

FOOTMAN

GAME INSTRUCTIONS

Getting Started

To start up *FootMan*, power up your Amiga and insert the game disk at the system Workbench prompt.

While the game is automatically booting, it might be a good idea to make sure your Amiga is properly connected for audio output. Although the Amiga monitor's speaker will suffice, you won't get the full benefit of *FootMan*'s sound effects unless your computer is hooked up to an audio system capable of reproducing stereo sound.

If you wish to play with a joystick, it should be plugged into the second mouse port.

After a short wait, *FootMan*'s title screen will appear and remain on the screen until you press a key, or joystick button. If no user action is detected, the game will automatically enter into a "demo" mode. To exit from the demo, press the **ESC** key.

At this stage you are presented with three options displayed in the lower left hand side of the screen. These can be highlighted by moving the joystick up or down, using the up/down cursor keys, or pressing the appropriate function key. The current highlighted option can be selected by pressing the joystick button or hitting the **RETURN** key.

New Taste	F1
Classic	F2
Maze Editor	F3

Selecting **New Taste** indicates that you would like to play *FootMan* in the regular mode, choosing **Classic** means you would like to play the extra bonus version that is included. Either option will bring you to the Selection Screen.

If you would like to create your own maze levels, than chose **Maze Editor** at this time. The Editor is discussed in full later on.

Selection Screen

FootMan has several different parameters and options that can be adjusted and activated in order to customize your game. These are displayed in the selection screen as below, and can be highlighted by moving the joystick up or down, using the up/down cursor keys, or pressing the appropriate function key. The current highlighted option can be selected by pressing the joystick button or hitting the **RETURN** key.

Initial Level: 01	↔
Start 1 Player Game	F1
Start 2 Player Game	F2
See Score Table	F3
Main Selection Screen	F4

Initial Level allows you to select the first wave number your game will start at. This value can be adjusted from 01 to 50 with the left/right cursor keys or joystick.

Start 1 Player Game and **Start 2 Player Game** begins play with the indicated number of participants at the appropriate level. Each player starts with three FootMen and the game is over when the last one is gobbled up by the monsters. If two players are selected, the users compete "head to head" with the winner being the one with the most points at the end of the game.

See Score Table allows you to review the list of top players. After you have finished viewing the table, you can return to the selection screen by pressing the joystick button or any key.

Game Controls

One player games can be played with the joystick in port. 2; or the cursor keys. The *FootMan* will move in the direction corresponding to the arrow key pressed or position of the joystick as long as the path is clear for movement. Player 2 can plug a joystick into port 1 or use the cursor keys for movement.

There are no additional keyboard commands to remember during normal game play, however the following commands perform functions that are at times useful.

ESC: Exits game, and returns to selection menu.
P: Pause Game. Resume play by pressing again.
S: Toggles sound effects on/off.

The Maze Editor

This tool allows you to create your own maze designs for FootMan. It can be selected from FootMan's Main Selection screen.

Each FootMan disk has three maze files each containing 50 mazes. The three maze files are: *Current Maze*, *Backup Mazes* and *Default Mazes*. When you play FootMan, the mazes that are used come from the *Current Mazes* file. The *Backup Mazes* are the mazes you had previously to your last editing session. The *Default Mazes* are those that we ship the game with. These defaults never change and will always remain on the disk, so if you would like them back, they are available. The Editor is used to modify the *Current Mazes* file.

Once you start the editor, you are presented with a grid which is used to display one individual maze. On the right side, there is a strip of gadgets that represents building blocks with which you must create your maze. There is also a menu strip.

Maze Control Menu

The Maze Control menu is accessed by clicking the right mouse button. It is normal Amiga menu that allows you to control the functions of the editor.

The first menu item is **LOAD** which contains three sub-items:

- **ALL 50 Mazes.** Causes the editor to load the *Current Mazes* file, after which the screen grid displays the first maze in the file.
- **Backup Mazes.** Instructs the editor to load the *Backup Mazes* file.
- **Default Mazes.** The editor loads the *Default Mazes* file.

The second menu item is **SAVE** which contains two sub-items:

- **ALL 50 Mazes.** Replaces the *Current Mazes* file on disk with the mazes that are loaded in the editor. Changes that you have made to ANY of the mazes will be saved. The contents of the initial *Current Mazes* file will be saved in the *Backup Mazes* file, that way, if you made an error, you can still recover the mazes you had, simply by loading the *Backup Mazes* file.
- **Current Maze.** Causes the maze that is currently displayed to replace the equivalently numbered maze in the *Current Mazes* file.

The third menu item is **MAZE** which contains four sub-items:

- **Verify.** Verifies the validity of the currently displayed maze. If the maze is not a valid FootMan maze, you will get an error message indicating the nature of your mistake. If you save an invalid maze, FootMan will refuse to play in that maze.
- **Clear.** Erases the currently displayed maze. Before clearing, the program will ask for confirmation.
- **Copy.** Copies the contents of the current maze into an off-screen buffer.
- **Paste.** Copies the contents of the off-screen buffer into the currently displayed maze. Paste is used in conjunction with Copy, it allows you to copy a maze from position to position. You can Copy maze #23 to the buffer, and then Paste the buffer to maze #43. You could then edit maze #43 to produce a different maze without having to redraw the entire thing.

The last item is **Quit** and will return you to FootMan's main screen.

Building a Maze

You can either load the current mazes, and modify them, or completely redesign every individual maze. In any case, you can always recover the original mazes by using the Load Default Mazes menu option mentioned above.

To make the following explanation simpler, start the Maze Editor, and select the "Load ALL 50 Mazes" menu item. After a short wait, you should see a maze appear in the grid.

Let's analyze the maze you currently are seeing. The maze is actually built-up from primitive building blocks. Each of these blocks can be found in the gadget strip on the side. Second, there is a closed box that contains three of the monsters. The box has an exit represented by a white line. The blue monster is on the outside of this box. There are three FootMen on the display, two yellow and one green. Every empty space of the maze is filled up with orange pills. There are four power pills (those big orange pills). The maze contains some doors going from one side of the maze to the next (extreme right to extreme left, for example). These doors are matched meaning that there is an even number of doors horizontally and an even number of doors vertically.

You can modify the maze by simply clicking the left mouse button on any of the gadgets found in the strip. After clicking on a gadget, that image will be glued to your mouse pointer indicating the current selection. You can then use the left mouse button to "deposit" a copy of the gadget's image in any of the grid positions. By selecting the correct gadgets, you can design a virtually infinite set of mazes.

Certain rules must be applied to correctly define a maze:

- There must be three FootMen in the maze. The first one is yellow and has a small 1 digit next to it. This FootMan indicates the initial position for the FootMan in a one-player game. The second FootMan is also yellow, but has a 2 next to it. It is used to indicate the initial position for the FootMan for player one in a two-player game. The third FootMan is green and has also a 2 next to it. It is used to indicate the initial position for the FootMan for player two in a two-player game.
- There must be four different monsters. The monsters must be contained in a box to the exception of the light blue monster which **must** be at the exterior of this box. The box must have an exit, indicated by a white line.
- There must be some pills for the FootMan to eat.
- There must be four power pills. You can position these as you wish.
- Each maze must have some doors that allow the FootMan to go from one edge of the maze to the opposite edge. These doors **must be** matched, meaning that there must be an even number of doors both vertically or horizontally. You cannot exceed four doors in any direction.

Aside from the basic building blocks, there are also some useful tool gadgets located in the gadget strip:

- There are two empty gadgets. These are used as erasers. After clicking on them, you can start erasing anything from the maze.
- Using the brush gadget (second line from the bottom on the left side), you can pick up sections of the maze and use them as paint brushes to fill the rest of the maze. For example, you could restrict your rendering in the maze to the upper right corner, and then use the brush feature to fill the rest of the maze with the same pattern to create a symmetric maze. To create a brush, select the brush gadget, then simply position the mouse at any corner of the object you wish to use as a brush, then drag the mouse while holding down the left mouse button. This will cause a white border to appear delimiting the edges of your brush. Once you release the mouse button, the image of your brush will then be glued to your mouse pointer. You can then "paint" with this brush simply by clicking the left mouse button. To get rid of the brush, you can click on any other gadget in the strip.
- Using the Flip Horizontally and Flip Vertically gadgets (located to the right of the brush gadget), you can have your brush flip in either direction. To use this feature, select a brush, then click on one of these two gadgets. You will notice that the image in your brush will have been flipped in either direction.
- At the bottom of the gadget strip, two digits indicate the number of the current maze which can be anywhere from 1 to 50. To change the maze number, click on either digit. Depending on the sign (+/-) or the sign gadget (to the right of the digits), the digit you clicked will increase or decrease. Clicking on these digits, you can go through each of the 50 mazes. As you move through the numbers, the displayed maze will update. You can flip the sign of the sign gadget simply by clicking on it.
- Finally, under the gadget strip, there is an indication of if the currently displayed maze is a valid one or not. If the maze is valid you will get an "Okay" message and if not, you will have "Error" displayed. To determine the nature of an error, select "Maze Verify" from the menu.

After designing a maze, you can save, clear, restore it, etc... by using the appropriate menu options.

After designing a maze, it is often necessary to play a FootMan game using this maze, and adjust the design in consequence, due to some flaws of a particular design.

Remember, you can't break anything when using this program, so don't hesitate to experiment. Understand that the default mazes we ship the program with are always available to you. You simply need to load the *Default Mazes* file, and save it again, thus putting the default mazes in the *Current Mazes* file.