

**Pairs**

<b>COLLABORATORS</b>
----------------------

	<i>TITLE :</i> Pairs	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		January 18, 2023

<b>REVISION HISTORY</b>
-------------------------

NUMBER	DATE	DESCRIPTION	NAME

---

# Contents

<b>1</b>	<b>Pairs</b>	<b>1</b>
1.1	Pairs AGA v1.2 . . . . .	1
1.2	freeware . . . . .	1
1.3	rules . . . . .	1
1.4	bugs . . . . .	2
1.5	history . . . . .	2
1.6	projects . . . . .	3

---

# Chapter 1

## Pairs

### 1.1 Pairs AGA v1.2

May 1996

Freeware

Aim of the game

Bugs/Problems

History

Other projects

My address:

Tobias Lenz  
Geitnerweg 21K  
12209 Berlin  
Germany

e-mail: lenzmi@zedat.fu-berlin.de

### 1.2 freeware

Pairs is Freeware. This means everybody is allowed to copy Pairs but it is strictly forbidden to manipulate one of the files or to remove a file from the package.

You use Pairs on your own risk (and maybe soon on your own RISC?).

### 1.3 rules

---

The idea is easy:

1. You have to find a pair of blocks.
2. Try (in your mind) to draw a line with 90 degree angles from one block to the other.
3. If this line has zero, one or two angles, both blocks will disappear.

If there is no block left, you completed the level and a new one is created. To have a real challenge the available time is reduced by 6 seconds every time you have completed a level (beginning with 275 seconds).

You do not have to wait for the "connection line", your mouse clicks are stored in memory.

The program detects illegal moves itself and does not accept them. With the left mouse button you select a block and with the right one you can deselect it. Use <Esc> to return to the main menu or press <p> to pause the game. The game also is paused if you activate a different window e.g. on the Workbench. In pause mode Pairs needs nearly no cpu time - very multitasking friendly.

In the menu you can select the entries also using the keyboard:

<s> = start game  
<i> = info  
<r> = speed records  
<h> = highscores  
<q>/<Esc> = quit

## 1.4 bugs

Bugs? Where are they? Hit them, bash them, kick them!!!

How do you mean "in my program"? - Oh, that kind of bugs! If you really should find a bug in Pairs, feel free to send me a report about what happened under which circumstances.

If you email your problem report to me, you will get an answer within two weeks and maybe a corrected version of Pairs (who knows).

Remember that Pairs needs AGA chipset, OS 3.0, MC68EC020 or higher and the screen mode Multiscan:Productivity.

## 1.5 history

v1.0 (May 1996):

- \* First public release

v1.2 (May 1996):

- \* Bad bug in time counter removed: If time reaches zero directly after you clicked on the second block of a pair, the time was set to 65536 and corrupted the display (took a while to get the time bonus).
- \* Game crashed if you got the last place in the highscore table, played again and reached another entry in the highscore (Guru 80000004)

- \* Speed records table included
- \* Info screen enhanced
- \* Raised start time from 250 to 275 seconds for "non professional" players
- \* Some routines slightly optimized

Thanks to Audrey McCalla, Ralf Friedrich, Simon Gilligan, Tim Trepanier and Kenji Irie for their bug reports.

For the future: A two player competition mode (both playing on the same board) is under construction.

## 1.6 projects

If you like this game and if you believe in my programming skills, you can download all my games from Aminet or on the Digital Nightmares homepage <http://www.Informatik.Uni-Oldenburg.de/~miha> (mostly PC stuff).

Other games are (all AGA only):

AmiCross (game/think) - a logic puzzle game (german)

BOOM (game/2play) - BomberMan clone; will be on Aminet soon

Tättris - Tetris clone for one/two player(s)

...and more will follow.

You are a graphic artist? You want to create graphics for games? You have some free time?

If you can answer this three questions with a loud "YES", then it is time for you to contact me (email preferred). Send some samples of your work in IFF, GIF, JPEG or PCX format with 256 or less colors (no 24bit images!).

---