

**PlayPac**

**COLLABORATORS**

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**REVISION HISTORY**

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# Chapter 1

# PlayPac

## 1.1 PlayPac

PlayPac

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Disclaimer

Copyright

Introduction

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## 1.2 Disclaimer

This product comes 'as is', without any warranties. You are using it on your own risk.

## 1.3 Copyright

You can spread this software as long as no profit is made and all files from original package are present.

## 1.4 Introduction

PlayPac is a pacman clone which I started to write because I wanted to learn how to program my Amiga. At the first it was supposed to be just a simple project but, thanks to people who has sent mail to me, I've decided to keep the project going on and on.

## 1.5 System requirements

PlayPac needs WB 3.0. The amount of required diskspace/memory depend on the selections you make when installing PlayPac and the screenmode you use. In minimum (Lores16-gfx and 320\*200 screen) PlayPac needs about 600 kB free memory.

## 1.6 Installation

Just double-click PlayPac.install icon and follow instructions or copy 'playpac.font' to FONTS: directory and 'PlayPac' and 'PlayPacData' to your games directory. If game is not correctly installed it won't start.

To testplay PlayPac before installing it double-click Test icon.

## 1.7 Settings

You can configure many aspects of PlayPac from the Settings window. It is possible to change the size of maze, add tunnels to maze, set number of pacs/ghosts, turn blackouts on/off, select game's speed...

Here is the list of gadgets and their functions:

Maze width/height ... Changes the size of maze (max.16\*16) note that you can't have bigger maze than screen

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Lives ..... Sets the number of pacs

Ghosts ..... Sets the number of ghosts

Next bonus ..... Sets the amount of pills required for bonus

Add ghost ..... Sets how often new ghost appears

Speed ..... Sets the speed of game

Ghost aggr ..... Sets the aggressiveness of ghosts

Control ..... Control for Player 1

Tunnels ..... If on game adds tunnels to maze whenever it is possible

Blackouts ..... If on walls will turn to black if you stay too long in a same level

Autoshield ..... If on Pac's shield is automatically activated whenever needed

Autostart ..... If on game starts right away else use keys/joystick to select pac's direction and press space/button to start playing

Save scores ..... If on game saves scores on the disk

## 1.8 Keymap

### Menu keys

<Esc> ..... Quit game

<Del> ..... ASL Screenmode Requester

<Help> .....

        Settings window

            <H> ..... Highscore screen

<Space> ..... Start game

<F1> ..... Start one player game

<F2> ..... Start two players game

### In-game keys

<Esc> ..... Exit game

<Space> ..... Pause On/Off

<V> ..... Show version number

<Cursor up> ..... Move up

<Cursor down> ..... Move down

<Cursor left> ..... Move left

<Cursor right> ..... Move right

<Z> ..... Toggle Shield On/Off

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## 1.9 Tooltypes

From program's tooltypes you can select between different kind of graphic/sound files. It is also possible to change the task priority of game by setting the value of PRIORITY tooltype.

These must be set:

```
GFXFILE = <filename>
```

```
SNDFILE = <filename>
```

These are optional:

```
(PRIORITY = task's priority)
```

```
(SCREENMODEFILE = <filename>)
```

```
(SCORESFILE = <filename>)
```

```
(SETTINGSFILE = <filename>)
```

## 1.10 Usage from CLI

To start PlayPac from CLI make program's directory the current directory and use following format: PlayPac <gfxfile> <sndfile>

```
Example: cd Work:Games/PlayPac/
         PlayPac PlayPacData/Lores16 PlayPacData/Sounds
```

## 1.11 Scoretable

```
Pill ..... Score 1 + Candies
Shield ..... Reloads Shield (1/2 for Candy)
Powershield ..... Reloads Powershield (1/2 for Candy)
Power..... Turns ghosts in panic
Panicky ghost ..... Bonus 100
Icecream ..... Score 100*ghosts (appears if no ghost caught)
Teleport ..... Randomly teleports pac to some other corner
Promote ..... Promotes to the next level (+ scores all pills left ←
  behind)
Wheel of Fortune ..... Random bonus
Star ..... Multiplies bonus
Dollar ..... Scores bonus
Shield in frame ..... Scores shield
Fill maze ..... Fills maze with Bonuspills
Bonuspill ..... Bonus 1
Heart ..... Gives extralife
Lamp ..... Turns lights on
Sun ..... Turns blackouts off
Cherry ..... Bonus 5
Two cherries ..... Bonus 10
```

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Apple ..... Bonus 25  
Two apples ..... Bonus 50  
Orange ..... Bonus 100  
Pear ..... Bonus 200  
Banana ..... Bonus 300  
Hamburger ..... Bonus 30 (appears if a bonus has been left in the ←  
previous level)  
  
Level completed ..... Bonus 25  
  
In-a-Row bonus ..... Eat pills in a row to earn this bonus

## 1.12 Bugs

- After writing your name to highscores, keyboard-input can lock for a while
- If PlayPac's screen isn't the front-most screen its palette can corrupt
- Graphic-cards can cause problems to PlayPac

## 1.13 Further info

PlayPac was written with BlitzBasic v2.1 on Amiga 1200 with 40MHz '030 and 6MB memory.

## 1.14 Acknowledgments

I would like to thank everybody who has sent suggestions or bug reports to me. Especially thanks to Odd H.Sandvik whose support has been enormous.

## 1.15 History

Version 1.40 (22-Sep-98)

- Graphic/sound data in single files
- New power-ups: Wheel of Fortune, Powershield, Score Shield, Sun, Fill Maze, Slow Ghost, Sleep Ghost and Teleport
- In-a-Row bonus
- Standard AmigaOS version string
- Executable from CLI
- Tunnels
- Autostart option
- Improved speed option
- Ghost aggressiviness option
- MagicWB, NewIcons icons

Version 1.31 (27-May-98)

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- Manual shield
- Open Screenmode Requester at startup

Version 1.3 (16-Feb-98) = v1.30

- Multiplayer
- Recoverable ghosts

Version 1.2 (1-Oct-97) = v1.20

- Lores16/Hires64 graphics
- ASL Screenmode Requester

Version 1.11 (15-Mar-97)

- Speed option

Version 1.1 (10-Feb-97)

- Settings window
- Improved in-game graphics
- OCS/ECS and NTSC compatibility
- New bonuses
- Keyboard control
- Autoshield

Version 1.0 (5-Nov-96)

First release

## 1.16 Feedback

If you have any new ideas, bug reports or comments then write to me

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