

# **Pac-Man-2000**

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**COLLABORATORS**

	<i>TITLE :</i> Pac-Man-2000		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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## Chapter 1

# Pac-Man-2000

### 1.1 Pac-Man-2000 buttons help

Pac-Man-2000 V1.0, Copyright © 1996 by Simon Churchill

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Disclaimer
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```

### 1.2 Quick notes

Pac-Man-2000 notes  
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Additional quick note::: this game and all texts with it were  
written quite a log time ago so if anythings out of date sorry!!!!  
SI....

"How Original" I here you say, yes well just thought I would do something

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simple for my first game, I suppose its sort of an experiment.

Right then,,,This version of pacman is suppose to be a modern version of the old favourite game of the early days,(hence the '2000' i know it sounds corny but ,arhh so what!!). This is my interpretaion of what a new version should look like, nice solid GFX patterns in the background to make the game seem more interesting to the player, so the player wants to play to see the GFX on the next level, (that how I used to play anyway, I wasn't bother about score I just wanted to see the next level and next level graphics )

Please send bug reports and suggestions to [simon@vecktorlite.demon.co.uk](mailto:simon@vecktorlite.demon.co.uk)

### 1.3 Other Progs

Main Programs Already written or well under development:

1-This one.

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2-The MenuReset prog ,application menu item prog to reset you system

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3-The Sample Joiner-Yet another simple program to join 8SVX samples of \*any\* length together (currently only mono samples).

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4-A Random Sample Player another simple program to play random samples ( needs DSound V1.30 by Dave Schreiber ) uses a datafile with all the samples you want it to pick from and passes it to Dsound to play.

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5-The Byte Packer -Very simple Byte repetition Packer For packing Raw GFX data etc. for use in own progs.

-

6-Crap Buttons -Daft GUI utility evolved while dissassembling a Crap C program that used a window,gadgets+other functions to find out how to do them in assembler, obviously I removed all the C compiler trashy code,(ended up about a third of the size).

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7-The GFX Ripper AGA -complete AGA hardware hacking ripper written in '020 assembler ( unregistered version only 9K ) saves out as standard IFF ILBM or RAW all AGA modes available ( 1-8 bitplanes ,lores Hires SuperHires, Extra Halfbrite ham6 & ham8 )

Registered Version includes support for:

-Fast-Memory Ripping

-Interlaced pic Ripping

-256 color pallete display

-More Intelligent color search (for the more obscure copperlists).

8-The MenuCloseWB prog ,application menu item prog to close the WB

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freeing a bit of CHIP mem

9-Asm GFX library to use with c progs

10-lots of pc progs,

#### FUTURE:

I dont know whatever I feel like, possibly a fruit machine Sim, beat em up, shoot em up, other utils etc. But I dont know how much time I will have as I have started coding on ,,er (ahem) [whisper] PC's (oh no!!!!) yes its a shame that most people have PC's so I have to learn oh well such is life!.

#### NOTE:

Anyone who pays any registration fee for any of my programs will recieve all full versions of all the programs I have written.if they are in a fit state of development for distribution.  
(ie pay reg for the GFX ripper and recive all 8 of the above progs)

well thats all at the moment!!!

although I dont think much more with come as its time to move over to the PC world. oh well!!!

## 1.4 Requirements

Requirements.

- An AGA machine (A1200 or A4000)
- 68020 or faster processor. Although a faster processor will not make any speed difference because most of the time in each frame is spent blitting! anyway.
- Fastmem is not required and the game should run in CHIP memory only without any problems.
- About 900kB of free CHIP memory.

## 1.5 Disclaimer

Pac-Man-2000 (c) Copyright 1996  
by Simon Churchill all rights reserved.

This Version of the program can be freely distributed via electronic bulletin board systems (BBS's), and freely distributable disk collections (such as provided by Fred Fish), service bureaus (BiX, GENie, CompuServe, etc), and networks such as USENET, BITNET, and Internet, provided that such distribution includes this info file and the main prog, the archive must be distributed in an unchanged state, i.e. no files can be added, deleted, modified etc. All copyright notices in the program

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Use this software at your own risk, so if it mutates and tries to take over the world,,,,Well its just not my problem !!!!!!!!!!!!!!!!!!!!!!!!!!!!!

## 1.6 Other Info

- This program was written entirely in MC68020 compatible assembly language and not 'C'.
- This version is for AGA only ,no system routines are used except Diskroutines to load initial data.
- Non AGA version Exists requires MC68000 or better, OCS chipset or better and 1MB of CHIP ram.

### CREDITS

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- All Coding By Me except Music playing routine which is the :

```
*****
* ----- Protracker V1.1B Playroutine ----- *
* Lars "Zap" Hamre/Amiga Freelancers 1991 *
* Bekkeliveien 10, N-2010 STRØMMEN, Norway *
*****
```

which I understand that it was OK to use.

- All graphics Design, Creation and sound effects by Me.
- Music MODS By Stuart Malcolm ,cheers stu!
- Testing ,Feedback and Suggestions:

Stuart Malcolm  
 Kyle kinsey

- Tested on the following configuration of Amiga:

- A1200 OS 3.0 MC68060 50Mhz 2MB Chip Ram 16MB Fast Ram
- A1200 OS 3.0 MC68020 14Mhz 2MB Chip Ram 4MB Fast Ram
- A1200 OS 3.0 MC68020 14Mhz 2MB Chip Ram 0MB Fast Ram
- A4000 OS 3.0 MC68040 33Mhz 2MB Chip Ram 16MB Fast Ram

## 1.7 Playing the game

To use this program just run it from the CLI or click on the icon

Right, select joystick or keyboard controls and up,down,left or right do just that!

## 1.8 Bugs

Known Bugs:

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- If ran from the icon the system doesn't give back the BSS memory hunks used , ie. you loose about 800K temporarily when quitting so if you want to run stuff after the game, run it from CLI.....  
I'll fix this as soon as poss