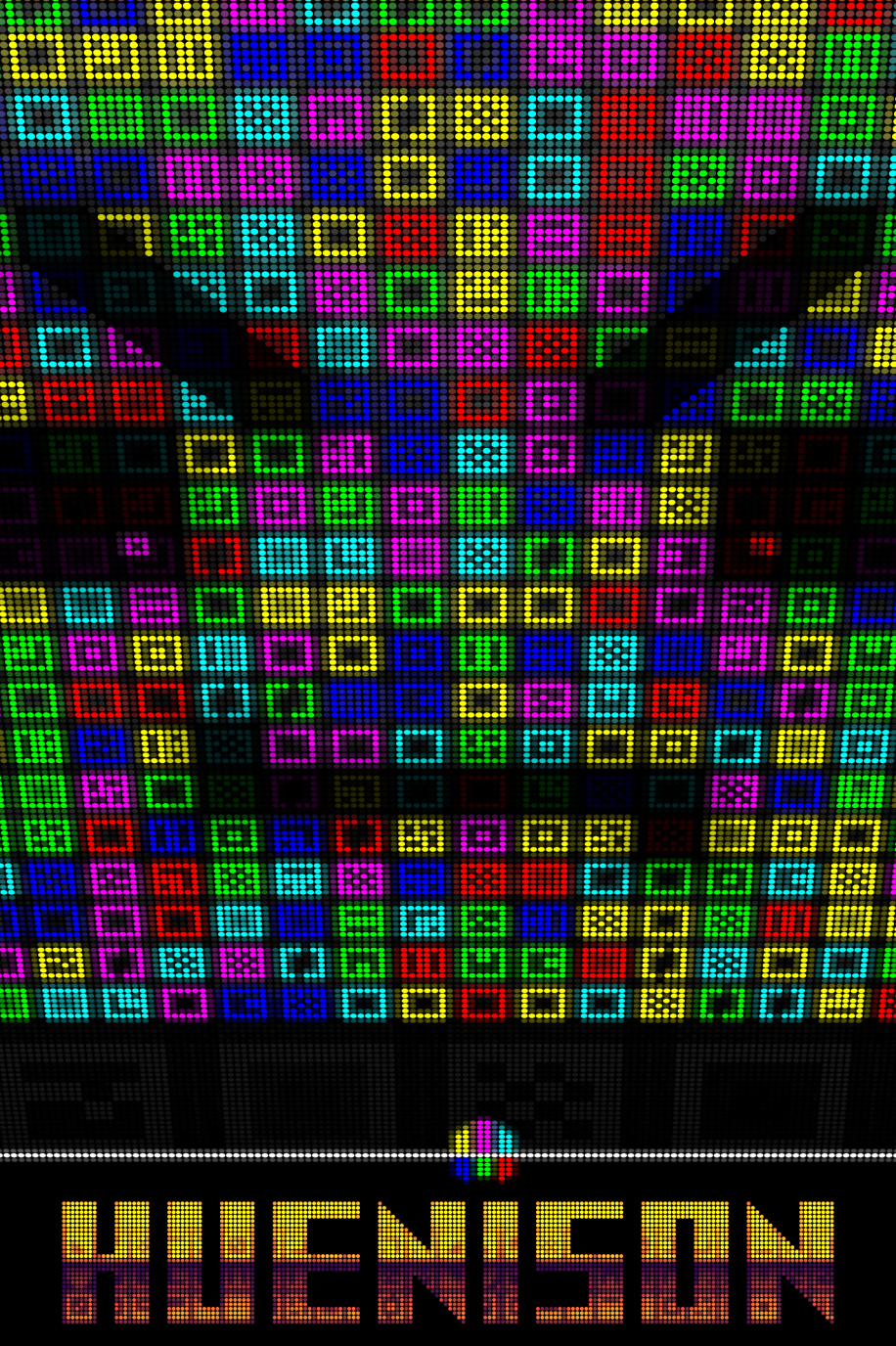
HUENISON

SOFTWARE AGREEMENT

DEFINITIONS - In this agreement: "Software" refers to any and all files constituting the game **Huenison** and its accessory utilities and data; "Package" refers to the box, medium the Software is delivered on, inlay and booklet; "Product" refers to the Software and, if present, the Package.

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EPILEPSY WARNING - Some people are susceptible to epileptic seizures when exposed to certain flashing lights or light patterns, and they may even be unaware of it. The Software may cause problems to such people. Who experiences blurred vision, dizziness, disorientation, loss of consciousness, twitches, involuntary movements, convulsions while playing/watching the Software must stop doing so immediately and receive the due medical assistance.

GETTING STARTED

REQUIREMENTS - MINIMUM: **AmigaOS 4.1** / **Windows XP**, 500 MHz CPU, 32 bit graphics card, 16 bit sound card, 16 MB RAM, 40 MB disk, 32 bit binaries support; OPTIONAL: 800 MHz CPU, joypad, internet

INSTALLATION - CD: open it and run the installer suitable for your system; CD image: burn it to a CD-R or mount it as a virtual CD, open the disc, run the installer; archive: unpack it anywhere and, if the unpacked directory contains an installer, run it; installer: run it. Then, if an installer was run, follow its instructions. If **Huenison** was already installed in the chosen destination, the installer will update it and (try to) preserve the previous hiscores.

UNINSTALLATION - If available, run the uninstaller; otherwise, delete the program directory.

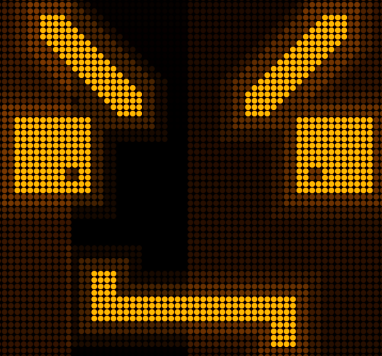
STARTUP - Run *Huenison[.exe]* from the program directory.

PLAYING THE SOUNDTRACK - Insert the CD in an audio CD player and press the PLAY button.

TROUBLESHOOTING

- If **Huenison** does not start, ensure that your system meets the minimum requirements.
- If the video refresh is not smooth: a) select a lighter dots style; b) select a smaller dots size; c) if the window video mode is active, select a full screen video mode; d) if other applications are running, close them.
- If the joypad is not detected, ensure that it is: correctly configured in the OS; connected before **Huenison** is started.
- If you wish to reset the settings, press [F12] from the menu or quit **Huenison**, delete the file *configuration.txt* and restart **Huenison**.
- If hiscores submission fails due to server-side changes, set *SITE.URL*, *SITE.PORT* and/or *SITE.PATH* in the file *configuration.txt* as indicated on the **RETREAM** channels.
- In all other cases, send by email a detailed description of the problem, your system specifications and the file *Huenison-log.txt*.

... GO MAD FOREVER!



*And so you think you will succeed where everybody else has failed. I, **Huenison**, the Evil Master in charge of the conquest of your world, will see to it that you fail miserably.*
Yes, conquest.
Why? Because.
Unfair? Who cares.
But enough, I am not wasting further time here. Go away. Or, if you're really serious about it, come down into my deep Mind Control Wells and... die.

CONTROLS

MENUS

Menus are organized in pages. Each page is made of a circular list of items. The blinking item at the top is the currently selected one.

- Confirm: [SPACE], [RETURN], [ENTER], any button
- Pass to previous/next item: [UP]/[DOWN]
- Jump to next item beginning with a given alphanumeric character: corresponding key
- Pass to previous page: [ESCAPE], [BACKSPACE], ◀
- Freeze scrolltext: [LEFT]
- Speed up scrolltext: [RIGHT]
- Reset configuration: [F12]

IN-GAME

- Move cannon left/right: [LEFT]/[RIGHT]
- Select left/right color: [X]/[V], [BUTTON 1]/[BUTTON 3]
- Shoot beams: [C], [BUTTON 2]
- Use *RESTORE* bonus: [DOWN]
- Pause: [ESCAPE] (resume: any key/button; quit: [ESCAPE])

OTHER

- In string requesters: editing is as normal; [RETURN] or [ENTER] confirm; [ESCAPE] cancels.
- In results screen: any key/button exits the screen.
- [F1] saves a screenshot of the internal graphics.
- [F2] saves a screenshot of the visible graphics.
- [ALT]+[F4] quits the program anytime.
- The window close gadget quits the program anytime.

MAIN MENU PAGE

NEW GAME - starts the game from the first level.

PASSWORD - requests a password and starts the game from the level corresponding to the password entered.

OPTIONS - opens the options page.

OPTIONS PAGE

VIDEO - opens the screen/window mode selection page (the screen modes are the suitable ones among those reported by the OS; their aspect ratios are compared to the desktop's and rated as follows: 👍👍 = optimal; 👍 = good; no thumbs-up = bad; the chosen mode might limit the available dots modes).

DOTS - opens the dots mode selection page (modes combine sizes from *1x* to *6x* and many graphical styles; big/complex modes might affect the smoothness of video refresh; the chosen mode might limit the available video modes).

AUDIO - sets the audio mode to: *[music] + [sounds]*, *music*, *sounds*, *off*.

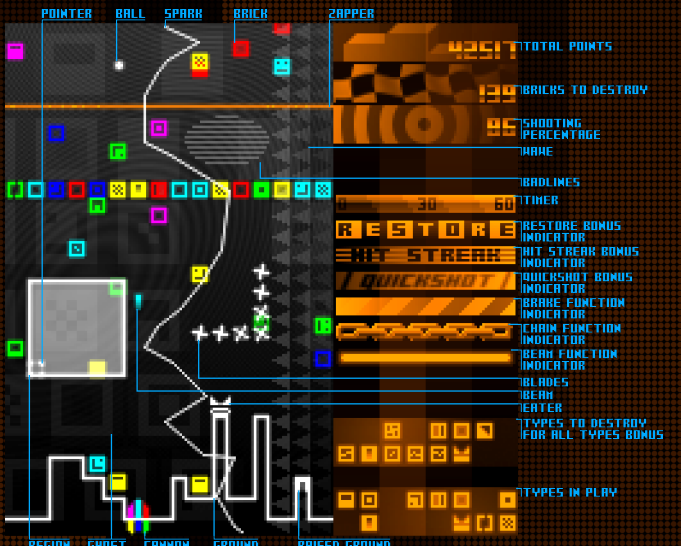
VOLUME - sets the audio volume from *0* to *9*.

KEYBOARD - configures the keyboard controls (when asked, press the desired key).

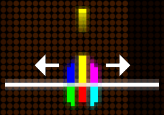
JOYPAD - configures the joypad controls (when asked, press the desired button; available only if a suitable device is detected).

INTRO - makes the intro viewable *once*, *always* or *never*.

HISCORES - makes hiscores *local* (only stored on the computer the program is installed on) or *global* (also shared publicly on the online hiscores chart at *https://www.retream.com/Huenison/hiscores.php*).



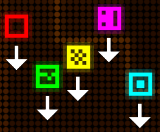
BASICS



You control a **cannon** on the **ground** at the bottom of a **well**. It moves left and right, and shoots upward **beams** in 6 **colors** to cycle through (plus white if the *WHITEBEAM* **function** is active).



If the cannon crosses the horizontal **zapper**, initially at the top of the well, the game is over.



You shoot at falling **bricks** of various **types** and **colors**. **Levels** are completed by destroying the **goal** number of bricks.



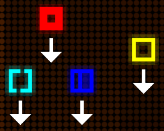
A beam hits only the first brick of the same or white color it meets. If a beam does not hit anything, the **shooting percentage** decreases and the zapper moves down by 1 step. If a beam hits a brick, the brick gets destroyed or changes state, the percentage rises and, depending on the brick type, **bonuses** and functions, other **effects** might happen.



If a brick lands on the ground, it merges creating a **bump** in the place of the contact.

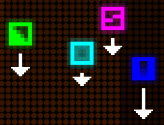
GAME MODES

Each level plays in a certain **mode.** The bricks types and colors depend on the mode. Generally, speed, goal and frequency of **disturbances** increase through the levels.



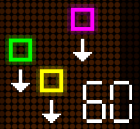
NORMAL

Bricks fall at the same speed.
Types: no *HEART* / Colors: no white



WILD

Bricks fall at different speeds.
Types: no *HEART* / Colors: no white



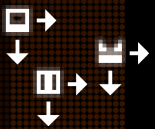
RUSH 

Bricks fall at the same speed. The goal must be reached in 60 s.
Types: *NORMAL* / Colors: no white



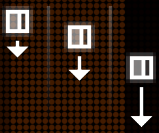
WALL

Bricks fall at the same speed, in wall formation.
Types: no *NUKE*, *BRAKE*, *CHAIN*, *SLIDE*, *HEART* / Colors: no white



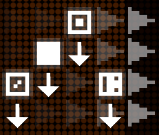
WHITE.wind

Bricks fall at the same speed and move sideways at variable speed. When bricks get destroyed, extra points are awarded in proportion to the horizontal speed.
Types: no *8-BALL*, *SWEEP*, *WHITEBEAM*, *CHAMELEON*, *HEART* / Colors: white



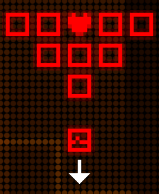
WHITE.gravity

Bricks fall at increasing speed.
Types: no *8-BALL*, *SWEEP*, *WHITEBEAM*, *CHAMELEON*, *HEART* / Colors: white



WHITE.mayhem

Bricks fall at the same speed. Disturbances are very frequent.
Types: no *8-BALL*, *SWEEP*, *WHITEBEAM*, *CHAMELEON*, *HEART* / Colors: white



BOSS

A **boss** shoots *RAISE* bricks from the top of the well, while moving and changing color. The goal is always 1 and is achieved only by hitting the *HEART* brick. The percentage remains unaffected.
Types: *NORMAL*, *RAISE*, *HEART* / Colors: no white



FACE-OFF

???

BONUSES

Extra points and/or special prizes are awarded when **sub-goals** are achieved (the higher the level, the more the points).

ALL LEVELS

Complete a game from the first to the last level in one go.

ALL TYPES

Destroy bricks of all the types.

ANNIHILATION

Destroy all the bricks a boss is made of.

AREA

Complete a level.
The extra points are proportional to the size of the **area** between the zapper and the ground.

BRAVERY

Hit a *CHAMELEON* brick from close distance.

CLEAR

Destroy all the currently falling bricks.
Disabled in *WALL* mode.

GROUND

Complete a level with the ground in the initial state.

HIT STREAK 

Hit 10 distinct bricks without any miss (white beams and bricks do not count).
The zapper gets raised by 10 steps.
Disabled in *BOSS* mode.

IMPROVEMENT

Complete a level with a percentage higher than at the beginning. The extra points are such that it is as if the previous level had been completed with the new percentage.
Disabled in *BOSS* mode.

PERCENTAGE

Complete a level.
The extra points are proportional to the percentage.

QUICKSHOT 

Hit another brick of a different color 4 consecutive times, each time within 2 s from the previous hit (white beams and bricks do not count).
The ground gets lowered everywhere by 1 step.
Disabled in the *WALL* and *WHITE* modes.

RESTORE RESTORE

Light up all the **letters** of the *RESTORE* bonus indicator.
The possibility of flattening the ground to the initial state gets enabled. No extra points are awarded.

SPEED

Complete a *RUSH* mode level.
The extra points are proportional to the time left.

ZAPPER

Complete a level with the zapper at the top of the well.

DISTURBANCES

Some negative factors occasionally affect the bricks in play.

BADLINES

The well is altered by **intermittent lines** and then the colors of the bricks are changed.

SPARKS

The well is ran through by **electric sparks** and then the types of the bricks are changed.

WAVE

The well is swept by a **wave of arrows** and then the bricks are shifted left or right according to the direction of the wave.

BRICKS TYPES



NORMAL

When hit, becomes one notch emptier until it gets destroyed.
Hits: 1-5 / Points: 5-40



BALL

When hit, releases along a random direction a **ball** that bounces around for 5 s, destroying the bricks it hits.
Hits: 1 / Points: 5



8-BALL

When hit, changes randomly color and horizontal position. When hit once more, releases along the 8 main directions 8 balls that bounce around for 1.25 s, destroying the bricks they hit.
Hits: 2 / Points: 25



BLADES

Comes into 15 sub-types, given by the combination of the 4 main directions.
When hit, releases 1, 2, 3 or 4 rows/columns of **blades** that destroy the bricks they hit.
Hits: 1 / Points: 5



SWEEP

Comes into 2 sub-types: left and right.
When hit, cycles color (counter)clockwise. When all the colors (white included) have cycled, the bricks in the well area on the left/right of the brick get destroyed.
Hits: 7 / Points: 100



REGION

When hit, sets a **flashing pointer.** When the next brick is hit, the bricks included in the rectangular area that has the second brick and the pointer at opposite corners get destroyed.
Hits: 1 / Points: 5



NUKE

Must be hit repeatedly. The required number of hits depends on the percentage: the lower the percentage, the higher the number of hits (and vice versa). On the last hit, destroys all the bricks in play.
Hits: depend on the percentage / Points: 25



BRAKE

When hit, enables for / extends by 6 s the *BRAKE* function.
While the function is active, the speed of the bricks in play is halved and the spawning of more bricks is halted. The function ends immediately when the well is cleared of all the bricks.
Hits: 1 / Points: 5



CHAIN

When hit, enables for / extends by 6 s the *CHAIN* function.
While the function is active, bricks hit indirectly (e.g. by a ball) do not get destroyed immediately, but behave as if they had been hit by a beam.
Hits: 1 / Points: 5



WHITEBEAM

When hit, changes color randomly. On the third hit, enables for 7 extends by 8 s the *WHITEBEAM* function.
While the function is active, the cannon shoots white beams, which can hit bricks of any color.
Hits: 3 / Points: 75



SLIDE

Comes into 2 sub-types: left and right.
When hit, slides to the left/right and its points value increases by 1. When pushed out of the sides of the well, the points are awarded, the zapper is raised by as many steps as the hits that were required and some letters of the *RESTORE* bonus indicator are awarded in proportion to the hits (the letters are kept through the levels).
Hits: 1-16* / Points: 25-400*
*or more due to the *WAVE* disturbance



RAISE

When lands on the ground, raises it uniformly by 1 step.
Hits: 1 / Points: 0



CRUSH

When lands on the ground, lowers it uniformly by 1 step and awards 20 points
The goal is not affected by its destruction.
Hits: 1 / Points: 0



EATER

Must be hit 4 times in 0.4 s. Spawns an **eater** that sweeps the ground for 10 s, destroying the non-*CRUSH* bricks that are about to land.
Hits: 4 / Points: 50



SPAWN

When hit, splits into 2 bricks of the same color and random types.
Hits: 1 / Points: 50



CHAMELEON

When hit, changes color and type randomly.
In case of *BRAVERY* bonus, the points are multiplied by 10.
Hits: 1 / Points: 50 (×10)



HEART

When hit, the boss is defeated.
Hits: 1 / Points: 250

additional details

GAMEPLAY

- For every second the ground is in the initial state, extra points equal to the current level number are awarded. This feature is disabled in the *BOSS* and *FACE-OFF* modes.
- The bricks types are introduced gradually in the first set of levels.
- At times, bricks are generated in **clusters** forming various shapes (lines, triangles and a few other familiar forms).
- The **bricks shadows** moving in the background correspond to the bricks currently in play.
- The game consists of 3 **sets** of 8 levels (whose modes sequence is: *NORMAL* > *WILD* > *RUSH* > *NORMAL* > *WALL* > *WHITE* > *NORMAL* > *BOSS*), plus a final level (whose mode is *FACE-OFF*).

OTHER

- When a level is completed, a report shows the bonuses earned and a password for the next level.
- The last password obtained gets pre-entered automatically in the password requester.
- When a hiscore is made, the player is asked his/her name ("?" will be used if none is entered).
- The program keeps the top 3 local hiscores.
- If hiscores are global, the new hiscores are submitted when quitting from the main menu page (this requires a registered email address; if none is registered yet, a registration procedure starts automatically).
- The online hiscores keep the top 3 hiscores associated to the same email address.
- The screenshots and the file *Huenison-log.txt* are saved to *T:* on **AmigaOS** and to *%TMP%* on **Windows**.
- The file *configuration.txt* is in the program directory (and/or where **Windows** relocated it; e.g. *%LOCALAPPDATA%\VirtualStore\Program Files (x86)\Huenison*).

HUE & UNISON

TRIVIA

- The name comes from "hue" + "unison", to refer to the key mechanism of color-matching.
- The game is inspired to: **Arkanoid**, **BOH**, **Decathlon**, **Dyna Blaster**, **Impossible Mission**, **Oil's Well**, **Pac-Man**, **Pang**, **Qix**, **Slam Tilt**, **Space Invaders**, **Tetris**, **Vital Light**.
- *BADLINES* hints at the rasterlines during which the **VIC-II** chip in the **Commodore 64** fetches some data.
- *QUICKSHOT* hints at the model of the first joystick ever owned by the author.
- The speech lines have been synthesized with the **Commodore 64** program **Software Automatic Mouth**.
- Development started on Dec. 31, 2010.
- **Huenison** is part of a saga that, as of this writing, includes six different games. **BOH** opens the story, with the **Evil Masters** bringing chaos to **Earth**. **Huenison** focuses on the fight against one of them, the eponymous character. Eventually the **Evil Masters** were repelled, but, as seen in **QUOD INIT EXIT IIo**, during their retreat, **Huenison** and his companions happened to pass by planet **Suinio** and decided to cause trouble there as well. Having witnessed the **Evil Masters**' cruelty, the **Pemkians** decided develop the defense training program that **SkillGrid** is part of. In **MAH**, years later, the danger came from the **Apocalypser**, the weapon that had been developed against the **Evil Masters** and that the **Purifiers** activated to destroy the **Earth**. Finally, **KOG** assigns a new task to the hero who deactivated the **Apocalypser**.

THANKS

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John Scolieri

Betatesting:
Davide Allegra
Raoul Scerra

Third-party libraries:
SDL, SDL_mixer, SDL_net
(see directory *licenses*)

Dot Matrix font (this one):
Svein Kåre Gunnarson

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