

Amiga Games by Luca Carminati

In this archive you'll find the games I coded in the years 1995/1998 with my old Amiga 1200. They are:

- Croins
- HyperViper
- Kangy
- Marietto
- Slalom Speciale

Please, take a look at them and if you like'em, you can send me an e-mail so that I will know that my old work is (still) appreciated by someone in the world.

Here's my e-mail address: lucacarminati1967@gmail.com (the address you find within the games is no longer valid).

For Croins, HyperViper and Kangy, you'll find the instructions within the games. For Marietto and Slalom Speciale see below.

How to play Marietto:

During the title, press the fire button to play, the space bar for information or the Esc key to quit the game.

While playing, move the joystick right and left to move Marietto, move the joystick up to throw the bricks (one at a time) and press the fire button to kick the enemies. You can also press P to pause the game or Esc to stop playing and go back to the title.

You earn a life every 10,000 pts.

COINS AND POWER-PILLS

Pick up all the coins (500 pts) appearing from time to time. Every third coin got, a power-pill will appear. Swallow it (50 pts) and you'll become invulnerable for a short period.

BOMB

Do never hit the bomb with the bricks otherwise you'll be killed, even while you're invulnerable. However, if this should happen, every alien on the screen will die and you'll get 50 pts for every one of them.

DAGGER

The only way to avoid the dagger is to kick it (100 pts), except while you're invulnerable, in that case you get 100 pts by simply bumping it.

BOULDER

You get 150 pts if you bump the boulder while you're invulnerable, otherwise you'll be killed. You also get 300 pts if you pass below it after it has bounced. You can't kick it.

FLYING ALIENS

Throw the bricks against the flying aliens to kill them (50 pts) save while they're attacking, in that case you can try to kick them (150 pts) or bump them while you're invulnerable (150 pts). At a certain stage, they begin to shoot. Avoid their bullets when you're not invulnerable.

BOUNCING ALIEN

Kick the bouncing alien or hit it while you're invulnerable to get 200 pts.

DRILLBIT

You can override the drillbit only while you're invulnerable. You can't kick it.

How to play Slalom Speciale:

Press fire to begin the descent. Move the joystick left and right to move the skier. Move the joystick up to slow down. Move the joystick down to accelerate.