



## BACHMAN

A Pacman-style game for the Macintosh.

### 1. INTRODUCTION

Way back in the early 90's, I felt that the Mac didn't have a Pacman game that was good enough to fit my taste, so I made this. The game mechanics is as a Pacman-style game is supposed to be: you control Bachman in a maze, hunted by nasty enemies while you try to clear the level from all the small markers laying everywhere. If an enemy can touch Bachman, the poor Bachman will be eaten, but there are of course power pills ("turners") to enable Bachman to eat the enemies instead. There are bonus objects ("overdrives" and "treasure chests"), teleporters, plus Bachman's ability to shoot biscuits at the enemies to delay them (but not to bypass them). Well, you'll notice all that when you play.

Do you wonder why it is named Bachman? If you consider the names of some objects mentioned above, and the music played between levels (hint: "Not Fragile"), you might find it as logical as I do.

This is a first OSX port. It seems to work just fine on my G5 with 10.3, but please let me know if it misbehaves. Possible bug: The key controls don't feel as nice as they used to be. Is it my fault, USB or OSX, or my keyboard? I don't know yet. If you want the game played in 640x480, run "Launch Bachman" instead of the game.

### 2. COPYRIGHT NOTICE

Bachman is © 1992-2004 by Ingemar Ragnemalm. It is free of charge and freely distributable, so pass it along to your friends. Selling it for profit without my written permission is forbidden, but you may include it on CD-ROMs, on disks in magazines etc as long as it is clear that you only charge for the distribution, not the program itself.

### 3. PLAYING, CONTROLS, OPTIONS

Start a new game with "New game" in the "Game" menu.

If you use the keyboard, you control Bachman with the numeric keypad, arrow keys or keys of your choice. You can choose between "normal" control and "try to be smart". Most playtesters find "try to be smart" to be hard to use, but it is good for the expert (me) in some situations (i.e. zig-zag passages).

You can control Bachman with the mouse, but this option is mostly included as a curiosity. I find it much harder than keyboard control.

### 4. EDITING

The editor is included. It is rather crude, but it works.

## 5. CREDITS

Many thanks to Eva L Ragnemalm, who made many of the nice sounds.

The testing and valuable comments from the playtesters is much appreciated. Most notable playtesters: Folke Söderström for bug hunting, Christer Pettersson for valuable ideas for the editor and Christer Ericsson for the discussions about the graphical design, sound manager coding and more. Many others have suggested improvements and reported bugs. Thanks!

The quite important bug fix to version 1.2 was made with the expert help of Juri Munkki, who also reported it. (Info for programmers: I didn't switch MMUmode, which was no problem on any of the Macs I use myself.) Thanks to Dmitry Boldyrev for verifying the correctness of the bug fix. The bug fix has been verified on a Quadra and a Powerbook 170 and seems to work.

Finally, thanks to all the people who played it in the 90's. This port is for you.

## 6. REGISTERED VERSION

Bachman is not shareware any more. It is an aging game that I can't justify a charge for. Use it, if you have some fun then, fine!

## 7. AUTHOR's ADDRESS

If you have comments, ideas or bug reports, please send it to:

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