

PlayPac

COLLABORATORS

	<i>TITLE :</i> PlayPac		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 2, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	PlayPac	1
1.1	PlayPac	1
1.2	Disclaimer	1
1.3	Copyright	2
1.4	Introduction	2
1.5	System requirements	2
1.6	Installation	2
1.7	Settings	2
1.8	Keymap	3
1.9	Tooltips	3
1.10	History	3
1.11	Feedback	4

Chapter 1

PlayPac

1.1 PlayPac

PlayPac

=====

Created by Toni Lehtonen

Disclaimer

Copyright

Introduction

System requirements

Installation

Keyboard commands

Settings

Tooltypes

History

Feedback

1.2 Disclaimer

This product comes 'as is', without any warranties. You are using it on your own risk.

1.3 Copyright

You can spread this software as long as no profit is made and all files from original package are present.

1.4 Introduction

I just wanted to make a pacman game. And then on one day I got an idea of how to create random mazes. So I put 1+1 together and here is the result.

1.5 System requirements

PlayPac needs WB 3.0, 600 kB disk space and over 1 MB free memory (700 kB Chip) In low memory situations program will (probably) crash your system.

1.6 Installation

Just double-click PlayPac.install icon and follow instructions or copy 'playpac.font' to FONTS: directory and 'PlayPac' and 'PlayPacData' to your games directory. If game is not correctly installed it won't start.

To testplay PlayPac before installing it double-click Test icon.

1.7 Settings

Press help key to open settings window. From there you can modify several settings of game to customize the gameplay of PlayPac suitable for your skills.

Maze width.....Number of horizontal crossings
Maze height.....Number of vertical crossings
Lives.....Number of pacs at the beginning of game
Ghosts.....Number of ghosts at the beginning of game
Add ghost.....When next ghost appears
Next bonus.....Amount of pills required for bonus
Blackout.....Delay to blackout. Note that time decreases 5 seconds per ←
level
Control.....Select controlmode Joystick/Keyboard
Speed.....Game speed Normal/Fast (Normal=Pixel/Frame , Fast=Two pixels/ ←
Frame)
Autoshield.....Autoshield On/Off
Save scores.....Save scores Yes/No. Scores will be saved on file called ←
PlayPac.scores

1.8 Keymap

Menu keys

```
<Esc>.....Quit game
<Del>.....ASL Screenmode Requester
<Help>.....
        Settings window
        <H>.....Highscore screen
<Space>.....Start game
```

In-game keys

```
<Esc>.....Exit game
<Space>.....Pause On/Off
<A>.....Autoshield On/Off
<C>.....Joystick/Keyboard control
<V>.....Show version number

<Cursor up>.....Move up
<Cursor down>.....Move down
<Cursor left>.....Move left
<Cursor right>.....Move right
<Z>.....Shield On/Off
```

1.9 Tooltypes

GRAPHICSDATA = LORES16 | HIRES64

You can choose PlayPac's graphics between 16 or 64 coloured mode by setting game's GRAPHICSDATA tooltype to LORES16 or HIRES64. LORES16 is default and works on any chipset but HIRES64 requires AGA-chipset to work.

1.10 History

Version 1.2 (1-Oct-97)

- Lores16/Hires64 graphics
- ASL Screenmode Requester

Version 1.11 (15-Mar-97)

- Speed option

Version 1.1 (10-Feb-97)

- Settings window

- Improved in-game graphics
- OCS/ECS and NTSC compatibility
- New bonuses
- Keyboard control
- Autoshield

Version 1.0 (5-Nov-96)

First release

1.11 Feedback

If you have any new ideas, bug reports or comments then write to me

mail:

Toni Lehtonen
Lankakatu 7
20660 Littoinen
Finland

email:

topele@utu.fi
