Game License Agreement

266379_PixelRule.tiff ,

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Notice of exactly what was re-used from ªxchompº: This program was originally going to be a port of ªxchompº by Jerry Shekhel.   As it turns out, it was much easier to basically rewrite everything and use the GameKit.   I was able to leverage off of a few things, however, to make this game.   The original image shapes are derived from the xchomp images¼but a lot of time was spent adjusting them to make them look good in color.   (Look at the FruitBig.tiff to see what I mean; it still has the guide images in it.) The same set of mazes as xchomp is used, but in a different order. When tunnels are implemented, this, too, will change.   Finally, the ghosts' algorithm for movement uses the same table-based method as xchomp.   There were bugs in it, however, and so they've been fixed up.   (There are still a few bugs in the tables, though.)   Even so, the movement algorithms have been somewhat altered from what was in xchomp.   The player's movement in demo mode is derived from the ghost movement algorithm but with a few minor changes.   Everything else, including all GameKit code and the main state machine, was written by Don Yacktman.   If you compare this code to what is in xchomp, you will find that between the changes,

additions, and moving into NEXTSTEP and OOP leave you with a program that is at least 90% different from xchomp.   Hence this has ended up being more of a re-write than a port.