# 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 may 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**

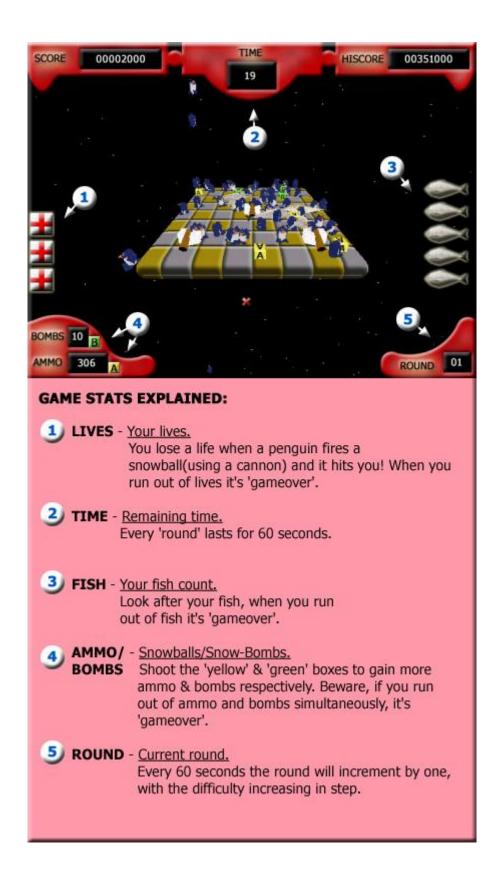
### **Objectives:**

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:



#### **Controls:**

**Mouse** Aim

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

# **Contact Information**

## **Developer Information:**

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