

**Pairs**

**COLLABORATORS**

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WRITTEN BY		October 17, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## Pairs

### 1.1 Pairs AGA v1.3

June 1996

Freeware

Aim of the game

ToolTypes

IFF2Block tool

MergeHighscores

Bugs/Problems

History

Other projects

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### 1.2 freeware

Pairs is Freeware. This means everybody is allowed to copy Pairs but it is strictly forbidden to manipulate one of the files or to remove a file from the package. You are allowed to include your highscore file.

You use Pairs on your own risk.

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Although Pairs is Freeware, I would appreciate a small donation and you would support Pairs Amiga development. Otherwise this (version 1.3) might be the final big update of Pairs for Amiga.

If you want to include Pairs in a package (e.g. a Freeware CD) you MUST contact me first (e-mail only) and tell me

- the name of the package.
- the price.
- the company who sells the package.

It is allowed to include Pairs in the Aminet CD series and in the Aminet Set.

## 1.3 rules

The idea is easy:

1. You have to find a pair of blocks.
2. Try (in your mind) to draw a line with 90 degree angles from one block to the other.
3. If this line has zero, one or two angles, both blocks will disappear.

If there is no block left, you completed the level and a new one is created. To have a real challenge the available time is reduced by 5 seconds every time you have completed a level.

You start with 280 seconds in novice mode and 200 seconds as pro.

You do not have to wait for the "connection line", your mouse clicks are stored in memory.

The program detects illegal moves itself and does not accept them.

With the left mouse button you select a block and with the right one you can deselect it. Use <Esc> to return to the main menu or press <p> to pause the game. The game also is paused if you activate a different window e.g. on the Workbench. In pause mode Pairs needs nearly no cpu time - very multitasking friendly.

In the menu you can also leave the game by pressing <Esc>.

## 1.4 tooltypes

Supported ToolTypes are:

BLOCK\_SET=<name of a block set file>

This ToolType is necessary to run Pairs. Pairs includes a directory "Blocks" with a "Default.PBS" file in it. If you do not have other block sets you must set BLOCK\_SET=Blocks/Default.PBS. You can also load different block sets in the main menu of Pairs, but it is faster to load your favourite block set automatically everytime you start Pairs.

DEF\_DIFF=<default difficulty level>

The only valid parameter is PRO, otherwise the difficulty level is

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set to novice. You can also change this within the game.

SCR\_MODE=<screen mode>

The parameters DblPAL and DblNTSC are allowed, to run Pairs in this screen mode, otherwise Pairs uses Multiscan:Productivity.

## 1.5 ifftoblock

Usage (CLI only):

```
IFF2Block <IFF file name> <Block set file name>
```

Example: IFF2Block df0:my\_picture.iff dh1:Pairs/Blocks/MyOwnBlocks.PBS

IFF file name: The name of a picture file in IFF format (e.g. with DPaint).

Note that the width of the picture must be 640 pixels and the depth must be 7 planes (=128 colors).

The picture should contain 24 different blocks with a size of 32\*32

ordered in this way:

(top left corner)

```
 1  2  3  4  5  6  7  8  9 10 11 12 13 14 15 16 17 18 19 20
21 22 23 24
```

Block set file name: The name of the block set file IFF2Block will create.

Pairs is searching its block sets in the directory "Blocks" with the suffix ".PBS" (=Pairs Block Set).

Feel free to upload your created block sets to Aminet. To make it easier to search for block sets put a "PBS" in the name or in the "Short" line of the .readme file.

IFF2Block displays the picture while generating the block set. If there is something wrong with the picture or the colors, you should check the picture file for a saved "stencil mask". If all fails, you could e-mail your picture file to me (IFF format please) and maybe I can help you.

## 1.6 mergehighscores

Usage (CLI only):

```
MergeHighscores <score file name1> <score file name2> <new score file name>
```

Example: MergeHighscores dh0:pairs/my\_score df0:friend\_score ram:new\_table

score file name 1 and 2: The names of existing highscore files (default is "Pairs\_highscores").

new score file name: The name of the new highscore file MergeHighscores will create. To use this new merged highscore table, you have to copy it to your Pairs directory and rename it to "Pairs\_highscores".

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If MergeHighscores detects similar entries in both highscores, it uses this entry only one time. Merging a highscore to itself will create a copy of the highscore.

MergeHighscores is usefull for groups of Pairs players. Everybody is playing on his/her computer with an own highscore file. After a period of time there is only one name left in the highscore and it is no longer a challenge. So, copy your highscore file to disk, visit your friends and merge all the highscores together using MergeHighscores and copy it back to your Pairs directory.

## 1.7 bugs

Bugs? Where are they? Hit them, bash them, kick them!!!  
How do you mean "in my program"? - Oh, that kind of bugs! If you really should find a bug in Pairs, feel free to send me a report about what happend under which circumstances.

If you email your problem report to me, you will get an answer within two weeks and maybe a corrected version of Pairs (who knows).

Remember that Pairs needs AGA chipset, OS 3.0, MC68EC020 or higher and the screen mode Multiscan:Productivity, DblPAL or DblNTSC.  
The name of the main program must be "Pairs" and it must have an icon file "Pairs.info", or it cannot find the ToolTypes.

## 1.8 history

v1.0 (May 1996):

- \* First public realease

v1.2 (May 1996):

- \* Bad bug in time counter removed: If time reaches zero directly after you clicked on the second block of a pair, the time was set to 65536 and corrupted the display (took a while to get the time bonus).
- \* Game crashed if you got the last place in the highscore table, played again and reached another entry in the highscore (Guru 80000004)
- \* Speed records table included
- \* Info screen enhanced
- \* Raised start time from 250 to 275 seconds for "non professional" players
- \* Some routines slightly optimized

Thanks to Audrey McCalla, Ralf Friedrich, Simon Gilligan, Tim Trepanier and Kenji Irie for their bug reports.

v1.3 (June 1996):

- \* Included novice/pro switch with two seperate time limits/highscores
  - \* Now supports screen modes DblPAL and DblNTSC  
Screen mode selection using ToolTypes
-

- \* Included two utilities: IFF2Block and MergeHighscores
- \* New menu option LOAD BLOCK SET to load your selfmade block sets
- \* Program size and memory usage reduced (about 9kb)

Thanks to Jon Peterson and Kenji Irie for their ideas.

For the future: A PC version is planed....

## 1.9 projects

If you like this game and if you believe in my programming skills, you can download all my games from Aminet or on the Digital Nightmares homepage <http://www.Informatik.Uni-Oldenburg.de/~miha> (mostly PC stuff).

Other games are (all AGA only):

AmiCross (game/think) - a logic puzzle game (german)

BOOM (game/2play) - BomberMan/DynaBlaster clone

Tättris (game/2play) - Tetris clone for one/two player(s); on Aminet soon

...and maybe more will follow.

You are a graphic artist? You want to create graphics for games? You have some free time?

If you can answer this three questions with a loud "YES", then it is time for you to contact me (email prefered). Send some samples of your work in IFF, GIF, JPEG (high quality) or PCX format.

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