PacMan96_English

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COLLABORATORS

	TITLE : PacMan96_English		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

PacMan96_English

1.1   PacMan'96 Guide 1.0 ©1996 ALCATRAZ Entertainment Software

```
                           PacMan'96


        ©1996 ALCATRAZ Entertainment Software




                Introduction
           - Just look what it is


           System Requirements
           - What you need


                Copyright
           - No risk, no fun


                Installation
           - No disk, no run


                  Usage
           - How does it work


            Program/Problems
           - If nothing works


                Any-Ware
           - Important !


                Authors
           - Who, What, Where
```

```
                           History
                    - How time goes by...
```

1.2   PacMan'96 Documentation - Introduction

```
 PacMan'96 Introduction:

 PacMan is one of the most known and legendary computer
 games in the world. Unfortunatly, we had to recognize,
 that  for the Amiga there is no real usable version
 available. So it happend to me as a A4000/040 user (and
 me as a A3K/060 user, note from the translator:) again
 and again that most (Shareware) PacMan ports (or is this
 PacMen:) heavily crashed my machine or flicker a lot.

 Because of this, one thing has to be said before:
 From today on all Amos/Basic/crap-programers can
 keep their fingers away from porting another PacMan ;).

 PacMan'96 Features:

  * Written in C++/Assembler
  * Enforcer-Hit free
  * Runs in Multitasking
  * Runs on dragable Screens
  * Free selectable ScreenMode
  * Runs driver independ(!) on all graphics boards
  * Runs in a window on the Workbench(!)
  * Taskpriority selectable
  * Selectable Game Control (lowlevel.library support)
  * All Resources are allocated and freed
    100% system friendly
  * All Options are written to disk (how wonder!)
```

1.3   PacMan'96 Documentation - System Requirements

```
 PacMan'96 System Requirements:

 Minimum required:

  * an Amiga with OS 2.0 (V36)
  * 68020 Porzessor
  * ~400 kB free ChipMem
  * ~500 kB free FastMem

 These Requirement might look a bit high for such a
 simple game. This is because the game is 100% system
 compatible and therefore needs more resources than
 a hardware banging code will use.
 Theoretically it would be possible to write a version
```

that runs on a plain OCS/68000 Amiga but I think a
10 year old configuration is pretty out of date to
be suported.

1.4   PacMan'96 Documentation - Copyright

                    DISCLAIMER:

 THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT
 PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE
 STATED IN WRITING THE COPYRIGHT HOLDER AND/OR OTHER
 PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY
 OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING,
 BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY
 AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK
 AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS
 WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME
 THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

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 ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM
 (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA
 BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU
 OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE
 WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER
 PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Copyright:

 Workbench (TM), Intuition (TM), und Amiga (TM) are
 Trademarks of their respective Owner.

For the Program PacMan'96 and this Manual:

 Copyright ©1996, Oberdorfer Andreas.
 All Rights reserved.

 Also see
              Any-Ware
              conception.

1.5   PacMan'96 Documentation - Installation

 Harddisk Installation :

 Drag the PacMan96 Drawer into a dircetory of your
 choice.

```
 Starting from Hardisk:
  Open the PacMan96 drawer and start the program
  by double clicking on the PacMan96 icon.

 In the PacMan96 directory you can find a "s" and
 a "c" directory. Both are used for the Floppy Disk
 installation.
 If you want to save some bytes on your harddisk
 you might delete these directories.

Floppy Disk Installation :

 Please copy the whole contents of the PacMan96
 Drawer to an empty formated Floppy Disk.

   * Only spec. X-Mas release:
     On disk is not enough space for all files,
     so you must not copy the following files:
      X-Mas96
      X-Mas96.info
      X-MasMan
      X-MasSmpl

 Please don't forget to make this disk bootable
 by (e.g.) typing "Install df0:" from shell.

 Starting from Floppy Disk:
  Insert the disk into one diskdrive and reboot your
  Amiga.

 Or:
  If the Workbench is running, open the PacMan
  disk and start the program by double clicking
  onto the PacMan96 icon.

 To EGS Users:

   If you want to play PacMan'96 you will have to
   use the EGSPlus emulation.

   You will find EGSPlus on Aminet® in gfx/board
   drawer named EGSPlus.lha.

   EGSPlus changes the EGS emulation in such a way
   that it can now deal with friend bitmaps.
   Please unlha the archive and use the included
   installer to install EGSPlus.
   See there for further information.
   (Stay tuned for Jürgen's EGSPlus V2 !)
```

1.6 PacMan'96 Documentation - Usage

```
                    PacMan'96 Usage:
```

After you have started PacMan'96 a Main Menu will apear:

You can use the joystick or the cursor keys to move the
arrows up and down, which mark the actual position
in the menu.
If you press the joystick button or the return key
you move to the selected sub menu.
By pressing the ESC key you can go back to the
previous step and move to the main menu.

Entries in the Main Menu:

                 ->
              1P START
              <-

              OPTIONS

              HISCORE

               EDITOR

                EXIT
                If you press ESC in the main menu you will move to
the
              EXIT
              menu.

1.7 PacMan'96 Documentation - 1P/2P START

                 PacMan'96 1P/2P START:

By pressing the left/right cursor keys or by draging
the joystick left/right you can select <1P START> or
<2P START> (one or two player start).

By selecting this menu entry (press enter or the
fire button) the game will be started. The rules
of the game should be well-known - so I don't
explain them here again (laziness:)

* On top oft the screen you find the current scores
  for player 1 (left) and player 2 (right). Between
  them you see the current high score.
* Beside the screen you see some fruits which
  might be collected in this level.
* The hearts on the bottom tell you how many lives
  you have left.

Images for player one are always displayed on the
left side, for player two the right part of the
screen is used.

While the game is playing you can press ESC or the

```
P key or the fire button or the Pause key on the
joypad to pause the game.

A pause menu apears:

                  ->
                   PAUSE MENU
                <-


                     POPMAN

                 MUSICVOLUME 64

                 SOUNDVOLUME 64

                    END GAME
```

1.8   PacMan'96 Documentation - PAUSE MENU

```
            PacMan'96 PAUSE MENU:
```

```
By selecting this entry you leave the
            Pause Menu
              and continue the game.
```

```
This could also be achieved by pressing the ESC- or
the P key or by pressing the Pause button on the
joypad.
```

1.9   PacMan'96 Documentation - Music/PAUSE

```
            PacMan'96 Music/PAUSE:
```

```
See the
            Options Menu
            how to change the music
track of your choice. This button has the same function
while you are playing the game.
```

1.10   PacMan'96 Documentation - MUSICVOLUME/PAUSE

```
            PacMan'96 MUSICVOLUME/PAUSE:
```

```
See the
            Options Menu
            for more information
on how to change the music volume.
This button has the same function while you are
playing the game.
```

1.11   PacMan'96 Documentation - SOUNDVOLUME/PAUSE

```
            PacMan'96 SOUNDVOLUME/PAUSE:
```

See the
            Options Menu
            for more information
on how you can change the volume of the sound effects.
This menu button has the same function while you are
playing the game.

1.12   PacMan'96 Documentation - END GAME

```
            PacMan'96 END GAME:
```

By selecting this menu entry you quit the game
for both, player one and two.

You then reach the
            HISCORE
            list and after
this the
            Main Menu
            apears.

1.13   PacMan'96 Documentation - OPTIONS

```
            PacMan'96 OPTIONS:
```

Within this Menu you can make your own settings
for PacMan96 and you can also save them.

These Entries are available in the Options Menu:

            P1 JOYSTICK2

            P2 KEYBOARD

               POPMAN

          MUSICVOLUME 64

          SOUNDVOLUME 64

            TASKPRI 1

            SCREENMODE

            LOAD LEVELS

            SAVE OPTIONS

```
                    RETURN
                 If it is not possible to change these settings,
please take a look into
               Problems
                .
```

1.14 PacMan'96 Documentation - P1 JOYSTICK

```
              PacMan'96 P1 JOYSTICK:
```

Here you can change the way the first player
controls the game.

By pressing the left/right cursor keys or draging
the joystick left and right you can switch between
<P1 JOYSTICK1>, <P1 JOYSTICK2> or <P1 KEYBOARD>.

<P1 KEYBOARD>
 PacMan'96 is played with the keyboard and the
 cursor keys. The RETURN key is the fire button.

<P1 JOYSTICK1>
 PacMan'96 is played wiht the joystick or joypad
 connected to Amigas port 1 (the mouseport).

<P1 JOYSTICK2>
 PacMan'96 is played wiht the joystick or joypad
 connected to Amigas port 2 (the joystickport).

The same is valid for the menu entry right below,
which now handles control of
               player two
                .

1.15 PacMan'96 Documentation - P2 JOYSTICK

```
              PacMan'96 P2 JOYSTICK:
```

Here you can change the way the first player
controls the game.

By pressing the left/right cursor keys or draging
the joystick left and right you can switch between
<P2 JOYSTICK1>, <P2 JOYSTICK2> or <P2 KEYBOARD>.

<P2 KEYBOARD>
 PacMan'96 is played with the keyboard and the
 cursor keys. The RETURN key is the fire button.

<P2 JOYSTICK1>

```
 PacMan'96 is played wiht the joystick or joypad
 connected to Amigas port 1 (the mouseport).

<P2 JOYSTICK2>
 PacMan'96 is played wiht the joystick or joypad
 connected to Amigas port 2 (the joystickport).

This is also is valid for the menu entry right above,
which now handles control of
              player one
                 .
```

1.16 PacMan'96 Documentation - Music/OPTIONS

```
                PacMan'96 Music/OPTIONS:

Here you select one of three available music tracks.

By pressing the left/right cursor key or by draging
the joystick left/right you can switch between the
respective tracks.

For each music track the volume of the
              track
              and the volume
of
              soundeffects
              the can be set seperately.
```

1.17 PacMan'96 Documentation - MUSICVOLUME/OPTIONS

```
                PacMan'96 MUSICVOLUME/OPTIONS:

By selecting this entry you change the volume
of the selected
              track
                 .

Press the left/right cursor key or the joystick
left/right to decrease or increase the volume
in a range between 0 and 64.

<0> music is switched off.

<1> (very quiet) bis <64> (full pull).
```

1.18 PacMan'96 Documentation - SOUNDVOLUME/OPTIONS

```
                    PacMan'96 SOUNDVOLUME/OPTIONS:

  By selecting this entry you change the volume
  of the
                  soundeffects
                .

  Press the left/right cursor key or the joystick
  left/right to decrease or increase the volume
  in a range between 0 and 64.

  <0> sound is switched off.

  <1> (very quiet) bis <64> (full pull).
```

1.19   PacMan'96 Documentation - TASKPRI

```
                  PacMan'96 TASKPRI:

  By selecting this entry you change the taskpriority
  of the program.

  Press the left/right cursor key or the joystick
  left/right to decrease or increase the priority
  in a range between 0 and 5.

  <0> standard priority of all programs.

  <1> default, should be ok.

  <2> to <5> to play around (especially for
                Daniel
              ).

  Note: The higher the priority of PacMan'96 the less
        cpu power is available for the other programs.
```

1.20   PacMan'96 Documentation - Daniel

```
  Mr. Benchmark:

  Daniel Mandic
  Herrgottwiesgasse 68
  8020 Graz
  Austria

  lord@vader.ping.at
  Tel: +43/316/261910

  Tests everthing and everybody.
```

1.21   PacMan'96 Documentation - SCREENMODE

```
                   PacMan'96 SCREENMODE:
```

By selecting this menu entry you can free select
the screenmode PacMan'96 is running at.

By pressing the left/right cursor keys or by draging
the joystick left/right you can switch between
<SCREENMODE> and <WINDOW ON WB>.

If you press the RETURN key or the fire button on
your joystick your choice is confirmed.

<SCREENMODE>
 An standard requester apears on the Workbench
 where you can select the wanted screenmode.

<WINDOW ON WB>
 PacMan'96 tries to open a window on your
 (256 color) Workbench.

Please also see
              Program
              for details
and limitations.

1.22   PacMan'96 Documentation - LOAD LEVELS

```
                   PacMan'96 LOAD LEVELS:
```

By selecting this entry you can load custom levels
that have been create by the
              Editor
                 .

A standard file requester window is opened on the
workbench where you can select a level file.

If wanted you can also autoopen a custom level on
starting PacMan'96.
Two possibilities are available to load a level
automatically:

 If started from the Workbench:
  See PacMan'96 ToolTypes. There you find an entry
  "CUSTOMLEVELS=MyPacMan.Levels" where right beside the
  equal sign the name of your level should be entered.
  (see your Amiga documentation how to handle tooltypes).

 Started from shell/CLI:
  Enter the level name after the program name, e.g.:

  15.PacMan96:> PacMan96 MyPacMan.Levels

In both cases PacMan'96 tries to load the level you
typed in from the current directory where you started
PacMan'96. If this is not possible an Error message
will be shown.

1.23   PacMan'96 Documentation - SAVE OPTIONS

PacMan'96 SAVE OPTIONS:

By selecting this entry all settings can be written
to disk.

A file called "PacMan.Options" is written to the
PacMan'96 directory which contains these settings:

 * Control options for both players (JOYSTICK/KEYBOARD)
 * Taskpriority
 * Screen mode
 * Window mode
 * Windowposition on the Workbench
 * Musicsettings
 * Music/Soundeffect Volume of all tracks

1.24   PacMan'96 Documentation - RETURN

                    PacMan'96 RETURN:

By selecting this entry or by pressing the
ESC key at any position in the options menu
you move back to the
               Main Menu
            .

1.25   PacMan'96 Documentation - HISCORE/SCORING/PRODUCT

                PacMan'96 HISCORE/SCORING/PRODUCT:

By pressing left/right cursor keys or by draging
the joystick left/right you can switch the entry
<HISCORE>, <SCORING> or <PRODUCT> in the main menu.

HISCORE:

 On this screen the Hiscores will be shown.

 Important:
   You should always leave PacMan'96 with the
              EXIT

                         function because in this case the highscores are saved
   to disk then.

   SCORING:

    On this screen you can find the scores for the goodies of
    the game.

   PRODUCT:

    On this screen all peoples involved in creating
    PacMan'96 are shown.

1.26   PacMan'96 Documentation - EDITOR

                   PacMan'96 EDITOR:

   With the editor you can create, load or save your
   own levels. You may give these levels to friends
   or upload it to Aminet®, or...

   To edit your own levels a mouse connected to port 1
   is needed (of course).

   By pressing ESC or by double clicking onto the note
   on the top left corner of the editor you return to
   the
                   Main Menu
                      .

   You will find these symbols in top of the editor:

   ED: # XCV LEV:<01> SPD:<1> IQ:<1> L S

   Right below the current level is drawn.

   ED: # Here you see the current edit object you are
           useing. By clicking the left mouse button in
           the level area this block is set at the mouse
           position.

           If you press the right mouse button, an object
           is cleared from the current mouse position.

           If you click onto the sign (#) in the symbol
           line you change the current object you draw with.

           These objects are available:

           Blue Wall block:
            This is the object to draw walls.

Small yellow point:
 By pressing the D on the "ED:" string all free
 areas in the edit area are filled with this
 little yellow points. This is what have to eat :)
 Warning ! Make sure you can reach all this
 points within the game (e.g. avoid hidden areas
 to be filled with points !).

Big yellow point:
 Set this "powerpoint" into your level to eat
 the ghosts. Be carefull with setting them so
 you have some fun when playing :)

Ghosteyes:
 You can not move over this object, but ghosts
 can. It is an invisible wall for the player.
 If you want to move over it a yellow block
 is draw shortly.
 With this object the entrance to the ghost
 house should be locked. But you can also use
 it whereever you want.

PacMan:
 This object defines the startposition and
 startdirection for your PacMan. You get this
 object only by clicking onto the PacMan object
 in the edit area. Now you can set the position
 of the PacMan. By pressing the right mouse
 button onto the PacMan object you change the
 direction the PacMan begins to run.

Ghost:
 This is the startposition of the ghosts.
 You only get this ghost object by clicking
 onto the ghost block in the edit area with
 the left mouse button.
 Now you can set the ghost to a any position
 in the level.
 You should always have a "house" around the
 ghosts and lock the entrance with the ghost
 eyes (see above).

XCV: This are the standard cut/copy/past functions.
     You cut/copy or paste a level by clicking on
     that signs:

   X: The current level is copied into the copy buffer
      and the level itself is cleard (cut).

   C: The current level is only copied into the
      copy buffer (copy).

   V: The current level is overwritten by the
      one in the copy buffer (paste).

LEV: The number of the level is shown here (1-32).

By pressing the cursor keys left/right or by
clicking onto the arrows left and right beside
the number you step to the previous or next
level.

SPD: This is the speed switch. You can define the
     speed at which the objects in the level will
     move (1-2). Click on the arrows left and right
     beside the number to switch the speed level.

     1: Standard speed.
     2: Double speed.

IQ: This is the inteligence the ghost have when
     you start a level (1-8).
     Again, select the IQ level by clicking
     the arrows left or right beside the number.

     1: senceless stupid (PC)
     2: total idiot
     3: a bit dumb
     4: little crazy
     5: almost smart
     6: insidious
     7: underhanded
     8: absoluty unfair

     Please note that this values are beginning
     levels. From time to time this will grow
     so that the ghost learn a bit to get smarter.

L S: By clicking the left mousebutton on one of these
     buttons you can load (L) or save (S) all levels.

     By pressing the right mouse button over the
     image you can load or save single levels to disk.

     L: Load
     S: Save

     A standard Amiga filerequester apears where
     you can enter the wanted file name to load or
     save.

If you press the button on the joystick for player
one (or the RETURN key in P1 KEYBOARD mode) you
can try out the level imedately.
After the level is finished or canceled, you return
to the editor screen.

1.27   PacMan'96 Documentation - EXIT

```
                   PacMan'96 EXIT:

 A safetiy request apears which you must confirm
 to exit PacMan'96.

 By pressing the left/right cursor keys or by draging
 the joystick left or right you can change between
 <YES> or <NO>. If you press RETURN or the fire button
 the request is confirmed.

 <YES> finishes PacMan'96.
 <NO>  you return to the
                 Main Menu
                  .

Important:
 You should always leave PacMan'96 with the EXIT function
 because only then the
                 HISCORE
                 will be saved.
```

1.28   PacMan'96 Documentation - Program / Problems

```
                  PacMan'96 Program / Problems:

 If something went wrong there will always apear
 a requester with some notes about the error source.
 This requester can be closed with RETURN or ESC.


 WINDOW ON WB:

 PacMan'96 can only played on the Workbench
 if it is opened on a 256 color screen. PacMan'96
 trys to allocate 32 linear pens with the OS call
 ObtainPen(). If this fails (e.g. you have
 256 colors, but they are not available to PacMan'96
 because MultiView is just displaying an image)
 a requester with an error message is shown.


 SCREENMODE:

 On graphics boards PacMan'96 can only be played
 on 8 bit screens (256 colors).
 PacMan'96 is not able to use 15/16/24 bit screen
 modes because the palette fadeing is not available
 in these display modes.


 Joystick:
```

In the directory PacMan96/libs/ you can find the
lowlevel.library. This library is necessary to play
the game with the joystick or the joypad. If it is
not possible to play PacMan'96 with the joystick
please copy this library into your standard library
path, e.g.:

  15.PacMan96:> copy libs/lowlevel.library libs:

Music/Soundeffects:

 Because PacMan'96 allocates every resources system
 friendly, the audio channel are allocated useing
 the audio.device. Also a CIA Interrupt is needed
 to play the music. If an allocation of any of these
 resources fails a requester will be opened.
 In such a case, please close all (music) programs
 that block the audio channels or the CIA interrupts.
 (wonder what happens on a Draco).

Libraries:

 PacMan'96 does require an asl.library to
 open the file and screen mode requesters.

Flickering / Image jerks / Doulebuffering:

 If Pacman'96 flickers it could have different causes.
 PacMan'96 runs under full Multitasking which means
 that other software my need some time to run while
 PacMan'96 just wants to blit an object...
 (e.g. watches or other time critical applications
 can cause such an behavior). Some of these programs
 depend on interrupt timeing. In such a case even
 changeing the taskpriority will not help. The only
 solution for this problem is to switch this program
 off.

 If you see some strange flicker effects this could
 be a problem of the doublebuffering with the
 ScrollVPort() function. The Autodocs say this method
 is slow on systems lower the OS 3.x. I am sorry
 I do not know a better system compatible way to
 to use doublebuffer that also supports OS2.0

Jerks on Graphicboards:

 PacMan'96 synchronizes the screen refresh with the
 WaitTOF() function from the graphics.library.
 Some board driver use the standard vertical interrupt
 of the standard Amiga video output. This method
 does not really work synchronous to the real position
 of the boards raster beam...

```
Program Technical Stuff:

 PacMan'96 has been written with Maxon C/C++ 3.
 Only the music, soundeffect routines and the
 anim5 player have been written in assembler.

 The graphics board code does NOT require any
 further libraries. The graphics.library function
 GetBitMapAttr(bm) & BMF_STANDARD has been used
 to check if PacMan'96 is running on a graphics
 card. If the display is not a standard bitmap
 friendbitmaps are used to allocate the bitmaps
 for the objects. The source images are converted
 to the display format by a simple BltBitMap()
 call then. This makes it possible that the
 images and the display does have the same pixel
 format. All graphics operations are done by
 BltBitMap/BltBitMapRastPort() calls which are
 speed things up enormously in chunky modes.

 Some Emulations do have problems with friend bitmaps
 (e.g. the standard
                EGS
                Emulation). PacMan'96
 detects such things and shows a real bad warning !
```

1.29 PacMan'96 Documentation - Any-Ware

```
                PacMan'96 Any-Ware Concept:

 To supply the production team with a vast amount
 of alcohol, cigarettes etc. your are invited to
 send a small present of any kind, for this development
 and for the survival undeniable game of the Amiga,
 indeed, to the
              Authors
                .

 So, you are not limited to send us some bucks,
 but you can also show us your creativity by
 picking and sending us a nice present for our work:
 The more crazy the better.

 (Please send no living animals!)


PacMan'96 Any-Ware Adress:

 Oberdorfer Andreas
 Merangasse 40
 8010 Graz
 Austria
```

```
poseidon@sbox.tu-graz.ac.at
Tel: +43/316/338234
```

1.30 PacMan'96 Documentation - Authors

```
PacMan'96 Authors:

 A lot of these drunk "Seppels"!

 Programming, Graphics, Music, Design, Guide:

  Oberdorfer Andreas
  Merangasse 40
  8010 Graz
  Austria

  poseidon@sbox.tu-graz.ac.at
  Tel: +43/316/338234

  (basically the main author)

 Fruits, Animations, Scanns:

  Kutschera Thomas
  Glacis 25
  8010 Graz
  Austria

  tkutschera@sime.com
  Tel: +43/316/378834


 PacMan'96 HiScore Image:

  Dissauer Christopher
  Merangasse 40
  8010 Graz
  Austria

  dizzy@sbox.tu-graz.ac.at
  Tel: +43/316/338234


 Levels, Bughunting:

  Gehmair Michael
  Merangasse 40
  8010 Graz
  Austria

  dizzy@sbox.tu-graz.ac.at
  Tel: +43/316/338234


 Programming Support for Graphicboard implementation,
```

english Guide translation:

 Schober Jürgen
 Muchargasse 35
 8010 Graz
 Austria

 jschober@campusart.com
 Tel: +43/316/674383

 (so that's me to blaim for this english text:)

Graphicboard "gepumpt" (borrowed) from:

 Mandic Daniel
 Herrgottwiesgasse 68
 8020 Graz
 Austria

 lord@vader.ping.at
 Tel: +43/316/261910

The font used is done by LowLife/Hotline-1993.
Some special characters have been added and
the data format has been optimized.

The sound track PopMan is based on the module
Popcorn from Hawk-1991 and has been compressed
to 3 channels and has been memory optimized.

1.31 PacMan'96 Documentation - History

PacMan'96 Development History:

* V1.0 First Public Release
  December '96 (Happy New Year!)

  Thousands of Features and Bugs written.