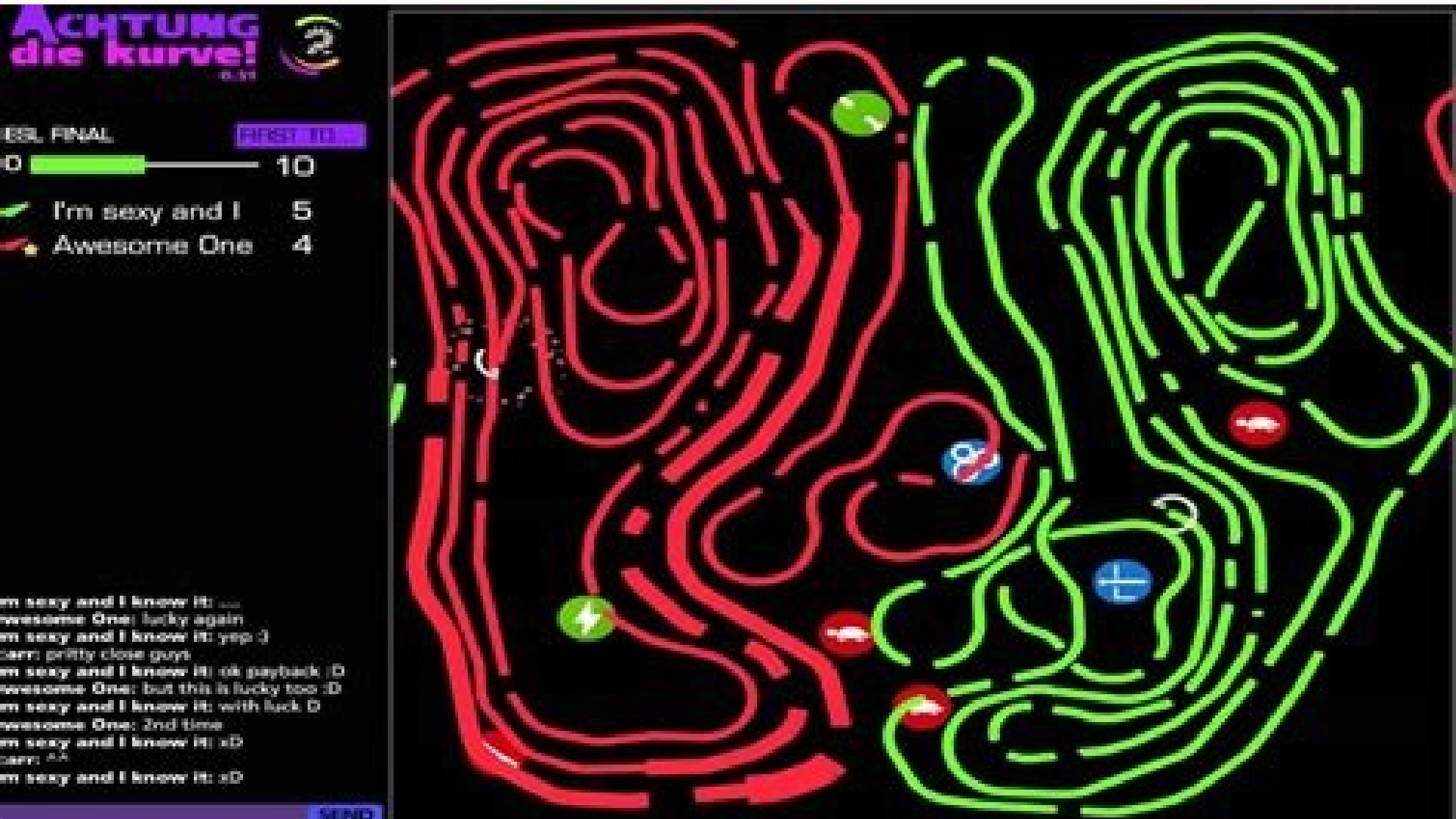


Achtung die kurve pc

I'm not robot!



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Februar 2014Größe: 5.84KIBSprache: Deutsch 1993 video gameAchtung, die Kurve!Developer(s)Filip OščádalKamil DoležalPlatform(s)Amiga, MS-DOSRelease1993, 1995Genre(s)SnakeMode(s)Multiplayer Achtung, die Kurve!, also known as Curve Fever or simply Achtung, is a freeware, multiplayer snake game for MS-DOS. It supports from two-player up to eight-player gaming simultaneously.[1] The game is a clone of another Czech game Červi (Worms) from 1993, differing in that the lines now have holes. Author is Filip Oščádal, aka Fred Brooker, from the Czech Republic who made this game, together with Kamil Doležal, for Commodore Amiga including music, sound effects and graphical background (worm speed depending on the picture). The game was written in Motorola 68000 assembly. The title is in German language. Players leave a trail and try to make the opponent hit a wall or a trail first. The game is controlled by only two buttons, to turn left or right. In Achtung, die Kurve!, players can turn and travel in any direction, not limited to the four cardinal directions. Gameplay Each player spawns as a dot at a random spot on the playing field, move at a constant speed. Each player has the ability to turn left or right, although the turning speed is limited such that sharp turns are not possible. As the dot travels across the playing field, it draws a permanent, solid line in its wake, in the color of that player. When the dot collides with any section of line or the boundary of the playing field, the player instantly loses, although the line remains in the playing field until the end of the game. The game becomes increasingly difficult as more of the playing field is blocked off by lines. Other players may try to draw barriers to block the path of other players, forcing them into a collision. However, as the lines are being drawn, gaps are occasionally being generated that can be used to escape a section of the map that has been blocked off. The game is won when all but one of the players has collided.[2][3] In its original version, there are a total of 6 different lines. Up to six people can play at the same time. All the keys on the keyboard must be used to play this game as it takes a lot of skill and talent. Tournaments Six major Achtung tournaments have been held over the years. The first one, held in the summer of 2004 in Utrecht, Netherlands, was won by the Turkish Nationals. This tournament became a major success and paved the way for an even bigger tournament 3 years later. In October 2007, a second tournament was held in Jakarta, Indonesia- in part of the nation's gaming tournaments. In front of a crowd of around 400, Indonesia's Mighty Badgers defeated Sam's Club from Singapore in the final. The majority of the contenders were part of IASAS schools. In December 2006, third tournament took place at Faculty of Electrical Engineering and Computing in Zagreb, Croatia. It was significant because professors also joined the tournament. In 2012 the first Worldwide Tournament for Achtung, die Kurve! has been held [4] where paying players of the game could attend in an online tournament. Maikkon won this first online tournament. In Sweden there have been Achtung Die Kurve tournaments for a couple of years at a LAN party called Birdie. There are around 1000 people at Birdie each year and 2012 the winner won a graphic card by AMD. In January 2012 there was an worldcup tournament in Denmark with players from 13 countries where 2 of the 98 players were girls. In the final there were 5 different countries playing for the WC win: Dennis Zorko (Slovakia), Robert Feltcak (Poland), Pontus Larsson (Denmark), Anton Westman (Norway), Hampus Karlsson (Sweden) and Jimmie Klum (Sweden). The final was played in 6 games. All the players did play with every control for a fair result. In the end Jimmie Klum was a clear winner. Anton took the second and Hampus the third place. The prize was 1000 Euro and was collected from the money you had to pay to be in the tournament. The winner of the 2018 world cup was Johannes "Skillhannes" Girsch, also known as "the Austrian sniper". Legacy The game's community created many remakes[5][6][7][8][9][10] of Achtung die Kurve to be able to port the now unsupported game to modern platforms. For instance, the GitHub hosted Zatacka X[11] remake was ported to the OpenPandora handheld in 2016.[12] The game became a quite popular freeware download, for instance Softpedia counted 40,000 downloads of Zatacka.[13] A shareware example of a similar game concept first released in 1998 is Vipers, which optionally includes AI-controlled opponents.[14] Game remakes include achtungskurve.com,[15] an open Source HTML5 and JavaScript version of "Achtung, die Kurve!", and achtungskurve.net, an open Source remake by German duo Krito and the Stoker released in 2018,[citation needed] Additional remakes include Curve Fever, published 2011 by the Dutch authors Geert van den Burg and Robin Brouns, which ceased operations and was continued by Curve Fever Pro,[16] Later remakes include Curve Wars [17] and Curve Crash.[18] References ^ "Archived copy". Archived from the original on 2012-01-07. Retrieved 2022-03-25.{{cite web}}: CS1 maint: archived copy as title (link) ^ "achtung die kurve 2". 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Kurve Archived 2009-09-18 at the Wayback Machine on wiibrew.org ^ psykurve Archived 2008-10-14 at the Wayback Machine on sourceforge.net ^ netacka Archived 2018-06-13 at the Wayback Machine on sourceforge.net ^ Zatacka X Archived 2017-05-05 at the Wayback Machine on github.com ^ zatacka x Archived 2017-04-18 at the Wayback Machine on pyra-handheld.com (2016) ^ Zatacka Archived 2017-11-06 at the Wayback Machine on softpedia.com ^ Maciej Komosinski (May 26, 1998). "Vipers game". ^ "simenheg/zatackax". GitHub. Retrieved February 13, 2021. ^ "Official history of Curve Fever". Hidden Monster Games. Retrieved February 13, 2021. ^ "Official Website for Curve Wars". Curve Wars. ^ "Official Website for Curve Crash". Curve Crash. External links The original game files (archived) Original game running in an emulator in the browser Retrieved from " How to play The player starts with a dot that extends infinitely as a line. The dot moves in a fixed space where the player encounters 'power-ups' that can make the line thicker, faster or slower. You control the dot with the arrow buttons on your keyboard. A player is disabled when they hit either a line or the border. If there is only one player remaining, the points are divided: 0 points for the first one that was disabled, 1 point for the second that was disabled, and so on. A new round starts after 5 seconds. The game ends when a player has reached a set number of points. The number of points the player has to achieve is determined by the number of players participating: 10 points with two players, 20 points with three players, and so on. The difference between numbers 1 and 2 should be at least 2 points at the end, otherwise, there is a so-called tiebreak. In that case, the difference between the numbers 1 and 2 must be two points. The player can also play team games. The team of the last player who is left gets a point. If one of the teams gets ten points,

then that team wins. Here too, the tiebreak rule is used.

Game info: box cover Game title: Achtung, die Kurve! Platform: MS-DOS Author (released): Hero Music Company (1993) Genre: Action Mode: Multiplayer Design: Filip Oščádal. Kamil Doležal Music: Game manual: not available Download: Achtung.zip Game size: 48 kB Recommended emulator: DOSBox From Wikipedia, the free encyclopedia: Achtung, die Kurve!, also known as Curve Fever or simply Achtung, is a freeware, multiplayer DOS computer game that supports from two-player up to eight-player gaming simultaneously. The game is a clone of the lesser known Cervi (Worms) from 1993, differing in that the lines now have holes. Author is Filip Oščádal, aka Fred Brooker, from the Czech Republic who made this game, together with Kamil Doležal, for Commodore Amiga including music, sound effects and graphical background (worm speed depending on the picture). The game was written in Motorola 68000 assembly. The original DOS game is supposedly from 1995 and written in Borland C++. The title is in German language. The game is similar to the game Tron, where players leave a trail and try to make the opponent hit a wall or a trail first. The game is controlled by only two buttons, to turn left or right. A key difference is that in Achtung, die Kurve!, players can turn and travel in any direction, not limited to the four cardinal directions. Each player spawns as a dot at a random spot on the playing field, move at a constant speed. Each player has the ability to turn left or right, although the turning speed is limited such that sharp turns are not possible. As the dot travels across the playing field, it draws a permanent, solid line in its wake, in the color of that player. When the dot collides with any section of line or the boundary of the playing field, the player instantly loses, although the line remains in the playing field until the end of the game. The game becomes increasingly difficult as more of the playing field is blocked off by lines. Other players may try to draw barriers to block the path of other players, forcing them into a collision. However, as the lines are being drawn, gaps are occasionally being generated that can be used to escape a section of the map that has been blocked off. The game is won when all but one of the players has collided. In its original version, there are a total of 6 different lines. Up to six people can play at the same time. All the lines are exactly the same, the color being the only thing setting the different lines apart. All the keys on the keyboard must be used to play this game as it takes a lot of skill and talent. More details about this game can be found on Wikipedia.org. For fans and collectors: Find this game on video server YouTube.com or Vimeo.com. Buy original version of this game on Amazon.com or eBay.com. Find digital download of this game on GOG or Steam. Platform: This version of Achtung, die Kurve! was designed for personal computers with operating system MS-DOS (Microsoft Disk Operating System), which was operating system developed by Microsoft in 1981. It was the most widely-used operating system in the first half of the 1990s. MS-DOS was supplied with most of the IBM computers that purchased a license from Microsoft. After 1995, it was pushed out by a graphically more advanced system - Windows and its development was ceased in 2000. At the time of its greatest fame, several thousand games designed specifically for computers with this system were created. Today, its development is no longer continue and for emulation the free DOSBox emulator is most often used. More information about MS-DOS operating system can be found here. Available online emulators: 5 different online emulators are available for Achtung, die Kurve!. These emulators differ not only in the technology they use to emulate old games, but also in support of various game controllers, multiplayer mode, mobile phone touchscreen, emulation speed, absence or presence of embedded ads and in many other parameters. For maximum gaming enjoyment, it's important to choose the right emulator, because on each PC and in different Internet browsers, the individual emulators behave differently. The basic features of each emulator available for this game Achtung, die Kurve! are summarized in the following table: Emulator Technology Multiplayer Fullscreen Touchscreen Speed Archive.org JavaScript YES NO NO fast js-dos JavaScript YES YES NO fast js-dos 6.22 JavaScript YES YES NO fast jsDosBox JavaScript YES NO NO slow jDosBox Java applet YES YES NO fast Similar games: Tapeworm Surround QBASIC Nibbles Vlak Reactor Text content of RetroGames.cz is available under the Creative Commons 3.0 License. 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