## **Paulie Python Help Index**

The Index lists all Paulie Python Help topics.
To learn how to use Help, choose How to Use Help from the Help menu.

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# Registering this Software (what you get)

This section explains the options and benefits of registering Paulie Python.

Registering the Shareware Version
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## **Registering the Shareware Version**

If after a few days you decide you would like to keep the Shareware version of Paulie Python, you must register it.

To register the Shareware version of Paulie Python, send just \$5.00 to:

Craig P. Thompson Way Out West-ware 1815 W. Temple Street Chandler, AZ 85224

You will gain the satisfaction of knowing you are encouraging the development of quality Shareware programs. Thank you for supporting the Shareware concept.

#### **Related Topics:**

Receiving the Commercial Version
Building Unlimited Screens with ScreenSculptor

## **Receiving the Commercial Version**

The commercial version of Paulie Python includes the following bonus features:

- \* ScreenSculptor screen builder no limit on number of screens.
  \* Start each game with five lives instead of three.
- \* Earn an extra life after each five screens.
- \* Automatically registers your Shareware version

To receive the commercial version of Paulie Python, send just \$14.95 to:

Craig P. Thompson Way Out West-ware 1815 W. Temple Street Chandler, AZ 85224

#### **Related Topics:**

Registering the Shareware Version
Building Unlimited Screens with ScreenSculptor

#### **Building Unlimited Screens with ScreenSculptor**

ScreenSculptor allows you to create an unlimited number of screen sets, each containing up to 100 screens. The Edit option lets you edit existing screens or create new screens and screen sets. To create a new screen or screen set, simply type in a new name in the screen chooser dialogue box. Screen sets can reside in any directory on any drive.

You may use either the keyboard or the mouse to create your screens. The left mouse button draws with the currently selected shape. The right mouse button erases shapes. The cursor keys on the keyboard move the keyboard cursor. The spacebar toggles the keyboard draw-mode. The delete key toggles the keyboard delete-mode. When finished editing a screen, select the Done option to save your work.

Each screen must have exactly one Paulie Python head shape and one or more Mice.

#### **Related Topics:**

Registering the Shareware Version Receiving the Commercial Version

# **Getting Started**

This section will help you begin playing Paulie Python immediately.

Overview Starting a New Game

#### Overview

The object of the game is to guide Paulie Python through multiple scrolling screens eating all the Mice without crashing into the walls or himself. The screen is completed when all the mice are eaten. Avoid the bouncing balls. Paulie can be killed if he gets hit in the head by a ball. The bonus for a given screen is the amount of time left on the bonus timer multiplied by the level. You can either use the cursor keys on the keyboard or the mouse to control Paulie's movements. Each mouse Paulie eats adds to his length making it more difficult to avoid crashing into himself.

The sound may be toggled on and off using the F3 key or the Sound option on the Game menu.

The game may be paused by using the F4 key or the Pause option on the Game menu.

**Related Topics:** 

Starting a New Game

## **Starting a New Game**

To start a new game, select the New option from the Game menu or press the F2 key.

## **Related Topics:**

Overview

# **Options**

This section explains Paulie Python's many options. Paulie Python remembers your favorite settings from one session to the next.

Scheme of Things
Lcon
Attitude (speed)
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Other Screen Set

## **Scheme of Things**

This setting allows you to decide what will happen after Paulie Python clears the screen of Mice. The Grand Tour option progresses through the screens one after another in the order they appear in the screen set. The Surprise Me option randomly chooses the next screen from all screens in the current screen set. The My Way option prompts you to choose the next screen each time a screen is cleared.

#### **Related Topics:**

Icon
Attitude (speed)
Control (keyboard vs. mouse)
Other Screen Set

## **Icon Options**

When the Paulie Python main window is minimized to an icon, this option determines whether the icon is animated.

#### **Related Topics:**

Scheme of Things
Attitude (speed)
Control (keyboard vs. mouse)
Other Screen Set

## **Attitude (speed)**

The speed of the game action is set by Paulie's attitude. He can move like a Garter Snake (slowest) all the way up to a Black Mamba (fastest).

#### **Related Topics:**

Scheme of Things
Lcon
Control (keyboard vs. mouse)
Other Screen Set

## Control (keyboard vs. mouse)

When set to Keyboard, you must use the cursor keys to change Paulie's direction. When set to Mouse, you can use either the mouse or the cursor keys. When the mouse is set to Full Screen, you do not have to keep the cursor in the main window, but the function keys and menus are disabled. When the mouse is set to Client Area, the function keys and menus are accessible, but Paulie's direction can only be changed when the cursor is in the client area of the main Paulie Python window.

#### **Related Topics:**

Scheme of Things
Lcon
Attitude (speed)
Other Screen Set

#### **Other Screen Set**

This option allows users of the commercial release to chose from an unlimited number of screen sets residing in any directory of any drive. Each screen set may contain up to 100 screens.

#### **Related Topics:**

Scheme of Things

<u>Icon</u>

Attitude (speed)

Control (keyboard vs. mouse)

Receiving the Commercial Version

Building Unlimited Screens with ScreenSculptor

# ScreenSculptor

This section shows you how to create an unlimited number of screens and screen sets.

How to Get ScreenSculptor
Building Unlimited Screens with ScreenSculptor

## **How to Get ScreenSculptor**

The ScreenSculptor comes with the commercial release of Paulie Python.

Receiving the Commercial Version