

••••• This is version 1.1.2 of DeadEnd (17.2.1994) •••••

Copyright 1994 by Wolfgang Thaller.

•**DeadEnd is shareware.**

You may give copies to your friends provided you don't change it. But the program is not free. If you decide to use it, please, send \$10 in an envelope (no cheques, please) to

Wolfgang Thaller  
Schillerplatz 9  
A-8010 Graz  
Austria/Europe

Please, support the shareware idea! Thank you!

**Bug reports are welcome!!!**



•**About the author:**

My name is Wolfgang Thaller.  
I am not a professional programmer but a 13 year old Austrian student who likes to write mac programs in his spare time.

My only other shareware program so far is HyperSlider 1.0, a program for creating interactive slide shows.

You can also reach me via my father's e-mail account at:  
[bernd.thaller@kfunigraz.ac.at](mailto:bernd.thaller@kfunigraz.ac.at)

## •The game:

DeadEnd is a strategy game. It is your goal to find a path out of a dungeon by pushing massive blocks of stone out of your way. This is a very tricky task because the stones are so heavy that

- 1) you can move them only one by one,
- 2) you need space to step back and take a run, and
- 3) you can only push, not pull.

You have to develop a strategy and move the pieces in the correct order, otherwise the stones will block the way to the exit. A piece pushed to the wrong place could be an obstacle for removing another block from your path. At higher levels there will be blocks which can only be pushed into one direction. There are 34 levels of increasing difficulty. Some levels will require quite a bit of thinking to be solved. It is also possible to design own levels.

There is a well known game called Sokoban which is in some respect similar to DeadEnd, but has different rules, a different object (pushing gold bags to safe places), and therefore different strategies are necessary to solve it. There are two Macintosh implementations of Sokoban, one by Ingemar Ragnemalm (MacSokoban 2.1) and one by Scott Lindhurst (Sokoban 1.1). If you like DeadEnd, you will probably also like Sokoban (and vice versa).

## •How to play:

Your mouse controls a blue ball which you have to guide to the exit in order to reach the next level. You can move the ball by simply clicking on the new position, provided there is a free path. If you click on a block the ball will try to push it.

If you get stuck, use command-z for an unlimited number of undos, or command-r to restart the level. You can go to another level at any time by pressing command-g, but it is highly recommended to solve the levels one after another.

You can also use the arrow keys to play this game.

- Important: On small monitors, the menu bar is hidden. In order to access the menus in this case, simply click into the region of the menu bar.

- Book-keeping:**

When you start DeadEnd 1.1.2, you are asked to open or create a player file. Press 'New' if you are playing for the first time. If you enter your name, a file will be generated which stores all important data.

The program automatically saves your current position in that file, so that you can quit DeadEnd without having to play a half solved level again. You can resume playing simply by double-clicking your player file.

When you first solve a level, DeadEnd saves the date and time and the number of steps and undos. Choose "Display Scores" from the "Player"-menu to see a list of the solved levels. You can try to solve the same level a second time with less steps and undos. You can access your personal 'high scores' by clicking the 'best' radio button in the score list. (When comparing your results, the program assumes that 1 undo = 5 steps). Since most levels have several solutions, I do not know the minimal number of steps except for the simplest levels.

When you open or create a player file, the "Player"-menu is renamed (remember that the menus are sometimes invisible).

You can play without a player file (i.e., without book-keeping) by pressing 'Cancel' in the opening dialog box, or you can close the player file later by choosing "Close Player" from the "Player"-menu. You can also open or create a new player by choosing "Open Player...", or "New Player..." from the "Player"-menu. In any case, the current position will be automatically saved to the old player file.

## •Creating new levels:

You can create new levels by pasting a text.

In the text you can use the following characters:

W	-	wall
B	-	block
y	-	the player
x	-	the exit
U, D, L, R	-	block with arrow (Up, Down, Left, Right)

Unknown characters will be interpreted as an empty space.

For example, the text describing Level 1 looks as follows:

```
  WW W W W WW
W WWWxWWW W
W WW B B  WW W
WW  BBB B WW
WB B B B  B BW
WB B BBBBB BW
WBBB B yB BBBW
WWWWWWWWWWWWWWWW
```

Note that the levels are centered automatically, so you needn't insert additional spaces at the beginning of each line.

In order to create a new level, write the text with your favorite word processing program and copy the text to the clipboard. Then open DeadEnd and choose "Paste Level" from the "Edit"-menu (or press command-V).

If you are editing own levels (with numbers >34), the "paste"-dialog gives you the options of replacing the current level, inserting the level before the displayed level (thereby shifting all higher level numbers), or appending the clipboard contents as a new level at the end.

You can copy all levels (command-C), but you can't remove or replace the built-in levels 1-34. The "Copy Level"-command puts the initial position of the level into the clipboard, so copying a level after any number of moves is not different from copying it in the initial position.

You can remove any level with number >34 by choosing "Cut Level" from the "Edit"-menu (command-X).

**Good levels sent to me will be considered for inclusion in future versions.**

**Note:**

Do not try out unfinished levels while having open a player file, or the score will be permanently saved in the player file.

**•System requirements:**

System 7, but the program should also work with System 6.07. A color monitor 14" (or larger) is recommended. If you have a gray scale monitor, set it to 256 *colors* or even to black and white for better contrasts and performance. The sound manager 3.0 will improve the quality of the music. The sounds are stored in a separate file "DeadEnd Sounds". This file should be in the same folder. DeadEnd will still work without sound file, but the program will notify you that it is not able to play any sounds.

The program has been tested on Centris 650, Quadra 700, Mac II, Ilcx, Ilsi, and also runs on Mac SE. The performance on slower Macs will be improved if you turn off sound and animation from the game menu.

The DeadEnd folder should contain:

- the game file "DeadEnd 1.1.2"
- the file "DeadEnd Sounds"
- the document "DeadEnd 1.1.2 README" (=the file you're reading now)

Player files created during the game should also remain in the DeadEnd folder.

**Note:**

There is also a version for MS-DOS computers.

**•New in version 1.1:**

Book-keeping

Cut, Copy & Paste for levels

Corrected bugs

- irregular menu bar hiding/showing

- undo after restart level resulted in nonsense

More levels:

- 8 new levels of intermediate difficulty (11-18)
- 5 new levels of high difficulty (26-30)

More music by Franz Schubert and Wolfgang Amadeus Mozart

Program now needs less memory

Perhaps added new bugs

•**New in version 1.1.1:**

"New" is default button in opening dialog.

If all levels are solved, DeadEnd now jumps to the next level after completing a level.

•**New in version 1.1.2:**

Improved animation performance

4 More levels (18-21)

•**Known Bug:**

The sounds refuse to play on a Mac SE (the music works in one channel only).

•**Acknowledgements:**

Thanks to Ingemar Ragnemalm, the author of MacSokoban, for valuable hints and comments on the first version of DeadEnd. I would also like to thank my father for his help in designing levels and testing beta versions of the program.