PacMan

COLLABORATORS

	TITLE : PacMan		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		January 19, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

PacMan

1.1   Deluxe PacMan v1.6

```
            «  ↩
                 ----------------------------------------------------------------- ↩
             »
    D E L U X E
    ********      ***       *******    ***        ***      ***     ***      ***
    ***   ***     ** **      ***    ***  ****    ****    ** **    ****     ***
    ***   ***   **   **   ***           ***** *****  **     **   *****     ***
    *******   *********  ***           *** *** *** ********* *** **    ***
    ***           ***    *** ***    ***   ***   *   *** ***    *** ***   ******
    ***           ***    ***  *******    ***        *** ***    *** ***    *****
     v1.6  by Edgar M. Vigdal                               ©EMW93-95
   «-------------------------------------------------------------------»
```

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1.2   What is Shareware ?

Shareware is a way of getting good software in a cheap way.
You get hold of the software for almost nothing, and can test
it for a while before deciding if you want to pay the
programmer for his/her hard work. But remember that if you
don't pay and nobody else pays, then it's pretty sure that
the programmer will NOT make any more shareware software.
And that will in the end lead to no software for your
machine!!!! So, please pay the author of the software.

NOTE! This program IS shareware!

1.3   If you like this piece of software !

If you use this software & like it, then I, Edgar M. Vigdal,
would be eternally grateful to you if you would send me the
shareware fee (or any amount you like), as payment for the
game. You will then become a registered user of the game!

If you become a registered user and send me a disk, I will
send you a super version with lots of new levels (50), bonus
levels (15) and other improvements. This version will be a
personalized version for you, so it is extremely important
that you don't let others get this version, or your personal
key.

Here is a list of different currencies and the amount that
would be a correct price in that currency. Please round the
amount up (or down?) to the closest whole note(s). Don't
send me any coins!!

Currency		Full Game	1 Year	Extra Game	All
Norske Kroner	NOK	50.00	100.00	100.00	150.00
Svenska Kronor	SEK	57.64	115.27	115.27	172.91
Danske kroner	DKK	43.95	87.90	87.90	131.86
Finske Mark	FIM	34.29	68.58	68.58	102.87
Deutsche Mark	DEM	11.24	22.48	22.48	33.72
Pound Sterling	GBP	4.97	9.93	9.93	14.90
US Dollars	USD	7.80	15.61	15.61	23.41
Italian Lire	ITL	12950.01	25900.03	25900.03	38850.04
Franch franc	FRF	39.87	79.74	79.74	119.62
Gylden	NLG	16.81	33.61	33.61	50.42
Switzer franc	CHF	9.38	18.75	18.75	28.13
Austrian schilling	ATS	79.04	158.08	158.08	237.12

```
**********
* PLEASE *
**********
Send  me  a  disk  for  the reply, as I cannot afford all the
disks!  Please  add  an extra disk for Deluxe Galaga, if you
want  that  one  too, or if you want the next game.  The game
has  now  grown too big and I can no longer fit both games on
one disk!

Please use a clean disk with no label on it!


********
* NOTE *
********
If you only pay the shareware fee AND you get a later version
from  a PD-dealer/BBS or somewhere else,  you should think of
that  version  as an update from me!  If you send a disk then
you will get a new version from me - when one is ready!!


************
* INTERNET *
************
If  you have Internet access and an Email address and you are
able to receive messages that are upto 500 kilobytes in size,
you  can get updates through the Internet!!  This is the very
best  and  fastest method to get the new updates and extended
versions!  So,  get  yourself a good Email-box, and you will
receive  the full version a couple of hours after I have your
shareware fee!!!!

If  you only need the key, then your account only needs to be
able to receive some 1000 bytes!!
```

```
                    My address and bank/giro account

                    Methods of payment

                    Important notes

                    To Magazines!
```

1.4 My address and bank/giro account

```
        This is my address...

                Edgar M. Vigdal
                583O LUSTER
                NORWAY
```

```
    Yes!  This is  really  my  address - it's very short for
    people in  the U.K.,  Canada and Australia, but it's long
    enough for me.  ;)  Please remember that Norway is a very
    sparsely-populated  country!!!   And we really don't need
    those long addresses!!  8^)


    EMAIL:  edgarv@powertech.no


Or you may use my bank account....

        3785.10.05774              Luster SpareBank
                                   5830 Luster
                                   NORWAY

Or you may use my PostGiro account...

        0826.0658124


    PS!  I  do  NOT  like  whale hunting!  But than again, I
         don't  like  bull fights or any cruelty against any
         animal.  I have 2 dogs and 5 cats myself....  ;-)
```

1.5   Methods of payment

```
-  Cash:  Preferably  by registered mail.  Please do NOT use
any 'strange'  currencies!   Here are some currencies that I
CANNOT get exchanged:

    * Fuji dollars!
    * New Zealand dollars!
    * Any East European currencies!
    * Most far far away currencies (Brazil, Chile...)
    * NO coins!!!!!!


-  EuroCheques:   Send  a EuroCheque written out in Norwegian
kroner (NOK)  - other currencies  are NOT accepted.  Make the
cheque  payable  to  Edgar M. Vigdal.  This is without doubt
the best method of payment to use (for me)!!


-  PostGiro:   Transfer  NOK  to  the  PostGiro  account
0826.0658124.  Please send me a message either via E-Mail or
snail-mail  and  give  me  your  address  and your setup. My
receipt is very small and difficult to keep track off...  ;-/


                    IMPORTANT!!
*************************************************************
Please do NOT use any strange postal order notes. If you want
```

to use any form of postal order, then use an International
Postal Order. Check with your local Post Office!!!! Some
postal orders are totally useless here in Norway. Eg. British
Postal Orders. DO NOT USE THESE TO PAY ME!!!!

I can now get American Express Money Orders exchanged, so if
you must use them, they are OK!

Please do not use cheques if you can, because I have to pay
SO MUCH in exchange fees!!! (30-50% - it's sick!!) :(((

Please make sure that your full name, address, postal code,
city and country are included. If you have an Internet Email
address, please include that one too, so I can notify you
that I have got your fee!. Please include a description of
your hardware and OS versions too!

To those who support my hard work, I send my warmest regards!

****

1.6 Important notes

Please check that the address listed above is the same as the
one in the game !

If you send a disk you may put some stuff on it. Demos,
games, utilities or music modules.

If you have bought this game from any public-domain firms you
have NOT paid me anything, you have only supported some
'thieves' who are earning lots of money on other peoples hard
work!! If you want to support the programmers, then
subscribe for the Fred Fish disks and send the shareware fee
to the people that should have had it in the first place
(the programmers!!).

It is illegal to copy this piece of software onto games
collections and sell it for profit!! Permission to copy and
distribute this program is only granted to Fred Fish - and if
the charge for the disk/copying don't exceed 2 US dollar!!!!!

All the files MUST be included!!!! (If you need some extra
space on a coverdisk, then you may delete the music files or
change them to some that are smaller. All text/doc files
MUST be included !!

                            ****
                            * NOTE *
****
If there are any registration sites that want to distribute
the game, please contact me! E-Mail or Snail-Mail.
****

1.7 To Magazines!

If you want to use this game on your coverdisk, or you are reviewing the game, then please send me a copy of the magazine/review. If you want to pay me, I will not say no to that!

1.8 About Deluxe PacMan

This is my personal version of the old, but still wonderful game PacMan (or maybe Jelly Monster). It's not a copy of the original because I have never played the arcade machine. This game was written after some good memories of the game 'Jelly Monster' on the VIC-20. This game was one of the first games I had on the old 3.5KB computer, and my brother and I were fighting like mad to beat each others high score. The heart pounded, the adrenaline was flowing in great amounts, and the fingers shivered. I have never had so much fun with any game on all the other computers I've tried since - Hmm, maybe the SiliconGraphics, IRIS Indigo Elan!. Realtime ray-tracing in 24bit is wonderful! (It's my dream machine, but, with a price tag of $50000 here in Norway, it's only a dream....)
I hope you will like this version of PacMan (Jelly Monster?)!

Many of todays games have lots and lots of graphics, but when it comes to gameplay they really suck. They have manuals covering hundreds of pages, and you need hours and days to get into the game. What I want from a game is some relaxation for a couple of minutes, and then be able to quit the game and do some more work. And not to mark the calender for when I want to play the 60MB hi-tech game!

1.9 Your Mission

The game is like this. Our yellow hero Pacman must eat all of the pills in the maze to get to the next maze. But danger lurks in the maze. Four evil ghosts are looking for Pacman, and they want to stop Pacman from getting to the next maze. In the maze there are some power pills that Pacman can eat, and he can then kill the ghosts for a limited time. There are also some fruits that popup from time to time, and Pacman can eat these for extra bonus points. And sometimes some special tools will appear which, when eaten, may affect Pacman or the pills or even the ghosts. Some will speed up Pacman, some will give random points and some will lead to extra levels.

I hope you have got the plot by now because it's really simple - just survive in the maze as long as possible and get

the highest score.

Here is a short description of the tools:

EXTRA..   When you have collected all of the five letters
                 you will be awarded one extra life and be moved
                 to the extra levels.

SPEED UP..   This tool comes in two versions, one normal
                 speed up and one hyper speed.

SHIELD..   This will protect PacMan against the ghosts.
                 When PacMan has the shield, he cannot be killed
                 by the ghosts.

GLUE..   This will slow down the ghosts.

FREEZE..   This will freeze the ghosts for a short time.

DYNAMITE..   This will make the ghosts explode, and give you
                 5000 points for each ghost.

x2..   This will multiply every point you get by two.

x5..   This will multiply every point you get by five.

DIAMOND..   This will change all the pills into diamonds
                 for a short time.

PRESENT..   This will give you a high random score for each
                 pill you take. Very good !!

CLOCK..   This will give you some extra tool time. Each
                 tool will last a bit longer.

EXTRA LEVEL..   This will send PacMan to an extra level. There
                 are five extra levels, and if you manage to
                 clear the extra level you will get 50000
                 points.   You will not lose any lives on the
                 extra levels. If you have the full version
                 there will be 15 extra levels.

JUMP..   This will send PacMan to a random level.

GUN..   This will make PacMan able to shoot the ghost
                 and get a random high score for each ghost.

1.10 Installing the game

o DISK

   Start your machine with Workbench, then insert the Deluxe

PacMan game disk in one of the diskdrives, and open up the
disk by double-clicking on the disk icon. Then open up the
Deluxe PacMan directory by double-clicking on the directory
icon. You then start the game by double clicking the PacMan
game icon.

If you want to make a bootable game disk then format and
install a disk. Then make an 'S' directory on the disk...

         Makedir DF0:S   [RETURN]

Copy all of the Deluxe PacMan files onto the disk. Or just
copy the Deluxe_PacMan directory over to the empty disk.

    Copy the following commands on to the disk...

    CD
    SetPatch21   ;If you are using OS2.1
    SetPatch30   ;If you are using OS3.0 and AGA
    LoadWB

Make a startup-sequence in the 's' directory like this...

    -8<---
    SetPatch21   ;If you are using OS2.1
    SetPatch30   ;If you are using OS3.0 and AGA
    CD Deluxe_PacMan   ;If Deluxe_PacMan is the games directory!
                        ;If you don't use a Deluxe_PacMan directory
                        ;you must use a 'CD DF0:' to get the game
                        ;to start!!
    PacMan   ;Load and start the game
    -8<---

Reboot with the disk and test to see if it works!!

If you want to use packed data files you should also create a
directory called 'libs' on the disk and copy the
xpkmaster.library file and all the files in the compressors
directory.

o HARDDISK

   Copy the Deluxe PacMan directory to the desired directory on
   your harddisk, by dragging the directory icon from the Deluxe
   PacMan game disk to the selected harddisk directory.

   To start the game just double click on the PacMan game icon.

   If you want to use packed data files you should also copy the
   xpkmaster.library file and all the files in the compressors
   directory to your 'sys:libs' directory.

1.11   Game options and Preferences

The only option in the 1.6 version is the PAL / NTSC switch.
This can be switched with the TAB key and will only work on
Amigas that have the Fat Agnus. If nothing happens when you
press the TAB key, you probably don't have the correct Agnus
chip.

The mode you select will be saved, when you exit the game
with the ESC key.

NOTE!

This game will NOT work on any 24-bit graphics card. If
Commodore had made a machine with a fast enough processor to
use system functions in games, it would have worked, but
they didn't and they never will! Sorry !!!

Amiga is the best home computer in the world, it's just too
bad that Commodore got hold of it !!!! And that Medhi Ali was
ever born!!

1.12   How to control the game

The game can be controlled in many ways. You can use a
joystick in port 2, the keyboard, or even the mouse.

Joystick

                            Up = move Pacman up
                                    |
                                    |
      Left = move Pacman left ---+--- Right = move Pacman right
                                    |
                                    |
                          Down = move Pacman down

Firebutton to shoot when Pacman has the gun.

Keyboard

For right-handed people, the following keys can be used...

                              [8] (keypad)
                              [P]
                          Cursor Up

```
                                    |
              [4] (Keypad)          |           [6] (Keypad)
              [L]              ----+----      [']
              Cursor Left           |          Cursor Right
                                    |


                        [2] (Keypad)
                        [.]
                     Cursor Down
```

and for left-handed people, the following keys can be used...

```
                             [W]


                              |
                 [A]   ---+---  [D]
                              |

                             [X]
```

Press [SPACE] to shoot when Pacman has the gun.

Other keys and their actions...

```
 [F1]      Starts one player game. This is the default mode.
 [F2]      Starts two players game.
 [F10]     Pauses the game.
 [1]       Beginners game mode (really slow!)
 [2]       Normal game mode.
 [3]       Expert game mode.
 [E]       Toggle music and sound effects.
 [H]       Hall Of Fame.
 [A]       About the game.
 [ESC]     Quit the game.
 [SPACE]   Starts the game, same as button on joystick.
 [TAB]     Toggle between NTSC/PAL (50/60Hz) mode.  You must
           have the fat Agnus chip for this to work!
```

Mouse

The mouse can also be used to control the Pacman. Just move
the mouse in the direction you want to turn Pacman. This is
a bit sensitive, but with a bit of training it can be used.
(I've scored over 200000 with the mouse!) NOTE: In version
1.2 this function is improved a bit.

1.13 Extra functions

```
        MUSIC

        512K MEMORY
             NEW FOR VERSION 1.6
~~~~~~~~~~~~~~~~~~~~

        XPK LIBRARY SUPPORT

        NONVOLATILE LIBRARY SUPPORT
```

1.14 MUSIC

If you get sick and tired of the music you can change it to
one of your own favourite Protracker modules. You do this by
changing the name of the original music or deleting it.

        Example:

        rename PACMAN.MUSIC_MAIN as PACMAN.MUSIC.reserve1

And then you copy your module over to the Deluxe Galaga
directory and rename it as 'PACMAN.MUSIC_MAIN'

        Example:

        rename MOD.MYSUPERTUNE as PACMAN.MUSIC_MAIN

NOTE!   The modules that you want to use must be compatible
        with ProTracker 1.1b.   If you test your selected
        module and it is not played back correctly, then it's
        most probably not compatible.

NOTE Some Noisetracker mods (maybe other module types too)
        use some strange commands, and my module player may
        crash if you use these kind of modules.   If the game
        crashes/guru's for no apparent reason, it may be one
        of the loaded modules that causes the failure!

1.15 512K MEMORY

Sorry, but the game has now grown out of the 512K memory of a
standard A500!!! But as extra memory is now very cheap, this
is a very good excuse for investing in a bit more memory!!

If   you   rename   the   music   files   (PACMAN.MUSIC_MAIN,

```
PACMAN.MUSIC_HALL)  and  use the Add44K utility,  you may get
the ECS version to run in 512K!
```

1.16 XPK LIBRARY SUPPORT

```
The game will now use the xpk (a data compressor/decompressor
library) to load compressed modules.  Use the supplied 'pack'
program to pack or unpack datafiles.

Example:

    pack hd1:PacMan/PACMAN.MUSIC_MAIN method SQSH

This  will  pack  the file 'PACMAN.MUSIC_MAIN' on HD1:PacMan/
with  the  compressor  sub-library 'xpkMASH.library'.  The
compressor  library  must  be correctly installed for this to
work.

Libs:
    xpkmaster.library
    compressors/
        xpkMASH.library
        xpkRAKE.library
        xpkSHRI.library
        xpkSQSH.library
        .
        .
        .
```

1.17 NONVOLATILE LIBRARY

```
Use  of  the nonvolatile library.  If found the game will now
save  preferences  and  hiscores in the NV device (RAM on the
CD$^3$$^2$  and floppydisk or harddisks on other Amigas).  If there
is enough space on the NV device, a regular hiscore list will
be saved!

If  you  have a disk-based Amiga, you can add an NV device by
doing this:

o   Format a disk in drive n with the name 'NV', n being DF0:
    or any other drive.

    Format DRIVE n NAME NV FFS NOICON              (RETURN)

o   Then  make a directory named 'nonvolatile' and one called
    'prefs' on the disk.

    Makedir NV:nonvolatile                         (RETURN)
    Makedir NV:prefs                               (RETURN)
```

o   Then make a directory named 'env-archive' in the 'prefs'
     directory.

     Makedir NV:prefs/env-archive   (RETURN)

o   Then make a directory named 'sys' in the 'env-archive'
     directory.

     Makedir NV:prefs/env-archive/sys   (RETURN)

     Then create a file in the 'NV:prefs/env-archive/sys'
     directory that contains the following:

     NV:nonvolatile

     Name the file 'nv_location'. Use Ed or another text
     editor to make this file.

1.18   The next Deluxe game

The next game in the Deluxe series, will probably be Deluxe
Donkey Kong.   I actually started on this game after I had
finished Deluxe PacMan. But then I got another public-domain
version of Donkey Kong, that looked almost like the version
that I had on my old C64, & that looked almost like the one I
had in mind. Since I released Deluxe PacMan many people have
written to me and asked me to make a version of Donkey Kong,
so now I am going do that. A super-duper version of Donkey
Kong!   If you have any tips for Deluxe Donkey Kong then send
them to me.   (Video recordings, graphics, maps, sounds or
ideas). But when I'm finished with Donkey Kong I would really
like to make a version of JumpMan, one of my all time
favourites!

A version of Radar Rat Race is also coming !!!!

If you have any suggestions for improvements, or if you have
found any bugs then please let me know.

Good luck and have a lot of fun !!!! PEACE !!!!

Life sucks !!   - Al Bundy

Where's that damn hamburger   - Kelly Bundy

Mmmmmmmmmm, commercials!   - Homer Simpson

Remember: Man is the dream of the dolphins....

Have fun!!!!

1.19 History of Deluxe PacMan

```
1.0      First release                                      280592

1.1      - Look in the correct directory for               070692
           data or PACMAN:, if from WB.
         - Trackdisk version implemented.
         - Gun and magnet added.
         - Runback module changed. (Bug on OS2.0)
         - Protracker playroutine added.
         - Load new music added.
         - Other bugs fixed.
         - Finally got the hang of the argument passing
           from workbench or CLI, so now it should load
           data from the right place.

1.1A     - Added 'Get ready players'.                       070892
         - Now have 20 levels and 5 extra levels
         - Official Fred Fish release (Fish-717)

1.2                                                         251092
         - Fixed some bugs. Thanks to Christopher Salomon
           for finding that strange bug on the extra
           level, you must really have played a lot to
           find that one!
         - Added separate hall-of-fame for the 3 speeds.
           Thanks to Thorsten Kollstede for the idea.
         - Added some fading.
         - Changed the Magnet tool to a Jump function.
           The magnet didn't work as intended.
         - 'Boss wanders by' function added.
         - Fixed DOS & trackdisk version, so that it
           searches for extra module & extra music.

1.3      - Fixed some small bugs.                           301292

1.4      - Changed some routines.                           160193

1.5      - New preferences, AGA fix                         140593

1.6      - Finally  after  a very long delay, I have fixed  190595
           the game for AGA machines, and also made a real
           AGA version.
         - The  freely-distributable  version has 20 levels
           and  5  bonus  levels.  The full version has 50
           levels and 15 bonus levels.
         - There is only a DOS version now. No Trackdisk
           version!


    I have tested the game on an A2000B/68000 with 3MB memory and
    1MB  chip  memory with and without harddisk.  And on an A1200
```

with both a 68020 and a 33MHZ 68030/MMU and 6MB RAM. And I
have not discovered any ugly bugs on my setup.

I have also tested the game with Enforcer and Mungwall and
neither gave me any errors!

Many thanks to everyone who sent me bug reports, messages and
have helped me with this game!!!!

Please do NOT hack this game and PLEASE do NOT make any
trainers for the game!!!!!!!!!!!! This will kill both the
game and any future projects that I had in mind!!!!!!!

    A special thanks to Toru Iwatani, for creating PacMan.

1.20 Technical info

```
------------------------------------------------------------------------
GenAm Macro Assembler Copyright © HiSoft 1985-93
All Rights Reserved - version 3.04

Assembling PacMan.s
Pass 1
Pass 2

0 errors found
21316 lines assembled into 354840 bytes, Amiga executable relocatable code
159 optimizations saving 408 bytes
644336 bytes used
------------------------------------------------------------------------
```

    21316 lines of Devpac v3.04 assembler code. A great
    assembler package!!!! Assembling time : 12.72 seconds on a
    A1200/030/33MHz with 6MB RAM.

    Graphics - 32 Colors, 362 KB raw gfx data. (ECS)
              - 128 Colors, 485 KB raw gfx data. (AGA)
    Sound   - 54 sound effects synthetic.
              - 82 Kb samples and music.