

PenG MANUAL (Demo Version)

Thanks, for trying out this demo, please distribute freely. This manual contains all information on installation and setup, as well as in-game specific information. If you have any problems with this demo, please refer to the 'contact information' section of this document.

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(please note: some of the following information doesn't apply to this demo version).

System Requirements

Required

PC Pentium 200MHz or faster

16MB RAM

4MB SVGA video card (16-bit colors, DirectX compatible)

CD-ROM drive

Windows® 95/98/ME/2k operating system

Microsoft DirectX 7 or higher

50Mb hard drive space

Recommended

PC Pentium II 300Mhz

64MB RAM

16-bit DirectX compatible sound card

Installation

Use the following instructions when installing for the first time:

1. Insert the CD (printed side up) in the CD-ROM drive. The program will start automatically on most Windows® 95/98/ME/2k machines (this may take a few seconds).
2. If the program does not start automatically, click on the 'Start' button, then select 'Run'.
3. Type D:\SETUP in the space provided, then click on the 'OK' button.
4. Follow the on-screen instructions.

(Note: On some machines 'D:' drive may not be associated with the CD-ROM drive, i.e. it could be 'E:\SETUP' instead)

Introduction

The Penguins have arrived! In this game you are up against thousands of mischievous penguins, all trying to ruin your day. Armed with 'Snowballs' and 'Snow-bombs', it's your job to stop those pesky penguins once and for all!



How to Play

Objectives:

The main objective in 'PenG' is to stop whatever it is, the penguins are trying to do. For example, they could be trying to hit you with 'snowballs', in which case you would concentrate on stopping them. Or the Penguins could be trying to steal 'fish' from you. 'Peng' has 4 different themes to choose from, each of which has its own special objective:



Game stats:

The game stats in 'PenG', are like that of most other games. You have 'Score', 'Lives' and 'Time' etc. See below for a detailed description:



GAME STATS EXPLAINED:

- 1 LIVES** - Your lives.
 You lose a life when a penguin fires a snowball(using a cannon) and it hits you! When you run out of lives it's 'gameover'.
- 2 TIME** - Remaining time.
 Every 'round' lasts for 60 seconds.
- 3 FISH** - Your fish count.
 Look after your fish, when you run out of fish it's 'gameover'.
- 4 AMMO/ BOMBS** - Snowballs/Snow-Bombs.
 Shoot the 'yellow' & 'green' boxes to gain more ammo & bombs respectively. Beware, if you run out of ammo and bombs simultaneously, it's 'gameover'.
- 5 ROUND** - Current round.
 Every 60 seconds the round will increment by one, with the difficulty increasing in step.

Controls:

Mouse

Aim

Left Mouse Button	Fires a 'Snowball'
Right Mouse Button	Drops a 'Snow-Bomb'
Esc	Exit/Return
P	Pause Game

Credits

Published by
Crystal Interactive

Developed by
Memir Software

Programmer
Colin Phillips

2D Art
Odin Phillips
Carl Phillips

3D Design
Odin Phillips
Carl Phillips

Sound Effects
Odin Phillips
Carl Phillips
Colin Phillips

Music
Carl Phillips

Beta Testers
Susan Phillips
Odin Phillips
Carl Phillips
Brandon Phillips

Colin Phillips
Crystal Interactive

Contact Information

Developer Information:

Web site:

www.memirsoftware.com

Publisher Information:

Web site:

www.crystal-interactive.com

Support email:

support@crystal-interactive.com

Addresses:

Crystal Interactive, Inc.
850 East Ocean Boulevard, Suite 306
Long Beach, CA 90802
U.S.A.

Crystal Interactive, Inc.
Leemveld 158
9407 GE Assen
The Netherlands