Christmas '93

• A christmas card,
• a demonstration of the capabilities of QuickDraw and
• a combination of two old games that I really liked.

This is the small version, which is only in b/w. I figured a Classic owner with a 2400 modem won't relly need the huge color picture.

>Topic<Merry Christmas!

Or "God Jul" as we say here. This is a computerized christmas card, and a little puzzle game. I hope it can give a few minutes pleasant diversion at any time of the year, but obviously it is best used at Christmas. Now you have a chance to teach grandma how to use the mouse!

>Topic<Background

This game was inspired by two other programs, Christmas '87 by Brad Needham and Puzzl' by the late Duane Blehm. I have tried to combine the qualities of these two, plus add color (big version only).

>Topic<Copyrights

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>Topic<Shareware pack #1-2

I have written quite a few Mac games by now. They go in two "shareware packs". Versions numbers below are the current ones. You will get that or better.

Shareware pack #1. $15.
Bachman 2.0, with editor and extra levels.
Slime Invaders 2.0.1, with extra levels.
HeartQuest 0.8.
MacSokoban 2.1.
Hexmines 1.2.1.
Bikaka 1.3.
Classic Daleks 1.1.

Shareware pack #2. $10.
Ingemar's Skiing Game 1.0, registered user version with editor.
Christmas '93. (or future variation on it.)
Future games, pre-releases, if any.
A few FKEYs and small utilities.

As long as the pack #2 disk isn't crowded with new stuff, I'll gladly fill the left space with some games from pack #1, or, if you are a programmer, with all or parts of Sprite Animation Toolkit (the Think Pascal/Think C library used in Bachman, Slime Invaders, HeartQuest and ISG). Please note what games you are most interested in.

Both packs: $20.
Upgrade/sidegrade for registered users (desired combiation of the above): $10.

Order them by sending the amount (and a note with your complete mail address plus Mac model and system version) to:

Ingemar Ragnemalm
Plöjaregatan 73
S-58330 Linköping
SWEDEN

Cash is best, if possible. (Neatly wrapped, of course.) I have had trouble with checks, esp. US ones (but trying hard to solve the problem - it might work).

>Topic<How to play

Problems? Have you tried the mouse? Bring the game window to front, move the mouse over it, and click-and-drag.

When two adjacent pieces get close enough (2 pixels or so from perfect match) they will meld together and form a bigger piece. When the entire puzzle is one big piece, you have won!

>Topic<Acknowledgements

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• Pekka Heino for the idea that got me started and thereby caused this game to be

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