Annexe no. 2 : L'entraînement

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{ Oh I forgot, some information is in the language.txt file but it's a bit outdated :(  }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) }  
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 }  
0   { Level when magic fails (0=never fails) }  
0   { Allow programmer mode }  
1   { Display level done message }  
0   { Global decrease of speed for all levels }  
0   { 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) }  
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 } (* )  
5   { Time out (secs) of confirmation dialog }  
5   { Number of deaths on a level until the helper }  
10  { Number of deaths on a level until the helper }  
0   { Number of deaths on a level until the helper }  
30  { Longest duration of a game pause (secs) (pause tool) }  
0   { Countdown in pause above time out is hearable }  
1   { 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 }
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(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)  |
| 1 | This should be 1 except if one wants a _real_ game |
| 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: )
( 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 developped 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. |
| XYZ          | Funny alternative: PUCMAN |
| ANIM         | The 3 different player bodies (state of damage) |
| HUNTER       | Enemy pattern filename fixed p. |
| JANUS        | Hurting enemy pattern filename fixed p. |
| HUNTER       | Fast enemy pattern filename fixed p. |
| JANUS        | Janus pattern filename fixed p. |
| HELPER       | Helper pattern filename fixed p. (special case) |
| PMME         | Name of bonus pattern(s) |
| BOMB         | Name of the skull pattern |
| AUTO         | Filename (3 letters) for recoding of events |
| TRNCAT991    | (or AUTO, or NONE) |
| INSADO.FRC   | Experiment signature |
| NONE         | (or AUTO, or NONE) |
| DIVTRNM.FRC  | File of standard messages |
| DEBTTRNM.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. )
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(Call: pedit [filename] )

Tools

<table>
<thead>
<tr>
<th>Tool</th>
<th>Bitmap of the tool</th>
</tr>
</thead>
<tbody>
<tr>
<td>TELEPORT</td>
<td>Teleporting tool</td>
</tr>
<tr>
<td>ROLLERBLADES</td>
<td>Speed-up tool</td>
</tr>
<tr>
<td>POWER</td>
<td>Power tool</td>
</tr>
<tr>
<td>WALLTOOL</td>
<td>Set-block tool</td>
</tr>
<tr>
<td>SHIELD</td>
<td>Shield tool</td>
</tr>
<tr>
<td>REDCROSS</td>
<td>Repair/healing tool</td>
</tr>
<tr>
<td>MAGIC</td>
<td>Magic potion tool</td>
</tr>
<tr>
<td>SUPER</td>
<td>Super bonus (life) tool</td>
</tr>
<tr>
<td>TELEPHONE</td>
<td>Help call tool</td>
</tr>
<tr>
<td>KEY</td>
<td>Key tool</td>
</tr>
<tr>
<td>PAUSE2</td>
<td>Pause/hourglass tool</td>
</tr>
</tbody>
</table>

End Tools

Modes (These numbers assume that the player color RGBs are 31 63 31)

<table>
<thead>
<tr>
<th>Mode</th>
<th>Power</th>
<th>Fast</th>
<th>Shield</th>
</tr>
</thead>
<tbody>
<tr>
<td>32</td>
<td>-32</td>
<td>-31</td>
<td>32</td>
</tr>
<tr>
<td>0</td>
<td>-31</td>
<td>32</td>
<td></td>
</tr>
</tbody>
</table>

End Modes

( Be careful when you make changes in above section! )

( It is your responsibility that the RGB values are within the legal range )

( The principle: 1) The RGB values define the "look" of a color. )

{ probably different from what you are used to. )

{ = subtractive variant, mix all => black. )

{ RGB value MUST be within the interval [0,63] !

{ Above numbers represent the CHANGES of the RGB values, )

{ NOT the RGB values. )

{ Modes that can be ON at the same time MUST not violate )

{ these principles. )

{ Knowing the RGB values of the player's color is crucial )

Levels ( Standard )

| Level | Tools | delay | bell | player | enemy | enemy | enemy | enemy | enemy | enemy | 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     | 3     | 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 slows a running game )

( down compared to a game which does not record data. Therefore )

( it might be advisable 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 specified in the global number sec. )

{ 4 = 1 + 3 )

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(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
   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)
   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)
   c) protect (shield mode) otherwise

{ 4 =
   a) give power
   b) 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
   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 fuss about helping
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 concerning sounds:
Digital sounds, all with the same sampling rate]

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
bonusedis 7 bonus disappears)
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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 )
allover   ( 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 )
agtele    ( 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 )
geheal    ( 36 get healing tool )
appheal   ( 37 apply healing tool )
getmagic  ( 38 get magic tool )
appmagic  ( 39 apply magic )
filmagic  ( 40 full magic )
decmagic  ( 41 magic decreases )
getsuper  ( 42 get super bonus )
getbell   ( 43 get bell tool )
gebell    ( 44 apply bell tool )
iterrupt  ( 45 game interruption )
backgame  ( 46 back to game )
  {* homein    ( 47 home in )
  {* homeout  ( 48 home out )
nukestrt  ( 49 post war starts )
nukebgkr  ( 50 post war background )
nukebomb  ( 51 post war dematerialize )
nukeenum  ( 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 )
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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) }

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
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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 RNGs 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) }
0 { 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 }
0 { 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 }
0 { 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) }
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 }
10 { Number of deaths on a level until the helper }
{ eliminates all enemies if called (and bell effect 1) }
30 { Longest duration of a game pause (secs) (pause tool) }
0 { Countdown in pause above time out is hearable }
1000 { Time t until fast enemy appears. 0 = after power mode. }
{ 0 is the old behavior. If the player has power at time }
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{ 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)       
1 | This should be 1 except if one wants a _real_ game     
| 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   )
| 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:                               )

{ 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 developped 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.                   |
| XYZ          | Funny alternative: PUGMAN                         |
| ANIM         | Enemy pattern filename fixed p.                    |
| HUNTER       | Hurting 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        |
| 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  [ Modes of the power tool ]
WALLTOOL  [ Bitmap of the set-home-block tool ]
SHIELD  [ Bitmap of the shield tool ]
REDXROSS  [ Bitmap of the repeat/healing tool ]
[ Replaces REPAIR that had RGBs 47 47 54 ]
MAGIC  [ Bitmap of the magic potion (pseudo tool) ]
SUPER5  [ 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 careful when you make changes in above section! )
( It is your responsibility that the RGB values are within the legal range )
( The principle: 1) The RGB values define the "look" of a color )
( 2) It is the additive variant (mix all => white), that is )
( probably different from what you are used to )
( (= subtractive variant, mix all => black). )
( 3) The 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 principles. )
( 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 player enemy enemy enemy  enemy explanatory 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  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  2  3  3  2  0  0  5  NONE  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 slows a running game )
( down compared to a game which does not record data. Therefore )
( it might be advisable 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 specified in the global number sec. )
( 4 = 1 + 3 )

( Note concerning bell effect: )
Annexe no. 2 : L’entraînement

{ 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: )
- 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
- 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 concerning 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. )
Annexe no. 2 : L’entraînement

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 alternatively is ROAR)
grin (18 janus grins) { Took the power away }
jhelps (19 janus smiles) { Gave power }
die (20 player dies)
gameover (21 game over)
alloldone (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)
filmagic (40 full magic)
decmagic (41 magic decreases)

getsuper (42 get super bonus)
gtbell (43 get bell tool)
gttbell (44 apply bell tool)
inter rupt (45 game interruption)
backgame (46 back to game)

(*) homein (47 home in)

(*) homeout (48 home out)
nukestr (49 post war starts)
nukebkr (50 post war background)
nukebomb (51 post war dematerialize)
nukedrum (52 post war drum)
nukercry (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)
sel error (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)
Annexe no. 2 : L’entraînement

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        }
suketop { 99 enemies go away       }
End Sounds

Labels { max 12 characters currently, see maxpanelmessage in params }

Super_cristal { 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                 }
Vic_toire  { 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