Glypha 2.0 by john calhoun ®1990

This is the 2.0 version of a game **Glypha** I wrote earlier this year. The game was heavily based on the arcade game "Joust", but where programming was deemed too time-consuming to even attempt or where creative ideas took prerogative, I deviated somewhat. It will abort if launched on anything less than a **Mac Plus**, and if you want the digitized sounds, you'll need to run it under **System 6.02** or more recent. Sorry, not **MultiFinder** compatible. (How is that done?)

The ongoing goal of the game•

If you're unfamiliar with the game Joust, here's how it goes. You are controlling a rider on a giant ostrich-like bird inside an Egyptian tomb. You can control the bird's direction (left and right) and you can cause him/her/it to flap (making you go up). Gravity takes care of bringing you back down.

Okay, certain evil sphinxes will appear and attempt to run you through with their swords. The way to battle them is to collide with them - the winner is the one whose weapon is above the other's.
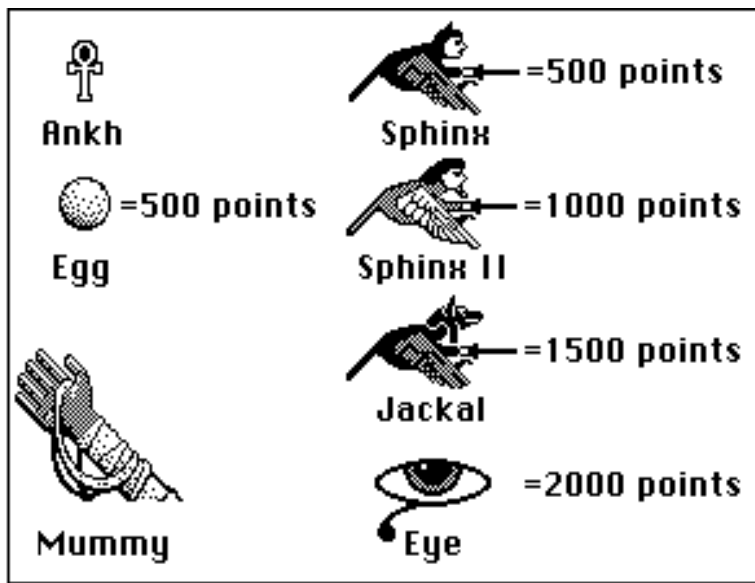
So, if you "kill" the enemy, you get points and they turn into eggs. Sometimes you catch the eggs so quickly after you kill the enemy that you may not notice that they turned into eggs at all. Otherwise, you should see the egg arc and fall down - resting either on one of the platforms or plunging into the lava pools below.

If you let the egg lie too long, it will hatch into the next most powerful sphinx (if there is a more powerful one), so, obviously, the idea is to get the eggs as quickly as you can before they hatch.

When you have killed a specified number of sphinxes, the game goes on to the next level or "wave". The enemies then just get more plentiful and more deadly.

Some final notes. The lava pits are covered only for the first two waves, after that, beware of the giant mummy hand in the lava pit on the right! Also, the smaller platform in the center of the screen comes and goes depending upon the level you are on - don't worry about it. However, worry about this - if you take too long on a level, a giant evil eye appears. It will relentlessly follow you (even through the platforms) until you make it to the next level of the game, or you destroy it. How to destroy it? Very difficult. You see, every 30 seconds or so the eye will close and then reopen. You must collide with it while it is closing, closed, or opening - if it is fully open, you die!

About the controls•

      Under the **Options** menu you may **Configure Controls**. This allows you to choose either **Keyboard** control or **Mouse** control. Let me tell you about these. Mouse control is tough! I've changed it since version 1.0 so that now it uses an absolute mouse position instead of relative. You get all the gradations of speed that the keyboard gives you, but the mouse may prove just too difficult. The way it works is like this: Your bird always turn toward the half of the screen your cursor is in. That is, if your cursor is left of the centerline of the screen, the bird will face left. Now, the speed in which you move in a particular direction depends on how far past the center of the screen you are. To go as fast as possible to the left, whip the cursor all the way to the left edge of the screen. The button on the mouse is your flap button.

      With the keyboard, one keystroke turns your bird in the equivalent direction - continuing to hold the key down accelerates you in that direction - let up at any time on the key and you continue at your current velocity. In other words, you can fly at a sort of "trot" or whatever by only holding the key down for a short time. You may use either the 'A' or 'S' keys to turn you left and right or the ':' and '"' keys (whichever's more comfortable). The spacebar is the flap key in any event.

      Note: The mouse button will cause the bird to flap whether you're in **Mouse** control mode or not. This allows you to use a combination of the keyboard (for left/right) and the mouse (for flap) if you find it easier (it certainly is quieter and maybe quicker than banging on the space-bar - but, if you don't like mixing your inputs...).

new features•

      This version differs in many ways from version 1.0 released in January of this year. Here's a history:

      -Glypha 1.0
      First release of Glypha in January of 1990.
      -Glypha 2.0
      Most recent release in March of 1990.
      -added an animated Help screen
      -added digitized sounds (if using System 6.02 or more recent)
      -added a high score screen that saves to the disk
      -also saves preferences to disk (Keyboard/Mouse and Fast/Slow)
      -fixed bug where garbage is drawn outside window on Mac II monitors
      -fixed quirks in the eye's entrance
      -number of "stones" goes through a consistent 5 wave cycle now
      -every 4th, 9th, 14th, etc... wave is without the upper "stones"
      -fixed bug where eggs go into "wraparound oscillation"
      -fixed bug in mummy hand so that now it begins at the bottom of the lava
      -made the hand move quicker up to get you
      -fixed bug where bounding rect became improperly resized when player died
      -fixed command-keys so that they work while playing game
      -switched from relative to an absolute mouse positioning in mouse mode
      -bones sink

about the new features•

Primarily I just want to add that the high scores save to the disk. Do not be alarmed. However, you may lock your disk if you like, but the high scores will simply not save. Neither will your preferences. The two preferences that Glypha remembers are: whether or not you use **Mouse** control or **Keyboard** control, and whether or not you leave the game on **Slow** play or **Fast** play.

A little about **Fast** and **Slow** mode. If you have a **Mac][**, **Slow** mode was written in for you. But let me warn you about something. Since the **Mac][** has a quicker processor, **Glypha** assumes that when you are in **Slow** mode you can handle more enemies at a time without slowing the game down too much. So, consequently, in **Fast** mode the upper limit on the number of sphinxes on the screen at any given time is 4, but on **Slow** mode, the program allows up to 6. So, it will get a great deal harder in **Slow** mode.

A final note. You may select from 1 to 99 birds (or "lives") under the **Options** menu - the default is 4. If you deviate from the default of 4, you cannot get a high score. You may (be my guest) start on any level (up to 99) and still get on the high scores (if you survive).

source code and registration•

If you are learning Pascal or know how to program in Pascal but are interested in seeing how a novice programmer handles offscreen bitmapping and digitized sounds, send $15 to the address below. I'll send you out a disk with all the code on it.

Otherwise, if you'd just like to register the game and receive notices on all revisions and future releases or **Glypha**, send $8 to the address below. Glypha is shareware and you ought to have a conscience about these things by now.

But, if $8 is a little steep for you, at least send me a letter - say hi - just let me know what you like and dislike about **Glypha**.

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