



THE HIGHEST RATED GAME OF 1996

Publisher: PXL computers

Format: AGA Amiga



If you had any problems with Capital Punishment (loading or crashing), you might want to go straight to download area and get upgrade 1.1

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Answers

1. What are the technical specifications of Capital Punishment?

Capital Punishment is the most technically advanced and most playable combat game on Amiga. It features:

- a specially developed state-of-the-art bob routine with a real-time horizontal bob flip that can animate two large characters, covering a combined area of over 30,000 pixels, at a rate of 25 frames per second
- a horizontal scroll of 50 frames per second with acceleration and deceleration
- pixel-by-pixel drawn frames of perfectly smooth animation for every character
- dazzling backgrounds in 256 colours from a palette of 16.7 million
- a unique zone editor that has been created to maximize the combat experience through an advanced collision detection system using four collision zones (head, body, legs, and attack) for every character in every frame
- semi-transparent 3D shadow that casts itself on the characters and the floors by following the characters' movements at the rate of 25 frames per second
- additional visual effects such as:
 - fog, light diminishing, morphing...
 - slow-motion replay;
 - realistic blood animation;
 - red screen flash after every blow;
 - screen shakes after a player is punched or falls;
 - screen scroll with every move;

2. How do I get customer support?

Customer support for **registered users**

Web	info@clickboom.com	Pxl computers / clickBOOM
	(416) 868-6388	Pxl computers / clickBOOM
	(coming soon)	(coming soon)
	(0190) 77-82-50	(3 Sekunden / 12Pfg.) Montags bis Freitags von 09.00 - 17.00 Uhr

3. What do I need to play Capital Punishment?

Amiga 1200 or Amiga 4000.

Hard drive. A partition you will install the game to should have 20Mb of free space.

4. During installation I get a message "Volume is full"

It means you did not have 20Mb of free hard drive space in that partition before starting the installation. Delete some files to get full 20 Mb free.

5. The installation craches after copying all 7 disks.

You did not pay attention to the yellow note at the bottom panel of the box. Please read it carefully

6. Should I make a boot disk during the installation?

Yes. Capital Punishment is the most CHIP RAM hungry game ever on Amiga. So, it may very easily happen that you don't have enough of it (higher resolution workbench, background picture...).

7. Although I have more than 2Mb of RAM when I click on CP icon I get "Not enough memory" message.

CHIP RAM is limited to 2Mb on AGA Amigas. This memory is reserved for graphics and music. Although your Amiga may have much more total RAM then those 2Mb, the "Not enough memory" message is related to the shortage of CHIP RAM, **not the total amount of RAM.**

Because CP is the most CHIP RAM hungry game, higher resolution workbench, background picture, or any similar CHIP RAM requesting process will not let you run the game directly from Workbench. In this case you should use a "boot disk" or make RAD and reset script. (we will soon post one here)

8. Sometimes even though I enter a correct code during copy protection the game crashes? As you may already know Capital Punishment requires almost all CHIP RAM from your Amiga. The only way to make sure all of it is available and not defagmented is to **turn your computer off for one minute before playing Capital Punishment.**

A simple reset will not clean the memory completely, so the game might lock when trying to load something.
Technical explanation: What we had to do in order to have so much CHIP RAM available for the game was to get rid of all the unnecessary system parts from RAM, and to compress the rest. Sometimes, if the memory is defragmented (computer wasn't turned off prior to playing) the system just can't be decompressed to load files.

9. **What's better - "boot disk" or running without "startup sequence"?**

"Boot disk".

10. **The first enemy is too hard even on practice level. How do I kill him?**

Come on, now. He is not that hard. The problem is you need practice. Did you really expect to beat him up just like that? Well, Qwesul didn't choose him for no reason, right? :)

OK, so, here is a little help:

- Do not enter close combat with him. Keep a distance.
- The best time to hit him is using flying kicks when he starts approaching you.
- Getting him into the right corner and using the fastest hits is quite risky, but very useful.
- Cheats. :)

11. **Are there any cheats to make my life easier?**

Yes. There are quite a few cheats, specials, combos, and even fakes. But, as you might have guessed, we won't just tell them yet. Hint: Read Amiga magazines.

Also, **cheats will be e-mailed to registered Capital Punishment players.** So, send those registration cards ASAP!

12. **When I choose "practice" and kill the enemy in "The Nest", the game takes me back to main menu.**

In practice mode you can only play first three levels of the "Epic" (plus "The teachers"). To see the whole castle you'll have to enter "normal" mode.

13. **Why can I only choose "mixed" type of energy in "Epic" mode with "Rescue yes"?**

With "tug of war" you would always have all the energy for the following fight after a win. This way you'll have to use more strategy. (yes, you are right, we just made it harder on you :)

14. **How do I quit back to Workbench?**

You can't. "Quit" option will just save your status. As explained above, we had to get rid of the system in order to have as many frames of animation and as much music as possible.

15. **Sometimes resetting won't let me get my computer back after playing Capital Punishment. I have to turn it off.**

Why?

It's the safest way to get all your resources back (clean memory above all).