

## **StepFive**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> StepFive		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		November 11, 2024	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## StepFive

### 1.1 StepFive.guide

Step Five Documentation  
Written by The NightLight Team  
Copyright (C) 1994

General information  
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Shareware Notice  
Registering  
NightLight Team's Address  
Copyright  
Other Production

The Step Five Game  
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How to play?  
Options

NOTA from the Authors  
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NOTA

### 1.2 Shareware Notice

The NightLight Team is very proud to present their first AGA Game called Step Five. This concept is simply an enhanced and improved version of the well known Tetris Game.

This Game have required more than 10 Months of hardwork ( Not all the times of course ). The Code, Gfx and Musics are not so easy to make and we hope that the general design enjoyed to the most of you.

This Game was released under the concept of "SHAREWARE". We have released a LIMITED VERSION that may be spread to give you a hint on the program's

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abilities. You may use the program for a period of up to 15 days for testing purposes. After that, you have to register.

By cooperating with this concept, you help to ensure continued development of this product and the possibility to see others product we want to create in the futur.

### 1.3 Registering

To register simply send us a letter with your remark or anything else with US \$15 or 70 French Francs ( PLEASE ONLY CASH ). This amount is the minimum required fee.

We will register you as a user, and immediatly mail you a branded 3,5" disk with the complete Version of this amazing AGA Game. Please allow a few weeks for delivery (typically much less).

Even though it does entail a slight risk, I encourage you to simply send actual currency in plain old envelop.

### 1.4 NightLight Team's Address

You are welcome to write to :

Programming  
-----  
MENDEL Eric  
75 Rue Hennelle  
62136 RICHEBOURG  
FRANCE

Graphic Designer  
-----  
BOVIER Philippe  
31 Rue des Meunieres  
Maisnil-les-ruitz  
62620 BARLIN  
FRANCE

Feel free to send comments, suggestions and naturally, bug reports to any of these adresses.

### 1.5 Copyright

This program and all related documentation is copyright. You may not use, copy, modify or transfer the programs or documentation or any copy hereof, except as expressly provided in this document.

This Step Five Game and/or the related documentation may be redistributed to and by public networks or individuals only in whole, and only for a basic fee covering the distribution overhead. PD services take note!

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The Step Five Game and/or related documentation must not be distributed as part of any commercial product without a written permission from the NightLight Team.

The Step Five Game and/or related documentation may be archived and transferred onto and between BBS systems, as long as no files are added to, or removed from the original distribution. BBS sysops may add the usual "displayme" and BBS banner files to the distribution archive, but no more than that.

Thank to take note to all this remark.

## 1.6 How to Play?

All the time you played with this game, the Joystick is required ( one exception is to write your name in the Highscore after the game over).

The objet of this game is to pack pieces with differents form in a small window to make lines. You lost when you have no place to put down the current piece.

Of course, there is some options available during the game, you can see it in the Options page.

## 1.7 Options

This Game have different options available during playing. This options are validated by making lines with all the pieces falling in the area of the game. These options are:

- 2 Lines-block : NAME : Press Down.

A small box appared with a red cross inside allow you to fill a hole in a vertical column. With chance, you can have some box one after an other to significantly decrease the high of all the pieces.

- 3 Lines-block : NAME : Swap Piece.

When making 3 lines, you have the possibility to choose the next piece to play. A little burn-wick show the time you have. If you have choosen the right piece before all the time pass, you can push the Joystick Left to continue to play.

- 4 Lines-block : NAME : Long insertion.

With this option, you have the posibility to insert more than

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one square.

Other options during the game are :

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- Sometimes the window showing the next piece was closed. ( If you are very good) until the next Level.
  - Sometimes, the control of the piece is disturb ( Surprised ! ).
  - Pause the game, press < P >.
  - Continue the game, press < P >.

## 1.8 product

Freddy and his friend have made a clone of the PACMAN Game called BACMAN. A limited version of this game was putted in the Public Domain as a SHAREWARE Product. You can find this version in BBS or PD Services. If you want the final game, you must send 50 French Francs at:

KRYSZTOFIAK Freddy  
1 Rue du Vermont  
62720 RETY  
FRANCE

## 1.9 NOTA

It was a great pleasure to make this game. Make all this game take very long time. We hope you like this.

Thanks a lot to our friend Patrice for his VERY VERY VERY GOOOODDD Musics and all sound effects (It's very nice to have all the friends who like Amiga Computer and ready to make something nice).

We want to thank all the authors of Public Domain and Commercial Products in general.

We recommanded to all the user to follow the Shareware Philosophy and register for the P.D games or Utilities you like the most.

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We like particularly the Demos. We think very great persons make wonderfull demonstrations of the capacity of the AGA Machines. We take a lot of times to see the disk we have. Well Done to all of them.

Nothing else, Have fun with our game.

<< AMIGA: Best computer ever made !!! <<