V.   FICHIER SETUP / ENTRAÎNEMENT-VERSION GARÇONS

```
{ Language is case insensitive                        }
{ All documentation is in this file, don't delete it  }
{ Oh I forgot, some information is in the             }
{ language.txt file but it's a bit outdated :(        }
{                                                     }
{ Tokens are numbers, names, and strings. Strings can }
{ contain underscores representing spaces             }
{ Comments, like this, can be nested                  }

{ Thomas Wehrle, Dec. 1995                            }

Setup ofraH { Name can be changed }

   Parameters

      Globals
              8    { Number of levels                                        }
              1    { Number of lives (max 10)                                }
              2    { Border width                                            }
              6    { Foodsize                                                }
              0    { Show Top Ten                                            }
              1    { Use different shapes for standard enemies if possible   }
              0    { Save starting RGBs as defaults (leave 0 here)           }
              6    { Container size (in items)                               }
              3    { Delay in milliseconds for board show and hide           }
            800    { Time of power in pixel distance                         }
           1200    { Time of faster speed in pixel distance                  }
            800    { Time of shield effect in pixel distance                 }
           1200    { Time of bonus in pixel distance                         }
              0    { Type of pictures for helper (0=bgi 1=pcx 2=no helper)   }
              4    { Number of potions for full magic                        }
              2    { Magic units per potion                                  }
              2    { Magic units critical threshold => blinking              }
              0    { Cycles after which helper asks for help (1. time)       }
              0    { Cycles after which helper asks again (0= never)         }
                   { Same thing again for the level on which magic fails     }
              0    { Cycles after which helper asks for help (1. time)       }
              0    { Cycles after which helper asks again (0= never)         }
              0    { Level when magic fails (0=never fails)                  }
              1    { Magic units peg potion on magic fail level              }
              0    { Fast level that needs helpers intervention (0=never)    }
              0    { Speed of fast period in fast starting level             }
              0    { Cycles after which helper slows down the fast level     }
              0    { Cycles after which helper gives a life (mode 3)         }
              0    { Score for getting a new life                            }
              0    { Lifes that the hunter (fast enemy) has got              }
                   { Put a zero for never die but also never go to prison    }
              1    { Allow programmer mode                                   }
              1    { Display level done message                             }
              0    { Global decrease of speed for all levels                 }
                   { Only change this value here, if you play on a faster    }
                   { platform. Use /s:n for individual adjustment            }
              0    { Horrible style (???????)                                }
              2    { Default user control (1 = keyboard, 2 = joystick)       }
              1    { Keyboard mode default (1 or 2)                          }
              1    { Joystick mode default (1 or 2)                          }
             10    { Volume of left speaker (0..15)                          }
             10    { Volume of right speaker (0..15)                         }
                   { Only works when there is a mixer chip on the soundcard  }
             25    { Lightchange in creepy mode                              }
              1    { High graphics resolution (0 = low resolution)     (*)   }
              1    { Try to correct the character set (for Topten)     (*)   }
              0    { Write-cache-disabled mode                         (*)   }
                   { This function adds the message_announce_snd because     }
                   { saving the message window interrupts the game a little  }
                   { bit. Only set this flag if there is a significant       }
                   { pause                                                   }
              5    { Time out (secs) of confirmation dialog                  }
              5    { Number of deaths on a level until the helper            }
                   { eliminates all enemies if called (and bell effect 1)    }
             10    { Number of deaths on a level until the helper            }
                   { eliminates all enemies anyway                           }
              3    { min. enemy distance (in cells) for bell effect          }
             30    { Longest duration of a game pause (secs) (pause tool)    }
              0    { Countdown in pause above time out is hearable           }
              0    { alternate joystick logic for mode 1 (old logic)         }
           1000    { Time t until fast enemy appears. 0 = after power mode.  }
                   { 0 is the old behavior. If the player has power at time  }
```

```
                { t it will wait until this mode ends. But if the player }
                { gets and looses power before time t, this will also    }
                { trigger the appearance of the fast enemy               }
         1      { Control randomness (experimentally reproducible)       }
                { This should be 1 except if one wants a _real_ game     }
         1      { Allow tool selection during a pause (pause tool)       }
                { In this case only the red button terminates the pause  }
                { Also note that this only works in joystick mode 1      }
                { or keyboard mode 1 (the other modes seem to be obs.    }
End Globals

{ Note concerning truth (boolean) values:                               }
{ 0 = false / no                                                        }
{ 1 = true  / yes                                                       }

{ (*) These are technical parameters. Do not change them if you do      }
{ not understand them ;)                                                }

{ Note concerning pcx helper pictures:                                  }
{ a) The palette of the pcx file is NOT loaded because that could       }
{    interfere with the rest of the rgb setting. Therefore choose       }
{    colors not yet used or fixed and ok. Change the RGB values         }
{    with the color editor. The pcx files are standard 256 color        }
{    PCX format files.                                                  }
{ b) All pictures should be of the same size. Picture 0 is taken        }
{    as reference.                                                      }
{ c) Nothing happens if a picture does not exist                        }
{ d) Picture numbers are magic units. A potion can have more than       }
{    one magic unit. On the level on which the magic fails a potion     }
{    can have a different number of magic units.                        }

{ Note concerning cycles:                                               }
{ Is a time measure. Is the number of updates a character gets.         }
{ Pixel distance time = cycles / stepwidth                              }

{ Note concerning pixel distance:                                       }
{ This is a time measure for your convenience. It is the theoretical    }
{ time interval that the player would need to walk n pixels. It is      }
{ nevertheless a TIME measure. If the player does not walk time still   }
{ elapses. This measure is independent of the current speed of step     }
{ width of the player. Values must be > 0.                              }

{ Note concerning the graphics resolution:                              }
{ The game engine was developed for high resolutions. However, some     }
{ notebooks, or older computers may not support this resolution.        }
{ Therefore you can develop a game for lower resolution. Note that      }
{ either the player and the enemies, or the boards have to be smaller   }
{ to fit onto the screen, compared to higher resolutions. The same      }
{ applies to the helper pictures, etc. Also note that even the low      }
{ resolution is a SVGA resolution (non VGA standard, because it is      }
{ also using 256 color display).                                        }

Names
    TRADOPI     { World filename fixed part                             }
    JAP         { Player pattern filename fixed p.                      }
                { Funny alternative: PUCMAN                             }
    XYZ         { The 3 different player bodies (state of damage)       }
    ANIM        { Enemy pattern filename fixed p.                       }
    HURTER      { Hurting enemy pattern filename fixed p.               }
    HUNTER      { Fast enemy pattern filename fixed p.                  }
    JANUS       { Janus pattern filename fixed p.                       }
    HELPERS     { Helper pattern filename fixed p. (special case)       }
    POMME       { Name of bonus pattern(s)                             }
    BOMB        { Name of the skull pattern                            }
    AUTO        { Filename (3 letters) for recoding of events          }
                { or AUTO, or NONE                                      }
    TRNCAT991   { Experiment signature                                 }
    INSADO.FRC  { First questionnaire                                  }
    NONE        { Final questionnaire                                  }
    DIVTRNM.FRC { File of standard messages                            }
    DEBTRNM.FRC { File of level start messages                         }
    FINTRNM.FRC { File of level end messages                           }
    NONE        { File of top ten list                                 }
End Names

{ Both messages files should exist. Missing messages in the standard    }
{ file cause a warning, missing starting messages are ignored           }

{ The different boards can be created with the pedit.exe editor.         }
{ This editor can also be used to create the pattern for the player,     }
{ the different enemies, tools etc.                                      }
```

```
    { Call: pedit [filename]                                            }

    Tools
        TELEPORT     { Bitmap of the teleporting tool                  }
        ROLLERBLADES { Bitmap of the speed-up tool                     }
        POWER        { Bitmap of the power tool                        }
        WALLTOOL     { Bitmap of the set-home-block tool               }
        SHIELD       { Bitmap of the shield tool                       }
        REDCROSS     { Bitmap of the repear/healing tool               }
                     { Replaces REPAIR that had RGBs 47 47 54          }
        MAGIC        { Bitmap of the magic potion (pseudo tool)        }
        SUPERS       { Bitmap of the super bonus (life) (pseudo tool)  }
        TELEPHON     { Bitmap of the help call tool                    }
        KEY          { Bitmap of the key tool                          }
        PAUSE2       { Bitmap of the pause/hourglass tool              }
    End Tools

    Modes { These numbers assume that the player color RGBs are 31 63 31 }
    {  red      green      blue  = RGB values }
        32       -32       -31   { Powermode  }
         0       -31        32   { Fastmode   }
        32         0        32   { Shieldmode }
    End Modes

    { Be carefull when you make changes in above section!               }
    { It is your responsability that the RGB values are within the legal range  }
    { The principle: 1) The RGB values define the "look" of a color     }
    {                2) It's the additive variant (mix all => white), that is }
    {                   probably different from what you are used to    }
    {                   (= subtractive variant, mix all => black).      }
    {                3) An RGB value MUST be within the interval [0,63] !  }
    {                4) Above numbers represent the CHANGES of the RGB values,  }
    {                   NOT the RGB values.                             }
    {                5) Modes that can be ON at the same time MUST not violate  }
    {                   these priciples.                                }
    {                6) Knowing the RGB values of the player's color is crucial  }


    Levels                                   {  S t a n d a r d  }
{ Level Tools global telep. no    bell   player player enemy enemy enemy  enemy creepy mode level level questionnaire}
{            delay  ring  death  effect  step   morph number step  morph  lifes start  stop features specials       }

    1    MARKED   22    0     1      6      3      2      1     1     3      2     0      0     5    NONE  QUESTRM1.FRC
    2    MARKED   22    0     1      6      3      2      1     1     3      2     0      0     5    NONE  NONE
    3    MARKED   21    0     1      6      3      2      1     2     3      3     0      0     5    NONE  NONE
    4    MARKED   21    0     1      6      3      2      2     2     3      2     0      0     5    NONE  NONE
    5    MARKED   21    0     1      6      3      2      2     2     3      2     0      0     5    NONE  NONE
    6    MARKED   20    0     1      6      3      2      2     2     3      2     0      0     5    NONE  NONE
    7    MARKED   20    0     1      6      3      2      2     2     3      3     0      0     5    NONE  NONE
    8    MARKED   20    0     1      6      3      2      3     2     3      2     0      0    37    J1    QUESTRN7.FRC
    End Levels

    { Note concerning tools:                                            }
    {   ALL    = Set all tools, randomly placed on fields with the tool marking color  }
    {   NONE   = No tools                                               }
    {   MARKED = Set the tools according to the marked fields (tool colors)  }
    {            Or a string containing one or more of:                 }
    {                         A      = teleport                         }
    {                         B      = fast                             }
    {                         C      = power                            }
    {                         D      = walltool                         }
    {                         E      = shield                           }
    {                         F      = Repair                           }
    {                         G      = Magic       1 G = Enough Magic to help  }
    {                         H      = Superbonus  1 H = Enough Super to refill  }
    {                         I      = Bell                             }
    {                         J      = Key                              }
    {                         K      = Hourglass/Pause                  }

    { Note concerning global speed: Since the new version of GAME we    }
    { dump quite a bit of data to the disk. This slowes a running game  }
    { down compared to a game which does not record data. Therefore     }
    { it might be advicable to "tune" a game in dump mode.              }

    { Note concerning no death:                                         }
    { If no_death is bigger than 0 the helper will give a life to the   }
    { player: 1 = whenever the player has only got one life left        }
    {         2 = like 1, but only works once                           }
    {         3 = after n cycles, to be spcified in the global number sec.}
    {         4 = 1 + 3                                                 }
```

```
{ Note concerning bell effect:                                    }
{  0 = default help: a) give a life if only two lifes left (i.e. if }
{                       there is only one life on the right)       }
{                    b) heal if hurted                             }
{                    c) protect (shield mode) otherwise            }
{                                                                  }
{  1 =               a) eliminate all enemies (also hidden ones) if }
{                       the subject has been killed at least       }
{                       x times on this level                      }
{                       (x specified in global numbers)            }
{                    b) protect (shield mode) otherwise            }
{                                                                  }
{  2 =               a) give a life if only two lifes left (i.e. if }
{                       there is only one life on the right)       }
{                       and if there are no enemies in the range of }
{                       3 cells (note that Janus is excluded)      }
{                    b) protect (shield mode) otherwise            }
{                                                                  }
{  3 =               a) heal if hurted                             }
{                    b) give a life if only two lifes left (i.e. if }
{                       there is only one life on the right)       }
{                       and if there are no enemies in the range of }
{                       3 cells (note that Janus is excluded)      }
{                    c) protect (shield mode) otherwise            }
{                                                                  }
{  4 =               a) give power                                 }
{                       and if there are any misbehaving Janus     }
{                       characters then put them in jail           }
{  5 =               a) heal if hurted                             }
{                    b) eliminate all enemies (also hidden ones) if }
{                       the subject has been killed at least       }
{                       x times on this level                      }
{                       (x specified in global numbers)            }
{                    c) protect (shield mode) otherwise            }
{  6 =               a) protect (shield mode) (for training)       }

{ Note concerning level specials: NONE = no specials       }
{ Or a string containing one or more of:                   }
{                          F     = Fast enemy               }
{                          J1    = Janus, first face        }
{                          J2    = Janus, second face       }
{                          H     = Hurting enemy            }

{ Note concerning teleport ring: 0 = default               }
{                                1 = random entry           }
{                                2 = random teleporter      }
{                               >2 = random place           }

{ Note concerning level features:                          }
{ The feature number represents a bit set. I am aware that }
{ this is not extremely user friendly, but it is very flexible }
{ once you got used to it. Coding:                         }
{                                                          }
{   Bit 0 (value 1) : no power points on this level        }
{   Bit 1 (value 2) : tools cannot disappear in creepy mode }
{   Bit 2 (value 4) : Amigo makes no big fuzz about helping }
{                     This is intended for training versions }
{   Bit 3 (value 8) : Home ejects player in creepy mode    }
{   Bit 4 (value 16) : Put food under enemy when marked    }
{   Bit 5 (value 32) : Start level with no tools in container }
{   Bit 6 (value 64) : Kill all enemies after n death      }


{ Note concering sounds:                                   }
{ Digital sounds, all with the same sampling rate          }
{ 22050 Hz, 8 bit standard (no compression), mono WAVE files }
{ Conversion to raw sound files with my WAV2RAW utility in the }
{ sounds directory. All sounds are loaded in XMS memory.   }
{ The necessary memory can be seen with the debug flag on (see }
{ program arguments in the read.me file). It is currently  }
{ with the standard sounds around 650k.                    }

  Sounds
     power     { 0  power point          }
     food      { 1  food point           }
{*}  warning   { 2  mode end warning     }
{*}  normal    { 3  mode end             }
     level     { 4  level done           }
     bonusapp  { 5  bonus appears        }
     eatbon2   { 6  bonus eaten          }
     bonusdis  { 7  bonus disappears     }
```

```
    tock      { 8  counter tick          }
    newlife   { 9  gain a new life       }
    go        { 10 level start / continue }
    victory   { 11 player kills enemy    }
    crynth    { 12 player hurted nth time }
    whine     { 13 player hurted 1st time }
    bravo     { 14 player eats fast enemy }
    message   { 15 message from helper   }
    msgcomes  { 16 announce message      }
    roar      { 17 fast enemy appears    } { Internally sometimes HUNTER }
              {    An alternativ is ROAR }
    grin      { 18 janus grins           } { Took the power away        }
    jhelps    { 19 janus smiles          } { Gave power                 }
    die       { 20 player dies           }
    gameover  { 21 game over             }
    alldone   { 22 game over and survived }
    toolfail  { 23 use tool failed       }      { 1. try to repair unnecessarily        }
                                                { 2. try to set a wall on an illegal place }
    tooldeny  { 24 refuse usage of tool  }      { 1. try to use a tool in shield mode   }
                                                { 2. try to use a tool, but there is none }
    gettele   { 25 get teleporter tool   }
    apptele   { 26 apply teleporter tool }
    getfast   { 27 get wing tool         }
    appfast   { 28 apply wing tool       }
    getpower  { 29 get power tool        }
    power     { 30 apply power tool      }
    getwall   { 31 get wall tool         }
    appwall   { 32 apply wall tool       }
    getshield { 33 get shield tool       }
    appshield { 34 apply shield tool     }
    scontact  { 35 shield contact = eject }
    getheal   { 36 get healing tool      }
    appheal   { 37 apply healing tool    }
    getmagic  { 38 get magic tool        }
    appmagic  { 39 apply magic           }
    fllmagic  { 40 full magic            }
    decmagic  { 41 magic decreases       }
    getsuper  { 42 get super bonus       }
    getbell   { 43 get bell tool         }
    getbell   { 44 apply bell tool       }
    interrpt  { 45 game interruption     }
    backgame  { 46 back to game          }
{*} homein    { 47 home in               }
{*} homeout   { 48 home out              }
    nukestrt  { 49 post war starts       }
    nukebkgr  { 50 post war background   }
    nukebomb  { 51 post war dematerialize }
    nukedrum  { 52 post war drum         }
    nukecrpy  { 53 post war creepy sound }
    getkey    { 54 get key tool          }
    appkey    { 55 apply key tool        }
    teleport  { 56 player passively telep }
    yes       { 57 player answered "yes" }
    no        { 58 player answered "no"  }
    droptool  { 59 drop teleport tool    }
    droptool  { 60 drop wing tool        }
    droptool  { 61 drop power tool       }
    droptool  { 62 drop wall tool        }
    droptool  { 63 drop shield tool      }
    droptool  { 64 drop repair tool      }
    droptool  { 65 drop bell tool        }
    droptool  { 66 drop key tool         }
    nodrop    { 67 drop refuse sound     }
    pop       { 68 change dir to up      }
    pop       { 69 change dir to down    }
    pop       { 70 change dir to left    }
    pop       { 71 change dir to right   }
    confirm   { 72 confirm dialog        }
    cntdown   { 73 "        " count down }
    getpause  { 74 get hourglass tool    }
    apppause  { 75 apply hourglass tool  }
    droptool  { 76 drop hourglass tool   }
    endpause  { 77 end of pause          }
    select    { 78 preselect tool        }
    selerror  { 79 manip. err. in above  }
    deathcry  { 80 last cry in showdown  }
    nukestop  { 81 armageddon stops      }
    tockbig   { 82 loud counter sound    }
    normal    { 83 fast mode ends        }
    normal    { 84 shield mode ends      }
    nukestop  { 85 helper kills enemies  }
```

```
      appshield { 86 helper protects        }
      getsuper  { 87 helper gives new body  }
      appheal   { 88 helper repairs body    }
      power     { 89 helper: power + janus  }
      tock      { 90 silent newlife         }
      lastcry   { 91 hurted and dies        }
      fastcry   { 92 hit by fast e and dies }
      scontact  { 93 fast enemy hides       } { after kill }
      healeff   { 94 heal effect (2nd leg)  }
      scontact  { 95 hurting encounter      }
      scontact  { 96 janus deflected        }
      scontact  { 97 prison is full         }
      teleport  { 98 home ejection          }
      nukestop  { 99 enemies go away        }
    End Sounds


    Labels { max 12 characters currently, see maxpanelmessage in params }
      Supercristal{ When super bonus is encountered but not necessary }
      Fin_niveau  { A level was successfully completed               }
      Bonus       { A red bonus was encountered                      }
      Nouvelle_vie{ Player got a new life                            }
      Victoire    { Player killed an enemy                           }
      Merci       { Player rescued his friend                        }
      FIN         { Player finished all levels and survived          }
      Select_Tool { In keyboard mode 2: Tool selection mode          }
      FIN         { Game over panel message              }
      Bonus_Vie   { Remaining lifes => points (first entry)          }

      { Non panel labels }
      Oui         { Yes label used by dialog module (no panel mess.)  }
      Non         { No label used by dialog module (no panel message) }
    End Labels

  End Parameters

  Filters { Not used currently }
  End Filters

End Setup
```

VI.   FICHIER SETUP / ENTRAÎNEMENT-VERSION FILLES

```
{ Language is case insensitive                         }
{ All documentation is in this file, don't delete it   }
{ Oh I forgot, some information is in the              }
{ language.txt file but it's a bit outdated :(         }
{                                                      }
{ Tokens are numbers, names, and strings. Strings can  }
{ contain underscores representing spaces              }
{ Comments, like this, can be nested                   }

{ Thomas Wehrle, Dec. 1995                             }

Setup ofraH { Name can be changed }

   Parameters

      Globals
            8    { Number of levels                                        }
            1    { Number of lives (max 10)                                }
            2    { Border width                                            }
            6    { Foodsize                                                }
            0    { Show Top Ten                                            }
            1    { Use different shapes for standard enemies if possible   }
            0    { Save starting RGBs as defaults (leave 0 here)           }
            6    { Container size (in items)                               }
            3    { Delay in milliseconds for board show and hide           }
          800    { Time of power in pixel distance                         }
         1200    { Time of faster speed in pixel distance                  }
          800    { Time of shield effect in pixel distance                 }
         1200    { Time of bonus in pixel distance                         }
            0    { Type of pictures for helper (0=bgi 1=pcx 2=no helper)   }
            4    { Number of potions for full magic                        }
            2    { Magic units per potion                                  }
            2    { Magic units critical threshold => blinking              }
            0    { Cycles after which helper asks for help (1. time)       }
            0    { Cycles after which helper asks again (0= never)         }
                 { Same thing again for the level on which magic fails     }
            0    { Cycles after which helper asks for help (1. time)       }
            0    { Cycles after which helper asks again (0= never)         }
            0    { Level when magic fails (0=never fails)                  }
            1    { Magic units peg potion on magic fail level              }
            0    { Fast level that needs helpers intervention (0=never)    }
            0    { Speed of fast period in fast starting level             }
            0    { Cycles after which helper slows down the fast level     }
            0    { Cycles after which helper gives a life (mode 3)         }
            0    { Score for getting a new life                            }
            0    { Lifes that the hunter (fast enemy) has got              }
                 { Put a zero for never die but also never go to prison    }
            1    { Allow programmer mode                                   }
            1    { Display level done message                              }
            0    { Global decrease of speed for all levels                 }
                 { Only change this value here, if you play on a faster    }
                 { platform. Use /s:n for individual adjustment            }
            0    { Horrible style (???????)                                }
            2    { Default user control (1 = keyboard, 2 = joystick)       }
            1    { Keyboard mode default (1 or 2)                          }
            1    { Joystick mode default (1 or 2)                          }
           10    { Volume of left speaker (0..15)                          }
           10    { Volume of right speaker (0..15)                         }
                 { Only works when there is a mixer chip on the soundcard  }
           25    { Lightchange in creepy mode                              }
            1    { High graphics resolution (0 = low resolution)    (*)    }
            1    { Try to correct the character set (for Topten)    (*)    }
            0    { Write-cache-disabled mode                        (*)    }
                 { This function adds the message_announce_snd because     }
                 { saving the message window interrupts the game a little  }
                 { bit. Only set this flag if there is a significant       }
                 { pause                                                   }
            5    { Time out (secs) of confirmation dialog                  }
            5    { Number of deaths on a level until the helper            }
                 { eliminates all enemies if called (and bell effect 1)    }
           10    { Number of deaths on a level until the helper            }
                 { eliminates all enemies anyway                           }
            3    { min. enemy distance (in cells) for bell effect          }
           30    { Longest duration of a game pause (secs) (pause tool)    }
            0    { Countdown in pause above time out is hearable           }
            0    { alternate joystick logic for mode 1 (old logic)         }
         1000    { Time t until fast enemy appears. 0 = after power mode.  }
                 { 0 is the old behavior. If the player has power at time   }
```

```
            { t it will wait until this mode ends. But if the player }
            { gets and looses power before time t, this will also    }
            { trigger the appearance of the fast enemy               }
      1     { Control randomness (experimentally reproducible)       }
            { This should be 1 except if one wants a _real_ game     }
      1     { Allow tool selection during a pause (pause tool)       }
            { In this case only the red button terminates the pause  }
            { Also note that this only works in joystick mode 1      }
            { or keyboard mode 1 (the other modes seem to be obs.    }
End Globals

{ Note concerning truth (boolean) values:                           }
{ 0 = false / no                                                    }
{ 1 = true  / yes                                                   }

{ (*) These are technical parameters. Do not change them if you do  }
{ not understand them ;)                                            }

{ Note concerning pcx helper pictures:                              }
{ a) The palette of the pcx file is NOT loaded because that could   }
{    interfere with the rest of the rgb setting. Therefore choose   }
{    colors not yet used or fixed and ok. Change the RGB values     }
{    with the color editor. The pcx files are standard 256 color    }
{    PCX format files.                                              }
{ b) All pictures should be of the same size. Picture 0 is taken    }
{    as reference.                                                  }
{ c) Nothing happens if a picture does not exist                    }
{ d) Picture numbers are magic units. A potion can have more than   }
{    one magic unit. On the level on which the magic fails a potion }
{    can have a different number of magic units.                    }

{ Note concerning cycles:                                           }
{ Is a time measure. Is the number of updates a character gets.     }
{ Pixel distance time = cycles / stepwidth                          }

{ Note concerning pixel distance:                                   }
{ This is a time measure for your convenience. It is the theoretical }
{ time interval that the player would need to walk n pixels. It is  }
{ nevertheless a TIME measure. If the player does not walk time still }
{ elapses. This measure is independent of the current speed of step }
{ width of the player. Values must be > 0.                          }

{ Note concerning the graphics resolution:                          }
{ The game engine was developed for high resolutions. However, some }
{ notebooks, or older computers may not support this resolution.    }
{ Therefore you can develop a game for lower resolution. Note that  }
{ either the player and the enemies, or the boards have to be smaller }
{ to fit onto the screen, compared to higher resolutions. The same  }
{ applies to the helper pictures, etc. Also note that even the low  }
{ resolution is a SVGA resolution (non VGA standard, because it is  }
{ also using 256 color display).                                    }

Names
    TRADOPI       { World filename fixed part                        }
    JAP           { Player pattern filename fixed p.                 }
                  { Funny alternative: PUCMAN                        }
    XYZ           { The 3 different player bodies (state of damage)  }
    ANIM          { Enemy pattern filename fixed p.                  }
    HURTER        { Hurting enemy pattern filename fixed p.          }
    HUNTER        { Fast enemy pattern filename fixed p.             }
    JANUS         { Janus pattern filename fixed p.                  }
    HELPERS       { Helper pattern filename fixed p. (special case)  }
    POMME         { Name of bonus pattern(s)                         }
    BOMB          { Name of the skull pattern                        }
    AUTO          { Filename (3 letters) for recoding of events      }
                  { or AUTO, or NONE                                 }
    TRNCAT991     { Experiment signature                             }
    INSADO.FRC    { First questionnaire                              }
    NONE          { Final questionnaire                              }
    DIVTRNM.FRC   { File of standard messages                        }
    DEBTRNF.FRC   { File of level start messages                     }
    FINTRNM.FRC   { File of level end messages                       }
    NONE          { File of top ten list                             }
End Names

{ Both messages files should exist. Missing messages in the standard }
{ file cause a warning, missing starting messages are ignored       }

{ The different boards can be created with the pedit.exe editor.     }
{ This editor can also be used to create the pattern for the player, }
{ the different enemies, tools etc.                                 }
```

```
{ Call: pedit [filename]                                              }

Tools
    TELEPORT     { Bitmap of the teleporting tool                     }
    ROLLERBLADES { Bitmap of the speed-up tool                        }
    POWER        { Bitmap of the power tool                           }
    WALLTOOL     { Bitmap of the set-home-block tool                  }
    SHIELD       { Bitmap of the shield tool                          }
    REDCROSS     { Bitmap of the repear/healing tool                  }
                 { Replaces REPAIR that had RGBs 47 47 54             }
    MAGIC        { Bitmap of the magic potion (pseudo tool)           }
    SUPERS       { Bitmap of the super bonus (life) (pseudo tool)     }
    TELEPHON     { Bitmap of the help call tool                       }
    KEY          { Bitmap of the key tool                             }
    PAUSE2       { Bitmap of the pause/hourglass tool                 }
End Tools

Modes { These numbers assume that the player color RGBs are 31 63 31  }
{  red      green       blue   = RGB values }
    32        -32        -31   { Powermode  }
     0        -31         32   { Fastmode   }
    32          0         32   { Shieldmode }
End Modes

{ Be carefull when you make changes in above section!                  }
{ It is your responsability that the RGB values are within the legal range  }
{ The principle: 1) The RGB values define the "look" of a color        }
{                2) It's the additive variant (mix all => white), that is  }
{                   probably different from what you are used to        }
{                   (= subtractive variant, mix all => black).          }
{                3) An RGB value MUST be within the interval [0,63] !   }
{                4) Above numbers represent the CHANGES of the RGB values,  }
{                   NOT the RGB values.                                 }
{                5) Modes that can be ON at the same time MUST not violate  }
{                   these priciples.                                    }
{                6) Knowing the RGB values of the player's color is crucial  }
Levels                                  {  S t a n d a r d  }
{ Level Tools global telep. no    bell   player player enemy enemy enemy  enemy creepy mode level level questionnaire}
{             delay  ring  death effect  step   morph number step  morph  lifes start  stop features specials        }

  1    MARKED  22     0     1     6       3      2      1     1     3      2     0     0     5    NONE   QUESTRN1.FRC
  2    MARKED  22     0     1     6       3      2      1     1     3      2     0     0     5    NONE   NONE
  3    MARKED  21     0     1     6       3      2      1     2     3      3     0     0     5    NONE   NONE
  4    MARKED  21     0     1     6       3      2      2     2     3      2     0     0     5    NONE   NONE
  5    MARKED  21     0     1     6       3      2      2     2     3      2     0     0     5    NONE   NONE
  6    MARKED  20     0     1     6       3      2      2     2     3      2     0     0     5    NONE   NONE
  7    MARKED  20     0     1     6       3      2      2     2     3      3     0     0     5    NONE   NONE
  8    MARKED  20     0     1     6       3      2      3     2     3      2     0     0    37    J1     QUETRN7F.FRC
   End Levels

{ Note concerning tools:
    ALL    = Set all tools, randomly placed on fields with the tool marking color      }
{   NONE   = No tools                                                                  }
{   MARKED = Set the tools according to the marked fields (tool colors)                }
{            Or a string containing one or more of:                                    }
{                     A      = teleport                                                }
{                     B      = fast                                                    }
{                     C      = power                                                   }
{                     D      = walltool                                                }
{                     E      = shield                                                  }
{                     F      = Repair                                                  }
{                     G      = Magic       1 G = Enough Magic to help                  }
{                     H      = Superbonus  1 H = Enough Super to refill                }
{                     I      = Bell                                                    }
{                     J      = Key                                                     }
{                     K      = Hourglass/Pause                                         }

{ Note concerning global speed: Since the new version of GAME we       }
{ dump quite a bit of data to the disk. This slowes a running game     }
{ down compared to a game which does not record data. Therefore        }
{ it might be advicable to "tune" a game in dump mode.                 }

{ Note concerning no death:                                            }
{ If no_death is bigger than 0 the helper will give a life to the      }
{ player: 1 = whenever the player has only got one life left           }
{         2 = like 1, but only works once                              }
{         3 = after n cycles, to be spcified in the global number sec.}
{         4 = 1 + 3                                                    }

{ Note concerning bell effect:                                         }
```

```
{  0 = default help: a) give a life if only two lifes left (i.e. if  }
{                       there is only one life on the right)          }
{                    b) heal if hurted                                }
{                    c) protect (shield mode) otherwise               }
{                                                                     }
{  1 =               a) eliminate all enemies (also hidden ones) if   }
{                       the subject has been killed at least          }
{                       x times on this level                         }
{                       (x specified in global numbers)              }
{                    b) protect (shield mode) otherwise               }
{                                                                     }
{  2 =               a) give a life if only two lifes left (i.e. if   }
{                       there is only one life on the right)          }
{                       and if there are no enemies in the range of   }
{                       3 cells (note that Janus is excluded)         }
{                    b) protect (shield mode) otherwise               }
{                                                                     }
{  3 =               a) heal if hurted                                }
{                    b) give a life if only two lifes left (i.e. if   }
{                       there is only one life on the right)          }
{                       and if there are no enemies in the range of   }
{                       3 cells (note that Janus is excluded)         }
{                    c) protect (shield mode) otherwise               }
{                                                                     }
{  4 =               a) give power                                    }
{                       and if there are any misbehaving Janus        }
{                       characters then put them in jail              }
{  5 =               a) heal if hurted                                }
{                    b) eliminate all enemies (also hidden ones) if   }
{                       the subject has been killed at least          }
{                       x times on this level                         }
{                       (x specified in global numbers)              }
{                    c) protect (shield mode) otherwise               }
{  6 =               a) protect (shield mode) (for training)          }

{ Note concerning level specials: NONE = no specials          }
{ Or a string containing one or more of:                      }
{                               F     = Fast enemy             }
{                               J1    = Janus, first face      }
{                               J2    = Janus, second face     }
{                               H     = Hurting enemy          }

{ Note concerning teleport ring: 0 = default                  }
{                                1 = random entry              }
{                                2 = random teleporter         }
{                               >2 = random place              }

{ Note concerning level features:                             }
{ The feature number represents a bit set. I am aware that    }
{ this is not extremely user friendly, but it is very flexible }
{ once you got used to it. Coding:                            }
{                                                             }
{   Bit 0 (value 1) : no power points on this level           }
{   Bit 1 (value 2) : tools cannot disappear in creepy mode   }
{   Bit 2 (value 4) : Amigo makes no big fuzz about helping   }
{                     This is intended for training versions  }
{   Bit 3 (value 8) : Home ejects player in creepy mode       }
{   Bit 4 (value 16) : Put food under enemy when marked       }
{   Bit 5 (value 32) : Start level with no tools in container }
{   Bit 6 (value 64) : Kill all enemies after n death         }

{ Note concering sounds:                                      }
{ Digital sounds, all with the same sampling rate             }
{ 22050 Hz, 8 bit standard (no compression), mono WAVE files  }
{ Conversion to raw sound files with my WAV2RAW utility in the }
{ sounds directory. All sounds are loaded in XMS memory.      }
{ The necessary memory can be seen with the debug flag on (see }
{ program arguments in the read.me file). It is currently     }
{ with the standard sounds around 650k.                       }

   Sounds
      power    { 0  power point          }
      food     { 1  food point           }
{*}   warning  { 2  mode end warning     }
{*}   normal   { 3  mode end             }
      level    { 4  level done           }
      bonusapp { 5  bonus appears        }
      eatbon2  { 6  bonus eaten          }
      bonusdis { 7  bonus disappears     }
      tock     { 8  counter tick         }
      newlife  { 9  gain a new life      }
```

```
     go        { 10 level start / continue }
     victory   { 11 player kills enemy     }
     crynth    { 12 player hurted nth time }
     whine     { 13 player hurted 1st time }
     bravo     { 14 player eats fast enemy }
     message   { 15 message from helper    }
     msgcomes  { 16 announce message       }
     roar      { 17 fast enemy appears     } { Internally sometimes HUNTER }
               {    An alternativ is ROAR  }
     grin      { 18 janus grins            } { Took the power away          }
     jhelps    { 19 janus smiles           } { Gave power                   }
     die       { 20 player dies            }
     gameover  { 21 game over              }
     alldone   { 22 game over and survived }
     toolfail  { 23 use tool failed        }   { 1. try to repair unnecessarily        }
                                               { 2. try to set a wall on an illegal place }
     tooldeny  { 24 refuse usage of tool   }   { 1. try to use a tool in shield mode   }
                                               { 2. try to use a tool, but there is none  }
     gettele   { 25 get teleporter tool    }
     apptele   { 26 apply teleporter tool  }
     getfast   { 27 get wing tool          }
     appfast   { 28 apply wing tool        }
     getpower  { 29 get power tool         }
     power     { 30 apply power tool       }
     getwall   { 31 get wall tool          }
     appwall   { 32 apply wall tool        }
     getshield { 33 get shield tool        }
     appshield { 34 apply shield tool      }
     scontact  { 35 shield contact = eject }
     getheal   { 36 get healing tool       }
     appheal   { 37 apply healing tool     }
     getmagic  { 38 get magic tool         }
     appmagic  { 39 apply magic            }
     fllmagic  { 40 full magic             }
     decmagic  { 41 magic decreases        }
     getsuper  { 42 get super bonus        }
     getbell   { 43 get bell tool          }
     getbell   { 44 apply bell tool        }
     interrpt  { 45 game interruption      }
     backgame  { 46 back to game           }
{*}  homein    { 47 home in                }
{*}  homeout   { 48 home out               }
     nukestrt  { 49 post war starts        }
     nukebkgr  { 50 post war background    }
     nukebomb  { 51 post war dematerialize }
     nukedrum  { 52 post war drum          }
     nukecrpy  { 53 post war creepy sound  }
     getkey    { 54 get key tool           }
     appkey    { 55 apply key tool         }
     teleport  { 56 player passively telep }
     yes       { 57 player answered "yes"  }
     no        { 58 player answered "no"   }
     droptool  { 59 drop teleport tool     }
     droptool  { 60 drop wing tool         }
     droptool  { 61 drop power tool        }
     droptool  { 62 drop wall tool         }
     droptool  { 63 drop shield tool       }
     droptool  { 64 drop repair tool       }
     droptool  { 65 drop bell tool         }
     droptool  { 66 drop key tool          }
     nodrop    { 67 drop refuse sound      }
     pop       { 68 change dir to up       }
     pop       { 69 change dir to down     }
     pop       { 70 change dir to left     }
     pop       { 71 change dir to right    }
     confirm   { 72 confirm dialog         }
     cntdown   { 73 "          " count down }
     getpause  { 74 get hourglass tool     }
     apppause  { 75 apply hourglass tool   }
     droptool  { 76 drop hourglass tool    }
     endpause  { 77 end of pause           }
     select    { 78 preselect tool         }
     selerror  { 79 manip. err. in above   }
     deathcry  { 80 last cry in showdown   }
     nukestop  { 81 armageddon stops       }
     tockbig   { 82 loud counter sound     }
     normal    { 83 fast mode ends         }
     normal    { 84 shield mode ends       }
     nukestop  { 85 helper kills enemies   }
     appshield { 86 helper protects        }
     getsuper  { 87 helper gives new body  }
```

```
      appheal    { 88 helper repairs body    }
      power      { 89 helper: power + janus  }
      tock       { 90 silent newlife         }
      lastcry    { 91 hurted and dies        }
      fastcry    { 92 hit by fast e and dies }
      scontact   { 93 fast enemy hides       } { after kill }
      healeff    { 94 heal effect (2nd leg)  }
      scontact   { 95 hurting encounter      }
      scontact   { 96 janus deflected        }
      scontact   { 97 prison is full         }
      teleport   { 98 home ejection          }
      nukestop   { 99 enemies go away        }
    End Sounds

    Labels { max 12 characters currently, see maxpanelmessage in params }
      Supercristal  { When super bonus is encountered but not necessary }
      Fin_niveau    { A level was successfully completed                }
      Bonus         { A red bonus was encountered                       }
      Nouvelle_vie  { Player got a new life                             }
      Victoire      { Player killed an enemy                            }
      Merci         { Player rescued his friend                         }
      FIN           { Player finished all levels and survived           }
      Select_Tool   { In keyboard mode 2: Tool selection mode           }
      FIN           { Game over panel message                           }
      Bonus_Vie     { Remaining lifes => points (first entry)           }

      { Non panel labels }
      Oui          { Yes label used by dialog module (no panel mess.)  }
      Non          { No label used by dialog module (no panel message) }
    End Labels

  End Parameters

  Filters { Not used currently }
  End Filters

End Setup
```