

McMinos level source reference

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for McMinos versions 0.815, 1.10, 2.00, and mobile

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McMinos level sources are simple text files. They used to be in ASCII (Atari flavour) and are now in UTF-8. The general level structure is very simple:

Level parameters

All settings and data in the level source are given as simple parameter and value pairs. There are two kinds of parameters:

1. single line parameters
2. multi line

Single-line parameters have the form

PARAMETER: data

while multi-line parameters have the form

PARAMETER:
data
#

where the '#' signals the end of a multi-line parameter's data.

Comments start with ';' and stretch to the end of the line

Header

parameter	description
AUTHOR	level author; space not allowed; use “_” instead (optional)
NUMBR	number of the level — <i>currently unused</i>
SHOWNR	number of the level as displayed — deprecated
ACCGD	level code (0 = no direct access) — deprecated

Example:

AUTHOR: Andreas_Neudecker
NUMBR: 199

Level story

The parameters in this section are new in McMinos mobile.

parameter	description
SYMBOL	grafic entity; e.g.: ghosts_hanky,5 (name, animation image no.)
TITLE	level title to be displayed in set menu and before level start
TITLE-de	German language level title
BODY	multi-line text, displayed before level start and in level menu
#	obligatory end symbol for multi-line BODY text
BODY-de	German language level text
#	obligatory end symbol for multiline BODY-de text

Example:

SYMBOL: level_symbol_castle
TITLE: One ghost, one cookie
TITLE-de: Ein Geist, ein Keks
BODY:
Eat all peas. And stay alive.

BODY-de:
Iss alle Pillen. Und bleib am Leben.
#

Level dimensions

parameter	description
LWID	level width, measured in fields (max. 50)
LHI	level height, measured in fields, too (max. 50)
SCROLLX	horizontal wrap-around; 0 = off, 1 = on, default: 0
SCROLLY	vertical wrap-around; 0 = off, 1 = on, default: 0

The parameters `VWID` and `VHI` that we used in the Atari version of McMinos to define a clipping box to limit the visible level area have been dropped in McMinos mobile, since they were only used in rare cases and did not provide any improvement to the game. Additionally, the vast range of display sizes today made this feature look useless.




Example:




```
LWID:    20
LHI:     20
SCROLLX: 0
SCROLLY: 0
```

Level background

parameter	description
<code>BACK</code>	background style (0 = black; 1, ..., 5 = tiles; default = 1)

The Atari versions of McMinos used to have 50 different background tiles available. With McMinos mobile we decided to reduce the number of backgrounds to only five (not counting black = no background). While it is possible to specify the background by its image entity's id (e.g. `backgrounds_pavement_01` for the current default), it is strongly recommended to use their numbers only, as these will work, even if image files are replaced.

number	background tile
0	
1	
2	

number	background tile
3	
4	
5	

Old levels may still have background numbers higher than 5. These will default to 1 (currently `backgrounds_pavement_01`)

Example:

BACK: 2

Start-up settings

parameter	description
LTIME	limited level solving time — <i>currently unused</i>
RSTRT	restart mode after losing a life (details: see below)
MIRROR	mirror player's movements; 1 = on, 0 = off (default)

Level restart mode After the demise of McMinos a level may continue in different modes, depending on the intentions of the level's author. Permitted values are:

mode	description
0	ghosts and McMinos start in their original positions (default)
1	level starts anew
2	ghosts start from castle(s), McMinos from original position
4	McMinos starts from where he died, ghosts from start positions

mode	description
8	bonus level – when McMinos dies, level is finished
16	McMinos starts at spot of death, ghosts where they are

Mode 16 is currently not implemented (2016-01-05)

Example:

LTIME: 0
RSTRT: 0
MIRROR: 0

Creatures

parameter	description
MCSPEED	McMinos' base speed at level start (1, 2, 4); default = 1

McMinos

Ghosts

- There are four types of ghosts:
 1. **Hanky** – the white blanket ghost that hunts McMinos and kills him
 2. **Perry** – the *burger ghost* that lays new peas in the level, hunts McMinos and poisons him (curable with medicine)
 3. **Zarathustra** – the yellow ghost that can traverse walls (though not through indestructible walls, doors or rocks) and, of course, hunts and kills McMinos. Is killed by dynamite, but survives detonation of mines or bombs.
 4. **Jumping Pea** – this ghost is different: it flees from McMinos, unless McMinos has eaten a power cookie or similar, then it hunts McMinos to poison him (again, curable with medicine)
- Most setting options are identical for all ghosts (count, speed, “agility”, reappearance time); few are specific to one type of ghost.
- Ghosts that are not in the level at level start will only appear out of castles. (GHOST n - default: 0; GRTIME n - default: 1 s)

- “agility” – this property describes the probability of errors a ghost makes in pursuit of McMinos: the higher the value the rarer a ghost makes mistakes; 0 means “never” (AGIL n - values: 0, . . . , 32768)

parameter	description
GHOST1	max. Hanky ghosts appearing simultaneously (default: 0)
GHSPEED1	speed of ghost Hanky (1, 2, 4, 8 - default: 1)
AGIL1	Hanky’s probabily of errors in pursuit of McMinos
GRTIME1	seconds before a Hanky reappears (default: 1)
GHOST2	max. Perry gnosts appearing simultaneously (default: 0)
GHSPEED2	speed of ghost Perry (1, 2, 4, 8 - default: 1)
AGIL2	ghost Perry’s probabily of errors in pursuit of McMinos
GRTIME2	seconds before a Perry reappears (default: 1)
PILLMAX2	max. number of peas Perrys will lay in the level (default: 0)
PILLFREQ2	randomly lay peas every PILLFREQ2-th field; 1: each (default)
GHOST3	max. Zarathustra ghosts appearing simultaneously (default: 0)
GHSPEED3	speed of ghost Zarathustra (1, 2, 4, 8 - default: 1)
AGIL3	Zarathustra’s probabily of errors in pursuit of McMinos
GRTIME3	seconds before a Zarathustra reappears (default: 1)
TRANSWALL3	randmly traverse walls; probability is higher for small values
GHOST4	max. jumping peas appearing simultaneously (default: 1)
GHSPEED4	speed of jumping peas (1, 2, 4, 8 - default: 1)
AGIL4	jumping peas’ probabily of errors in pursuit of McMinos
GRTIME4	seconds before a jumping pea reappears (default: 1)

Example:

```

MCSPEED:    1
GHOST1:     5
GHSPEED1:    1
AGIL1:      10
GRTIME1:     1
GHOST2:      1
GHSPEED2:    1
AGIL2:      10

```

```

GRTIME2:    1
PILLMAX2:   100
PILLFREQ2:  10
GHOST3:     0
GHSPEED3:   1
AGIL3:      10
GRTIME3:    1
TRANSWALL3: 10
GHOST4:     1
GHSPEED4:   1
AGIL4:      10
GRTIME4:    1

```

Minimum and maximum amounts of items

Levels written for the Atari version of McMinos had a couple of min/max settings for items like bombs, chocolate, medicine etc. These are now deprecated and will be ignored. If a level requires certain items, please provide them inside the level!

Level data

The level data is a multi-line parameter (see above) and thus has the general form of

```

LEVEL:
<level data>
#

```

while *level data* is a simple character representation of all items in the level that, when viewed with a monospace font, may look just like the real level to an experienced level author (even though a little distorted due to the fact that most monospace characters do not cover exact squares).

The maximum size for a level is currently 50 by 50 squares, i.e. 50 lines with 50 columns, each.

Creatures While the number of ghosts in a level is not limited except by the number of free level available there must be **exactly one McMinos** in the level.

character	description
P	player – this is McMinos
G	ghost 1 – Hanky, the white ghost

character	description
g	ghost 2 – Perry, the pea layer
H	ghost 3 – Zarathustra, the ghost that can traverse walls
h	ghost 4 – jumping pea

The castle A complete castle must always look like this:

```
CC
CC
```

The maximum count of castles is 64 per level!

character	description
C	ghosts' castle; must always consist of a 2 by 2 group of Cs

Elements of the maze This is a very diverse group of items. It comprises walls and doors, holes, one-ways, effect fields like speed-up, kill-all-ghosts, etc.

character	description
X	wall
Z	undestroyable wall
U	invisable wall
D	door, closed
\	door, opened
F	speed-Up field
f	speed-Down field
W	warp hole
A	Kill All Field
^, >, v, <	one way fields; up, right, down, left, respectively
ä, ö, ü, ß	rotating one ways; preset directions: up, right, down, left
T	skull field
S	skull
?	surprise field (positive or negative) — deprecated

character	description
r	rock
0	rock me field
o	rock me field with a stone on it
6, . . . , 9, o	holes in the ground (6 = smallest, o = biggest)

Useful items They take effect immediately when McMinos walks on them.

character	description
.	pea (pellet)
x	exit to next level
a	kill all ghosts
power pills	<i>effective for 10 sec (each)</i>
*	cookie; multipliers: MCSPEED x2; GHSPEEDs x1
(milk; multipliers: MCSPEED x1; GHSPEEDs x2
)	mushroom; multipliers: MCSPEED x1; GHSPEEDs x1
L	Life (currently heart symbol)
\$	clock, Level time + 60 sec. — deprecated
€	Letter with level code — deprecated
1	Bonus 100 Pt ; currently replaced with decorative flower
2	Bonus 250 Pt ; replaced with a decorative flower
3	Bonus 500 Pt ; replaced with a decorative flower

Bad items Just like the useful items above, these items take effect immediately when McMinos walks on them.

character	description
w	Whisky
M	mirror
p	poison; can be cured with medicine

Tools These are the items that, when collected, are put into the *toolbox*, in McMinos mobile that is the bar on the left side of the level screen. From there, they can be used by tapping/clicking on the respective item.

character	description
k	key
b	bomb
d	dynamite
-	mine (not activated)
,	mine in the ground (activated)
+	chocolate; power for later use; MCSPEED x2; GHSPEEDs x1
m	medicine (bottle of)
u	umbrella; helps McMinos to hover over holes

Example:

```

LEVEL:
XXXXXXXXXXXXXXXXXXXXX
X*.....P.....1X
X.XXXX.XXXX..XXX.XXXX.X
X.X.....X.X
X.X.XXX.XXXrOXXX.XXX.X.X
X.X.....X.X
X...XXXX.XXXXXX.XXXX...X
X.XXX.....CC.....XXX.X
X....XXXX1CC.XXXX....X
X.XXX.X*.XXXXXX.*X.XXX.X
X.....X
XXXXXXXXXXXXXXXXXXXXX
#

```

Sample level source

Below is the modernised level source of the very first level of the Atari version of McMinos (version 0.815).

```

; LEVEL 000
; FOR McMINOS - Versions > 0.51

```

```

AUTHOR: Andreas_Neudecker
NUMBR: 000
VERSION: 0815
TITLE: One ghost, one cookie
TITLE-de: Ein Geist, ein Keks
BODY:
Eat all peas. And stay alive.
#
BODY-de:
Iss alle Pillen. Und bleib am Leben.
#

LWID: 12
LHI: 12
SCROLLX: 0
SCROLLY: 0
BACK: 1

LTIME: 0
RSTRT: 0
MIRROR: 0

MCSPEED: 1

GHOST1: 1
GHSPEED1: 1
AGIL1: 10
GRTIME1: 5

LEVEL:
XXXXXXXXXXXXX
X...P....X
X.XX.XX.XX.X
X.X.....X.X
X...XXXX...X
XXX..G...XXX
X...XXXX...X
X.XXXCCXXX.X
X....CC....X
X.XX.XX.XX.X
X*.....X
XXXXXXXXXXXXX
#

```