

in

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Contents

1	in	1
1.1	MUI Puzzle V1.0	1
1.2	README	1
1.3	About	1
1.4	Distribution	2
1.5	Steering	2
1.6	Hardware	2
1.7	Thank you	3
1.8	And the rest	3
1.9	MUI	4

Chapter 1

in

1.1 MUI Puzzle V1.0

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                                Yet another Magic MUI Puzzle X
*
                                © 1994 by Michael Bauer

About
Distribution
Steering
MUI
Hardware
Thank you

And the rest
    Important: If you have some ideas for nice Workbench Games, ↔
    write me
a note !!!
```

1.2 README

Perhaps you've been wondering why I've chosen such a stupid name. It's my answers to these (IMHO) idiots who've started this 'MUI Replacement Project' stuff on usenet. (Flames to /dev/null or >NIL:)

1.3 About

MUI Puzzle was written for only one reason. I've been sitting in my room, I've watched TV (STTNG) and suddenly I was tired of doing absolutely nothing at all. That's the result of only 2 hours. One reason for this game is to show all of you how easy MUI programming is. Have Fun.

1.4 Distribution

MUI Puzzle is Mailware. You may copy it to all of your friends, but it would be kind if you'd send me a postcard or a letter or even a EMail if you like this game.

Public Domain series:

Permission is granted for Fred Fish and SaarAg. All other series may use this program as long as they don't charge more then 5 US-\$ or 6 DM for a single disk. It would be nice too if they'd send me a short note.

Mailboxes, etc:

I'm going to spread this game via Aminet. But other Mailboxen may use it too.

Magazines:

You may put it on your coverdisks. But it would be kind if you'd send me a note and if you'd send me the magazine for my collection :c)

Rights:

The copyright of this program is mine. But I can't take any responsibility for possible damages made by this game. This archive may only be distributed in original state.

Important:

Persons who support violence against foreigners aren't allowed to use this game.

1.5 Steering

It's simple. Click on the tiles or use the cursor keys to select a tile and the return key to press this tile. Use Shift+Cursor to jump to the end of the line/column.

1.6 Hardware

Simply take an Amiga with at least Kickstart 2.0 :c)
Further on you'll need
MUI

2.0

Hint:

=====

If you're no registered MUI User by now, simply pay your fee to
Stefan
and you'll receive your own Keyfile pretty soon and you'll ↔
support the
development of such packages.

1.7 Thank you

A thank you goes to

Jochen Wiedmann for the idea to write a game with MUI.

Stefan Stuntz for writting this

fantastic

package.

Dietmar Eilert for his GoldEd.

Matthew Dillon for his incredible DICE.

Stefan Becker for the toolmanager docks (Read the source, luke)

my mother for the excellent catering service

Fred Fish for all he did and will do supporting the Amiga

all the people who distribute their programs as Freeware/Giftware

all the people on #Amigager

Volker "Flagor" Graf for selling me his monitor for the price of a

Pizza.

Kevin Huculak (I hope it's the right spelling) for the new shuffling

method

1.8 And the rest

How to reach me ...

If you like this game or if you find some bugs or if you'd like to tell
me your idea, ... , write to

Michael Bauer

Hegelstr.27

72072 Tübingen

07071/72293

Germany

EMail : bauermichael@student.uni-tuebingen.de

IRC and Nightfall (134.2.62.161 4242) : Gutgolf

If you don't like the game at all or if you're searching for a reason to
flame other people, write to ...

UNIX: /dev/null

Amiga: NIL:

And please forgive me for all my typos in this document. :c)

1.9 MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 20.- or US\$ 15.-

to

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