

Air Puck 1.3 ReadMe

Air Puck is a simulation of Air Hockey, a classic arcade game, for the Mac. Although at first glance it seems similar to many Pong games, it in actuality is quite different. First, your "paddle" can move forward and backward as well as up and down. Second, your paddle is a small, circular object, as opposed to the large, clumsy box found in many Pong games. Air Puck also has small, easy-to-defend at first glance goals (which actually are fairly difficult to defend). Featuring realistic sounds and music, Air Puck allows you to pause and resume, as well as switch to the background.

INSTRUCTIONS:

Air Puck is very easy to play; To begin your game, press "n". Once started, move your paddle by moving the mouse. The object is to make the small light-gray object enter the opponent's goal (to the left).

What's new since 1.2:

- Added Black and White capabilities; Air Puck will now run on B&W computers
- Added tweak to high scores highlighting the name of the most recent score
- Added cute little gophers who steal the puck, or sometimes get a blocked hole
- Moved Music file into "AirPuck Data" folder
- Added file describing how to make your own music files
- Optimized code for higher speeds; on a 68040 AirPuck now runs 60 fps, as it does on all

Power Macs (PowerBooks not included)

- Added "Open Music File" to the file menu, to load one's custom music into the game (see chapter three)
- Added feature so that if the mouse is down, the puck travels through it. Fun if you let the mouse down on top of the puck, and drag it into a gopher hole
- Added feature so the puck won't begin to move just because of the wind, when it is first replaced after a goal
- Added feature so that the puck is placed on the side of the victim of the last goal after a score

Remember - Our products will most likely be posted at our website before AOL gets around to putting them up:
<http://members.aol.com/jupinc/homepage>

Thanks! If you have any trouble with Air Puck, please email me at:
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