

# **PlayPac**

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**COLLABORATORS**

	<i>TITLE :</i> PlayPac		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

## PlayPac

### 1.1 PlayPac

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v1.41

```

Disclaimer

Copyright

Introduction

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## 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

PlayPac is a pacman clone which I started to write because I wanted to learn how to program my Amiga. At the first it was supposed to be just a simple project but, thanks to people who has sent mail to me, I've decided to keep the project going on and on.

## 1.5 System requirements

PlayPac needs WB 3.0. The amount of required diskspace/memory depends on graphics/sound data and screenmode you use.

## 1.6 Installation

Just double-click PlayPac.install icon and follow instructions.

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

## 1.7 Settings

You can configure many aspects of PlayPac from the Settings window. It is possible to change the size of maze, add tunnels to maze, set number of pacs/ghosts, turn blackouts on/off, select game's speed...

Here is the list of gadgets and their functions:

Maze width/height ... Changes the size of maze (max.16\*16) note that you can't have bigger maze than screen

Lives ..... Sets the number of pacs

Ghosts ..... Sets the number of ghosts

Next bonus ..... Sets the amount of pills required for bonus

Add ghost ..... Sets how often new ghost appears

Speed ..... Sets the speed of game

Ghost aggr ..... Sets the aggressiveness of ghosts

Control ..... Control for Player 1

Tunnels ..... If on, game adds tunnels to maze whenever it is possible

Blackouts ..... If on, walls will turn to black if you stay too long in a same level

Autoshield ..... If on, Pac's shield is automatically activated whenever needed

Autostart ..... If on, game starts right away else use keys/joystick to select pac's direction and press space/button to start playing

Buffer CTRL ..... If on, pac remembers the latest direction he was supposed to turn and he'll try to turn to that direction in the ← next corner. Otherwise pac turns from corner only if he is told to do so at the same time he comes to the corner.

Save scores ..... If on, game saves scores on the disk

## 1.8 Keymap

### Menu keys

<Esc> ..... Quit game

<Del> ..... ASL Screenmode Requester

<Help> .....

    Settings window

        <H> ..... Highscore screen

<Space> ..... Start game

<F1> ..... Start one player game

<F2> ..... Start two players game

### In-game keys

<Esc> ..... Exit game

<Space> ..... Pause On/Off

```

<V> ..... Show version number

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

```

## 1.9 Tooltypes

All tooltypes are optional.

INITFILE = <filename> , if not set a requester will pop up to ask for it

PRIORITY = task's priority , default is 0

SCREENMODEFILE = <filename> , default is PlayPac.screenmode

SCORESFILE = <filename> , default is PlayPac.scores

SETTINGSFILE = <filename> , default is PlayPac.settings

## 1.10 Usage from CLI

PlayPac is not designed to be launched from CLI. However, it is possible to start the game from CLI but with some limitations. Currently PlayPac accepts only INITFILE parameter, which is optional so you can start the game simply typing 'PlayPac'. Note that if you use the original init files you must make PlayPac's directory the current directory.

Template: PlayPac INITFILE

```

Example:  cd Work:Games/PlayPac/
          PlayPac Lores16.init

```

## 1.11 Scoretable

```

Pill ..... Score 1 + Candies
Shield ..... Reloads Shield (1/2 for Candy)
Powershield ..... Reloads Powershield (1/2 for Candy)
Power..... Turns ghosts in panic
Panicky ghost ..... Bonus 100
Icecream ..... Score 100*ghosts (appears if no ghost caught)
Teleport ..... Randomly teleports pac to some other corner
Promote ..... Promotes to the next level (+ scores all pills left ←
  behind)
Wheel of Fortune ..... Random bonus
Star ..... Multiplies bonus
Dollar ..... Scores bonus

```

Shield in frame ..... Scores shield  
 Fill Maze ..... Fills maze with BonusPills  
 BonusPill ..... Bonus 1  
 Heart ..... Extra life  
 Lamp ..... Turns lights on  
 Sun ..... Turns blackouts off  
 Cherry ..... Bonus 5  
 Two cherries ..... Bonus 10  
 Apple ..... Bonus 25  
 Two apples ..... Bonus 50  
 Orange ..... Bonus 100  
 Pear ..... Bonus 200  
 Banana ..... Bonus 300  
 Hamburger ..... Bonus 30 (appears if a bonus has been left in the ←  
 previous level)

Level completed ..... Bonus 25

In-a-Row bonus ..... Eat pills in a row to earn this bonus. Note that the ←  
 counter  
 doesn't stop until you go to an empty block, so you can ←  
 pick  
 bonuses while in-a-row bonus is active.

## 1.12 Init file

Init file is a file the game reads on the startup and initializes all sound/ graphic/message data in the way specified in it. The easiest way to create init file of your own is to make a copy of 'Lores16.init' file and then edit it.

### Pac & ghost settings

X and y offsets of the starting origin of the pac & ghost images with respect to the upper left corner of the block.

### Color settings

Palette files, random color range and pens. If you don't want random colors set from > to.

### Graphic files

All images can have any number of colors from 2 upto 256 and most of the images can be any width and height.

Here is the list of image types with possible restrictions:

Title image (max size 320\*64)  
 Block images  
 Candy images (size must be 12\*12)  
 Ghost images (must have 6 frames, except eyes)



Pac images (must have 8 frames)

Music files

Module files (the first is theme used in menu and the others are in-game tunes).

Sound files

At first you have to write sample numbers for events and then sample files and pitch rates for each sample (separated with comma).

Here is some common pitch rates:

Octave:	1		2		3	
	Note	Pitch	Note	Pitch	Note	Pitch
	C	131	C	262	C	523
	D	147	D	294	D	587
	E	165	E	330	E	659
	F	175	F	349	F	701
	G	196	G	392	G	784
	A	220	A	440	A	880
	B	247	B	494	B	993

Font

Font must be 8\*8, fixed width and located in FONTS: directory.

Messages

Write messages in ". Maximum length is 16 characters. The first three messages are quite special because game adds numeric info to them, so you should leave some space for the data. You can specify if the numeric info is added to the front/end of the message by writing space at the front/end of the message.

Example: " to go" -> "999 to go"  
 "To go: " -> "To go: 999"

Yet more special kind of messages can be found. Wheel of Fortune bonus has two messages, 1st and 5th, which doesn't work as normal messages. The first is actually same message as 'Multi'-bonus message and the fifth is not editable, its output is always "(#candy+1) \* 500".

## 1.13 Bugs

- 1) Doesn't work on MC68000. It should, but it doesn't. The reason is in ↔ soundtracker replayer (at least the game worked when I compiled it without replayer).
- 2) After entering name to highscores, keyboard-input can lock for a while. I think this happens because Blitz doesn't read keyboard as it should be done.

- 3) If PlayPac's screen isn't the front-most screen its palette can corrupt. This is really strange and I have no idea why it is happening.
- 4) Other than Amiga's native screenmodes can cause problems to PlayPac.

## 1.14 Further info

PlayPac was written with BlitzBasic v2.1 on Amiga 1200 with OS3.0, 40MHz '030 and 6MB memory. I have also tested PlayPac on A3000 with OS3.1, 50MHz '060, CyberVision64 and 74MB memory. Unfortunately game worked well only when I used native Amiga screenmodes. I have even compiled a version which was executable on OS2.x and tested it on Amiga B2000 with 28MHz 68000, but it had some problems (mainly caused by ST-replayer, which crashed the system).

## 1.15 Acknowledgments

I would like to thank everybody who has sent suggestions or bug reports to me. Especially thanks to Odd H.Sandvik whose support has been enormous.

## 1.16 Future

## 1.17 History

Version 1.41 (7-Feb-99)

- Init file
- Unbuffered control
- Improved 'Sleep Ghost'-bonus

Version 1.40 (22-Sep-98)

- Graphic/sound data in single files
- New power-ups: Wheel of Fortune, Powershield, Score Shield, Sun, Fill Maze, Slow Ghost, Sleep Ghost and Teleport
- In-a-Row bonus
- Standard AmigaOS version string
- Executable from CLI
- Tunnels
- Autostart option
- Improved speed option
- Ghost aggressiviness option
- MagicWB, NewIcons icons

Version 1.31 (27-May-98)

- Manual shield
-

-Open Screenmode Requester at startup

Version 1.3 (16-Feb-98) = v1.30

-Multiplayer  
-Recoverable ghosts

Version 1.2 (1-Oct-97) = v1.20

-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

## 1.18 Feedback

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

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