BabyLabirinth 1.0.2

I wrote this application to let my 5-years old daughter, Marianna, play with my computer. She liked very much "BachMan", but it was a bit too difficult and fast to play to her. So, as her birthday was approaching, and I was at home ill, I decided to write her this simple game. It is a poor B/W game, as I've got only an old and glorious mac SE, and i've written it in THINK Pascal. It should run on any macintosh running sys 6.04 or later. If you find any bug or have problems with the game, contact me and I'll try to fix them (if I'll have time). I used a lot of icon in the menus in order to make them easy to understand to a child. It's possible to customize it changing its sounds using ResEdit. I used some sounds found here and there, since my computer haven't got a built-in microphone (sigh! Ehr... as a good option for paying your fee you could send me a old spare microphone interface for my SE...).
It is even possible to add made-by-yourself animations. To make your one follow the instructions in "Customizing BabyLabyrinth" file, enclosed with the game.

I must thank my wife Laura for her help in drawing the animations and for her patience with me.

This game is ChildWare:
• if you wrote some entarteinment or didactic application for your child, send it to me.
• If you haven't, and your children (or you) liked this game, send me 10 $ (or more), to support childish applications development. (I haven't a job, and I am still studying). Please send checks, not money orders, or I'll have to pay more than the fee to get it.
• if you can't send me money, then make your child send a postcard to my daughter Marianna.

our address is :
Simone and Marianna Bettini, and Laura Cesaro
via Umberto I, 20/a
35040 S.Margherita d'Adige (PD)
ITALY

my internet E-Mail address is : space@sabrina.dei.unipd.it
(at least up to the end of 1993, and probably for all 1994).

NOTICE

If you have got nice animations, send them to me: I will include them in furter releases of BabyLabyrinth.

VERSION HISTORY

1.0

- fixed some bugs.
- changed the algorythm for "speed" options in order to make the speed selection ok even on faster machines
- added "pencil" and "big watch" cursors.

1.0.1

- draggable game window (suggested by Ingemar Ragnemalm)
- changed, and made smaller, some sounds in order to reduce the game size

1.0.2

- entirely replaced sound routines with the ones by Marv Westrom (see copyright notice).
- replaced the "sound on/off" item with "sound volume" submenu in "Special" menu.
- now it is possible to add an "about box" relative to any added animation (see customise)

I an thinking of writing a color/bw version of babylabyrinth: send your subscriptions in order to allow me to find out the time for doing that.