

# Paulie Python Help Index

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To learn how to use Help, choose How to Use Help from the Help menu.

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## Registering this Software (what you get)

This section explains the options and benefits of registering Paulie Python.

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## Registering the Shareware Version

If after a few days you decide you would like to keep the Shareware version of Paulie Python, you must register it.

To register the Shareware version of Paulie Python, send just \$5.00 to:

*Craig P. Thompson  
Way Out West-ware  
1815 W. Temple Street  
Chandler, AZ 85224*

You will gain the satisfaction of knowing you are encouraging the development of quality Shareware programs.  
Thank you for supporting the Shareware concept.

### Related Topics:

[Receiving the Commercial Version](#)

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## Receiving the Commercial Version

The commercial version of Paulie Python includes the following bonus features:

- \* ScreenSculptor screen builder - no limit on number of screens.
- \* Start each game with five lives instead of three.
- \* Earn an extra life after each five screens.
- \* Automatically registers your Shareware version

To receive the commercial version of Paulie Python, send just \$14.95 to:

*Craig P. Thompson  
Way Out West-ware  
1815 W. Temple Street  
Chandler, AZ 85224*

### Related Topics:

[Registering the Shareware Version](#)

[Building Unlimited Screens with ScreenSculptor](#)

## Building Unlimited Screens with ScreenSculptor

ScreenSculptor allows you to create an unlimited number of screen sets, each containing up to 100 screens. The **Edit** option lets you edit existing screens or create new screens and screen sets. To create a new screen or screen set, simply type in a new name in the screen chooser dialogue box. Screen sets can reside in any directory on any drive.

You may use either the keyboard or the mouse to create your screens. The **left mouse button** draws with the currently selected shape. The **right mouse button** erases shapes. The **cursor keys** on the keyboard move the keyboard cursor. The **spacebar** toggles the keyboard draw-mode. The **delete** key toggles the keyboard delete-mode. When finished editing a screen, select the **Done** option to save your work.

Each screen must have exactly one Paulie Python head shape and one or more Mice.

### Related Topics:

[Registering the Shareware Version](#)

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# Getting Started

This section will help you begin playing Paulie Python immediately.

Overview

Starting a New Game

## Overview

The object of the game is to guide Paulie Python through multiple scrolling screens eating all the Mice without crashing into the walls or himself. The screen is completed when all the mice are eaten. Avoid the bouncing balls. Paulie can be killed if he gets hit in the head by a ball. The bonus for a given screen is the amount of time left on the bonus timer multiplied by the level. You can either use the **cursor keys** on the keyboard or the **mouse** to control Paulie's movements. Each mouse Paulie eats adds to his length making it more difficult to avoid crashing into himself.

The sound may be toggled on and off using the **F3** key or the **Sound** option on the **Game** menu.

The game may be paused by using the **F4** key or the **Pause** option on the **Game** menu.

### Related Topics:

[Starting a New Game](#)

## Starting a New Game

To start a new game, select the [New](#) option from the [Game](#) menu or press the [F2](#) key.

### Related Topics:

[Overview](#)



# Options

This section explains Paulie Python's many options. Paulie Python remembers your favorite settings from one session to the next.

Scheme of Things

Icon

Attitude (speed)

Control (keyboard vs. mouse)

Other Screen Set

## Scheme of Things

This setting allows you to decide what will happen after Paulie Python clears the screen of Mice. The **Grand Tour** option progresses through the screens one after another in the order they appear in the screen set. The **Surprise Me** option randomly chooses the next screen from all screens in the current screen set. The **My Way** option prompts you to choose the next screen each time a screen is cleared.

### Related Topics:

[Icon](#)

[Attitude \(speed\)](#)

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## Icon Options

When the Paulie Python main window is minimized to an icon, this option determines whether the icon is animated.

### Related Topics:

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[Attitude \(speed\)](#)

[Control \(keyboard vs. mouse\)](#)

[Other Screen Set](#)

## Attitude (speed)

The speed of the game action is set by Paulie's attitude. He can move like a Garter Snake (slowest) all the way up to a Black Mamba (fastest).

### Related Topics:

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## Control (keyboard vs. mouse)

When set to **Keyboard**, you must use the cursor keys to change Paulie's direction. When set to **Mouse**, you can use either the mouse or the cursor keys. When the mouse is set to **Full Screen**, you do not have to keep the cursor in the main window, but the function keys and menus are disabled. When the mouse is set to **Client Area**, the function keys and menus are accessible, but Paulie's direction can only be changed when the cursor is in the client area of the main Paulie Python window.

### Related Topics:

[Scheme of Things](#)

[Icon](#)

[Attitude \(speed\)](#)

[Other Screen Set](#)

## Other Screen Set

This option allows users of the commercial release to chose from an unlimited number of screen sets residing in any directory of any drive. Each screen set may contain up to 100 screens.

### Related Topics:

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# ScreenSculptor

This section shows you how to create an unlimited number of screens and screen sets.

[How to Get ScreenSculptor](#)

[Building Unlimited Screens with ScreenSculptor](#)

## **How to Get ScreenSculptor**

The ScreenSculptor comes with the commercial release of Paulie Python.

Receiving the Commercial Version





