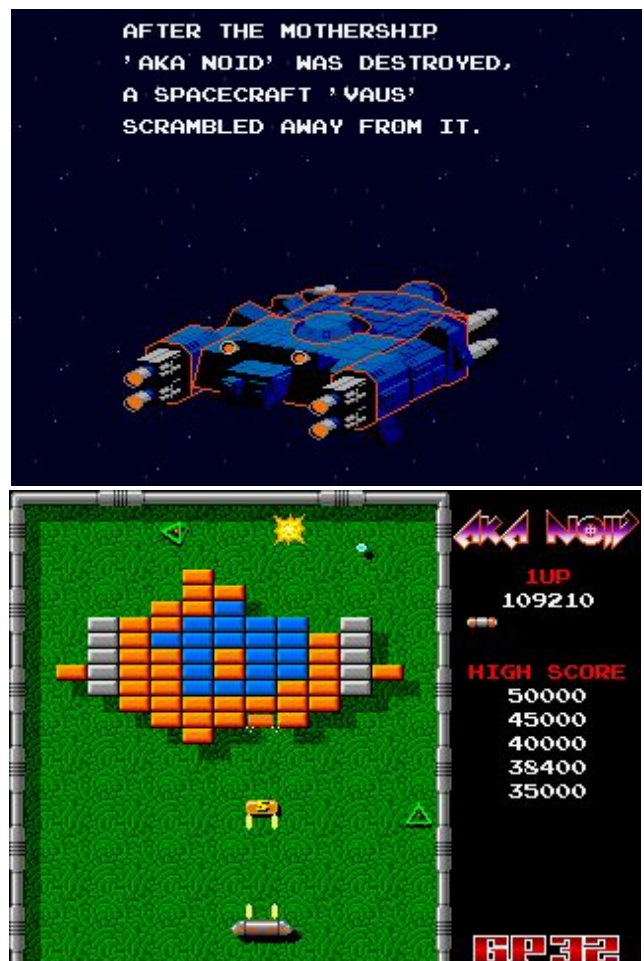
gp:\\gpmm\\\\akanoid\\\\akanoid.cfg (automatique creation if it doesn't exist)

gp:\\gpmm\\\\akanoid\\\\pack01.rnd (automatique creation if it doesn't exist)

gp:\\gpmm\\\\akanoid\\\\editor.mod (not used if it doesn't exist)

Only **RED** file is necessary to play at AKA NOID.

### ====SCREENSHOTS====



### ====WHAT'S UP====

If you understand the french you can read TODO.TXT :)

If you arrive here you have supported my very bad english !

But it's the end ;)

see you perhaps at ADIC 2004 for another new game ...

JYCET 2K4

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