

GONKS

In a land far, far away lived the GONKS. Now the GONKS you see, like nothing better than to sit at home and eat wicky wocky berrys but the evil and destructive minds of those less happy won't let them. The GONKS have been thrown into a world of strange and visually appealing AMIGA graphics and it's your job to bring them back home.

When you click on the "GO" icon the game will start and you will be confronted by the GONK world.

Now the first thing you should do is have a look around. This is done by moving the mouse pointer to the edge of the screen. The screen will scroll and you can see whats what.

Some of the blocks can be moved and some can be used to blow up other blocks.

Blocks are moved by placing the mouse pointer over them, holding down the left button and moving the pointer in the direction you want the block to go. Apart from normal blocks you also might see ladders, rockets and bombs. These are also blocks but the rockets and bombs can blow up bits of the screen. This is done by clicking on them with the right mouse button.

OK then, start moving those blocks. The trick is to position the blocks and ladders so that when the GONKS start to walk they will eventually end up the the GONK house of the same colour.

Conks has 40 levels and three worlds, Jungle, Lego and Tiler.

you will no doubt have noticed the timer at the top of the screen with a tick and a cross on it.

When the timer reaches zero the CONKS will start to walk and if they aren't going to make it home then click on the cross and have another go. If you start sliding blocks and blowing up the wrong things then you can start again in the same way. Thats about it I think.

CONKS was programmed in AMOS and is not P.D.

If you feel the need then get in touch.

Delta-9 Software
2 Cancock
Highfields
Hillingworth
Tyne and Wear