



version 2.1

© October 2003 Arizona

Written by Jean Bovet
Graphics by Simon Bovet

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What is Hadron ?

Hadron is a think-shoot-them-escape game.

Level Editor

A powerful level editor is included with Hadron. You can create as many level as you want and play with them.

If you would like Hadron to include one or more level that you've created, just send me the level file and I'll include it in the next version of Hadron. I don't guarantee that all level will be included. Also, level may be subject to change before being included into Hadron.

Shareware

Hadron is a shareware and costs just 10\$. Hadron needs no registration to work (you can use it without paying the shareware fee, but if you like this game and want to support the shareware method and great products for MacOS X, please send the shareware fee ;-)).

System Requirement

Hadron is a carbon-only application. It has been fully optimized to work with MacOS X 10.1. It will work with MacOS 8.x and 9.x also, but required the latest CarbonLib available (1.4 at least).

History

- Version 2.1 - October 21, 2003:
 - Quark has been renamed Hadron for legal reason.
- Version 2.0 - April 1, 2002:
 - Completely rewritten in C++ and optimized for MacOS X and MacOS Classic using CarbonLib.
- Version 1.0 - July 5, 1994:
 - Initial release.

Credits

Hadron has been written in C++ using PowerPlant and CodeWarrior by Jean Bovet. Graphics have been realized by Simon Bovet.

Soundtrack is based on the MADLibrary and the PlayerPro application. MADLibrary and PlayerPro are © Antoine Rosset (<http://www.quadmation/pphome.htm>)