

**PacMan**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> PacMan		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 25, 2024	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## 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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```

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Technical info

```

### 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  
5830 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!

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## 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

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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...

```
Mkdir 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.

```
Mkdir NV:nonvolatile (RETURN)
```

```
Mkdir NV:prefs (RETURN)
```

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

```
Mkdir NV:prefs/env-archive (RETURN)
```

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

```
Mkdir 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 to 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

Mmmmmmmmm, 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  | <ul style="list-style-type: none"> <li>- Look in the correct directory for data or PACMAN:, if from WB.</li> <li>- Trackdisk version implemented.</li> <li>- Gun and magnet added.</li> <li>- Runback module changed. (Bug on OS2.0)</li> <li>- Protracker playroutine added.</li> <li>- Load new music added.</li> <li>- Other bugs fixed.</li> <li>- Finally got the hang of the argument passing from workbench or CLI, so now it should load data from the right place.</li> </ul> | 070692 |
| 1.1A | <ul style="list-style-type: none"> <li>- Added 'Get ready players'.</li> <li>- Now have 20 levels and 5 extra levels</li> </ul>                                                                                                                                                                                                                                                                                                                                                        | 070892 |



- 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 301292
  - Fixed some small bugs.
- 1.4 160193
  - Changed some routines.
- 1.5 140593
  - New preferences, AGA fix
- 1.6 190595
  - Finally after a very long delay, I have fixed 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

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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.

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