

Axe Software Presents

THE EGGS FILES 6

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This file is saved in Word 6 format, which all Windows 95 users can read using WordPad (or Word 6, 95 or 97 if you have it). If you require another format please email dewarr@globalnet.co.uk. See the file READTHIS.NOW for a list of available formats.

Note on reading this file: If using WordPad under Windows 95 select the 'Wrap to window' option in View, Options, Word 6

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1: Eggs Files 6 v1.1 Information

Eggs Files 6 is the obviously-titled sequel to Eggs Files 5. EF6 is the best, most exciting and most puzzling platform game from Axe yet! New features include animation, more teleports and levers and an easy-to-use level editor and sprite editor, so you can now make your own levels quickly and easily and also give a personal touch to your levels!

NEW! Version 1.1 features miscellaneous improvements over 1.0 as well, including non-immediate level exiting when you die (you see how and where you died), plus some brand new levels!!

Eggs Files 6 (Release 2) contains the following extremely brilliant things:

- Eggs Files 6 game v1.1
- Axe EFLEd v1.1, a level editor so you can make your own levels
- Axe SE v2.2, a sprite editor so you can add your own graphics to your levels
- Eggs Files 6 documentation, including EFLEd and SE tutorials
- EF6 Extra Levels Pack

The filenames for the above are:

EF6.EXE
EFLEd.EXE
SE.EXE

EF6.DOC
BONUS*.LEV (3 levels, BONUS1.LEV thru BONUS3.LEV)

Other files used by Eggs Files 6 are:

LEVELS.EF6 *contains all the levels (excluding Extra Levels Pack)*
MAP.EF6 *contains the map*
SPRITES.EF6 *contains all the sprites*
EGGSFIL6.CFG *default configuration (options)*
XLEV1.PIC *Art 1 for Extra Levels Pack*
XLEV2.PIC *Art 2 for Extra Levels Pack*

These files are not required by the Eggs Files 6 program but **must** be included if you distribute EF6:

EF6.DOC *the Eggs Files 6 documentation*
READTHIS.TXT *the readme file*
EF6.PIF *Windows information for running EF6.EXE*

The following file can be optionally included:

EGGSFIL6.BAS *the QuickBASIC source code for Eggs Files 6*

All of these files should be in the same directory. If any are missing (apart from the EGGSFIL6.BAS source code), you have an incomplete version of Eggs Files 6 and should download a full one from the Axe homepage at <http://www.globalnet.co.uk/~dewarr>. You can also download the source code from here.

How to play

Run Eggs Files 6 by type EF6 from DOS or double-clicking on the EF6 icon from Windows.

Full instructions for Eggs Files 6 are contained within the game - just click "Instructions" from the menu.

Command line options

The only command line option is the cheat - you'll have to complete the game to find out what that is...

2: EFLEd (Level Editor) tutorial & reference

EFLEd is the Level Editor used to create all the levels in Eggs Files 6. It is included with Eggs Files 6 so you can create your own user levels.

With your own levels, the possibilities for Eggs Files 6 are endless! Annoy your friends or just amuse yourself with your very own levels and your own graphics too!

To start EFLEd, just type EFLED or double-click on its icon in Windows.

EFLEd Tutorial

I recommend you print this tutorial out so you can read it while using EFLEd.

When you start EFLEd you will be presented with a list of .LEV files in the current directory and a menu, which offers:

New level
Edit loaded level
Specify User Art filenames
Load level
Save level
Import Eggs Files 5 level
Check
Exit

Pressing N, D or ENTER at this point will take you to the EFLEd editing screen, so press N now.

The EFLEd editing screen consists of a grid with a small status bar at the bottom of the screen. This has a button marked 'Axe EFLEd' and also shows the currently selected tile. This will be a grey brick, as you can see.

Some of the grid will by default be filled with bricks when you enter editing mode - the walls and the bottom of the level. To make some platforms just left-click on the squares of the grid. To quickly create a platform you can just drag the mouse. Try it now, make a small platform near the top of the screen. If you want to delete any areas of platform just click them again with the mouse.

Once you have done this, click the RIGHT mouse button. This will bring up a screen full of all the different sprites/tiles in the game. Click the picture of Scanky. You will be brought back to the main editing screen. Notice that the sprite next to 'Current:' has changed to the picture of Scanky.

Click somewhere above the platform you made to place the sprite of Scanky. This will be where the player starts when they enter your level.

Next, go to the tile selection screen again (right-click) and choose the EXIT sprite, then place this somewhere in your level.

Go back to the main menu by clicking the 'Axe EFLEd' button or pressing ESC. Then press S to save your level and type in a name, with no extension, eg MYLEVEL.

Playing your level

Go into Eggs Files 6 (by typing EF6 or double-clicking on its icon) and click the 'Play User Level' button. Type in the name of your level and play. If it doesn't work as you expected, or you get error messages, you've done something wrong and will need to edit your level. If you entered the filename and were transported immediately to the main menu the Eggs Files 6 program probably couldn't find the filename you entered - if so, then try again. If it keeps happening you'll either:

1. Have forgotten to save your level, in which case you'll have to do it again,
2. Have saved your level in a directory other than one Eggs Files 6 uses, in which case you'll have to move it into the correct directory.

Other things to put in your level

Go back into EFLed (if you're not already back there) and load your level by pressing L at the menu, then enter your level's name.

Try using some other things in your level - put some disks and bonuses around it. Add some more platforms, and make some ladders to make your level more interesting. Test your level again if you want, as above.

Some RULES

When putting ladders into your level, make sure the top of the ladder is ABOVE the height of the platform you want to be able to get on to, otherwise you won't be able to get onto it.

One way ladders: It's best to make your level so that the player can only get on to normal ladder sprites. Place the one-way ladder sprites somewhere in the middle of the ladder, not at the top or bottom. You don't need more than one one-way ladder sprite per ladder, unless there is more than one way to get onto the ladder, or if it is possible to fall off (if it is an up-only ladder with no walls to the sides).

One-way bricks: Make sure there is not a wall next to the one-way brick, otherwise the player won't be able to walk through it. You can NOT have two one-way bricks next to each other - there must be an empty space/ladder/collectable item/etc on the other side.

Scenery (Aliens, TVs, pipes): Make sure all scenery is away from any part of the level that is accessible, ie make all scenery impossible to get to. Scanky may be able to walk through the scenery and won't put it back, and pushable blocks won't go through scenery, so make sure that that all scenery is safely away in some inaccessible area. The same applies to user art.

Make sure that ice doesn't extend so far that the player will hit a wall when they step on it, otherwise they will become stuck and won't be able to move.

Pushable blocks can't go through collectable items - ie disks and bonuses, so don't put these anywhere that a pushable brick can get to. They also won't be able to go past ladders or levers or disappearing bricks, in fact anything that isn't an empty space will stop a pushable block in its tracks. Sorry! (Note that this excludes spaces which are turned into bricks by a lever - in this case a pushable block will easily push through. Read about levers for more on this)

Scanky CAN'T walk through crumbling bridges.

Scanky must have all the disks before she can exit the level, so make sure that it is possible to get to ALL the disks. It is not necessary to collect all the bonuses before completing the level, so these can be placed anywhere.

Make sure that Scanky can't walk or fall off the screen, or the game will muck up entirely and you will get loads of errors. If you delete the bricks at the bottom of the screen replace them with bricks, ice, fire, etc., anything that Scanky can't fall through. Putting fire at the bottom of the screen is OK as Scanky will die before falling off the screen.

Advanced stuff and some more RULES

Bricks and ladders that <<< VANISH >>>:

Just press 'V' when the mouse is over a brick or ladder. An exclamation mark (!) will appear in the top left corner, denoting that it will disappear when stepped over/through/etc.

A rule about disappearing ladders: Only use these when there are a number of ladders next to each other *horizontally*, eg so it looks like the player can cross over a fire pit, but will fall in. Placing them up normal vertical ladders won't work properly.

Teleporters:

Select the teleporter sprite from the tile selection screen. It will have a number '0' in the top left corner. To change the number, simply place the mouse over the teleporter sprite and press the new number on the keyboard. You can have up to the number 9.

Teleporter rules: You can have up to 20 teleporters - two of each number from 0 to 9. The two teleporters of each number will be linked - when the player steps into a teleporter marked '3' in EFLEd they will come out at the other teleporter with a 3. You don't have to use all the numbers and don't need to use them in order, but you must have two of each number you use.

Levers:

You can have up to ten levers in a level. Select them from the tile selection screen. To change the number, put the mouse over the lever and press a number from 0 to 9 on the keyboard. Another RULE I'm afraid here: You can only have one lever of each number. You don't have to use all the numbers and don't need to use them in any order.

To get the levers to do anything you will need some bricks that the levers will either make appear or disappear when they are switched. Each lever controls its own set of bricks. To assign a brick to a lever, press the lever's number when the mouse is over the brick. You will see the number appear, and underneath there will be a letter 'O'. This means the brick will exist when the level is started and will disappear when its corresponding lever is switched. Press C when the mouse is over the brick and the letter will change from 'O' to 'X', and the brick sprite will vanish, leaving just the numbers. This means that the brick will not exist at the start of the level, but when the lever is flicked it will instantly appear. Note: When bricks are 'vanished', pushable blocks are still able to be pushed through them, as you would expect.

There are no restrictions on the number of bricks any lever can control. The bricks that each lever controls can be a mixture of 'O' and 'X' - that means one lever on its own can turn some bricks on and others off, or just some bricks on, or just some bricks off, or do nothing at all (if no bricks have the same number as the lever).

Sadly, you cannot assign a brick to more than one lever. If you find your level needs this, you'll have to make some changes to the entire level or you'll be sitting there, very frustrated, for ages. Sorry.

Using your own graphics

First you will need to draw your sprite using SE, and save it to the same directory as your level and the EF6 program.

To put your graphic in your level, choose a number from the sprite selection screen (at the bottom) and put it in your level. This will be your sprite's number for this level - you can have up to ten different sprites of your own in your level. Next, go to the main menu and select 'Specify user art filenames'. Press C to change the filenames and then type your sprite's number. Type in the filename and you will see the filename has been entered on the list. Now run your level and... WOW! Your very own graphics to give your level your very own personal touch.

Notes about user graphics:

- Scanky will NOT be able to walk through any of your graphics, so put them out of the way in places Scanky can't reach.
- The sprites you use in your level must be in the same directory as EF6.
- You can use the sprite numbers 0-9 in any order, so for example you can have sprite 7 as MYSPRITE.PIC but no sprite for number 4, if that's what you want.

Main menu reference

Pressing N will clear any level in memory and take you to the editing screen.

Pressing D will take you to the editing screen. If there is any level in memory it will be there, ready to edit. This option is used when you go to the main menu to save, check, test etc. and then want to return to your level immediately. You can also press ENTER from the main menu to go to the editing screen.

Pressing P will take you to the user art screen where you can specify the filenames for the user art sprite numbers.

Pressing L will load any level from the list of files on the screen.

Pressing S will save the level current level in memory onto disk/hard disk.

Pressing I will import an Eggs Files 5 level. If you made any Eggs Files 5 levels you will have used a text editor. If you look at Eggs Files 6 levels you will see they are just about the same -

you can still edit them just as you did with Eggs Files 5 levels. However, some of the characters have changed for Eggs Files 6 levels, and using Import rather than Load will automatically convert the old characters into their new equivalents.

Pressing C will check the currently loaded level to see if it breaks 'the rules'. This means it will see if you have more than one lever of any number, too many or not enough teleports, and if you have a start and exit point in your level.

Pressing E will exit EFLEd.

Useful things to know

Pressing S on the editing screen will save your level, without having to go back to the main menu. Pressing ESC does the same as clicking the 'Axe EFLEd' button with the mouse - it takes you to the main menu.

On the editing screen, clicking an empty grid square will place the currently selected sprite there. Clicking a grid square with a sprite that is different from the currently selected sprite will replace the sprite with the currently selected sprite. Clicking a grid square that contains the currently selected sprite will DELETE the sprite, leaving an empty square.

If you want to delete lots of sprites that are different from the currently selected sprite, instead of repeatedly double-clicking on each sprite, you can just press D when the mouse is over each sprite.

If you want to turn off those annoying beeps whenever you click then press B to turn them off.

Making your level more professional

- Make all scenery and user art inaccessible to the player.
- Don't overuse disappearing bricks/ladders or levers that send you instantly plummeting into fire, as these can make your level tiresome and boring, and nobody will want to play it.
- Make sure all lights are inaccessible (confusion can arise in EFLEd as the light sprite only uses the top part of the square). Scanky will not be able to walk 'under' a light if the light is in the square next to Scanky. To see what I mean, place a light directly to the right of Scanky's start position. It will look like Scanky would be able to walk underneath it, but she needs to be in the row below to walk underneath.
- Don't leave huge open spaces in your level - put some scenery or user art there.
- Always check your level by pressing C on the main menu before playing it - EFLEd will highlight major errors for you, as it is not uncommon for people to forget to put in things like start points and exits.

Congratulations - you have mastered the art of level creating using EFLEd!

Notes on the level format and new features in levels since Eggs Files 5:

Ignore this if you have never made an Eggs File FIVE level and don't want your brain filled with boring technical stuff.

If you made any Eggs Files 5 levels, you will know that you could only use 9 levers and 7 teleports. This has increased in Eggs Files 6 so you can now have ten levers and ten differently numbered teleports. This has only been possible with character changes in the level files. Instead of lever 1 operating A and B, lever 0 now operates A and B and 1 operates C and D. Lever 0 is represented by a '0' character so the TV - which used to be '0' - has now changed to ASCII 219, a block. With ten levers, lever 9 now operates S and T, and T used to be teleporter 1. With ten teleporters, teleporter 0 is now represented by a U and teleporter 1 is a V. Ten teleporters extends beyond the alphabet, so the teleporters after Z are represented by the ASCII values after Z, up to ^ which unfortunately used to be the death character (the acid in EF5, fire in EF6). This has now changed to the character 'x'. That's a lot of character changes, so you can convert your levels automatically by Importing them into EFLEd and then re-saving them.

User art files are specified after the level information in the ten lines immediately following the level, from 0 to 9 in that order. Not all ten lines are included except where necessary, so if editing your EF5 level files you don't need to add the ten lines after the level and your levels will work properly as they are.

You may find this information useful if you want to convert your EF5 levels outside EFLEd, or if you want to make your own level editor. If you do make your own level editor, I would be interested to see it, so attach it to an email if you like. If I find it really good I might email copies to EF6 users on the mailing list put it on the homepage.

If you want full details on the EF6 level format download Eggs Files **FIVE** from the Axe homepage, and read the USERLEV.TXT file, or email me. The format is basically the same but with the above changes. If you want to refer to the rather untidy BASIC source code for EFLEd send me an email.

EDITING MODE QUICK REFERENCE *Print this out and keep it handy.*

Left-click	Places currently selected sprite
Right-click	Brings up sprite selection screen
D	Delete sprite
C	Change whether lever-controlled brick exists at start (O/X)
V	Make brick disappear when walked on/through
0-9	Assign number to lever/brick/teleport
S	Save level
B	Toggle sound
ESC/EFLEd	Return to main menu

3: SE 2.2 (Sprite Editor) tutorial

This section contains information on using SE and also on the sprite format.

Axe SE is the sprite editor for EFLEd, part of Eggs Files 6. It was used to create all the sprites in EF6 and is included with EF6 so users can put their own graphics into their levels.

The version of SE included with EF6 v1.0 was SE2.0. This was a quick modification of SE1.7, with some limited mouse support added. SE2.2 features more mouse support, namely the ability to select colours with the mouse.

I recommend you print this section so you can have it with you when using SE, or if using a multitasking environment (for example Windows) you could simply have this file showing in a text editor and switch to it when desired.

Tutorial

Run Axe SE by running SE2.EXE. You will be presented with a list of files, and a prompt asking for a filename. Just hit ENTER at this point and you will be taken to the SE Editing screen. The left-hand side of the screen will be black and the right side will give you some information on your sprite and also remind you of all the keys you will need.

Use the arrow keys to move around the cursor. Pressing SPACE will draw. You will see the small version of the sprite as it will appear in the game at the top of the screen, in the centre. Experiment with drawing for a moment.

You can also draw using the mouse. Just click the left mouse button, and if you're in the editing area pixels of the currently selected colour will be drawn.

At the moment you will probably have a screen full of grey dots or a picture perhaps, all in white. Or maybe you've been clever and fiddled with the keys you can see on the right of the screen.

Let's change the colour. To do this, use the + and - keys, or press C and enter a colour number. There are 250 different colours you can use. You will see the currently selected colour is shown on the right, near the bottom of the screen. You will draw in this colour until you change it. You can also change drawing colour with the mouse - just click the right mouse button and select the colour from the screen. Or, press any key to exit the colour screen.

To save your sprite press S and enter a filename. To load an old sprite or create a new one then press L and you'll go back to the menu. Type in a filename to load a sprite, just press ENTER to start a new sprite or press . or : to change directory/drive. (Note that any sprites you use in your levels absolutely MUST be in the same directory as EF6)

Now you have mastered the basics and will be able to make a proper sprite. That's basically all you need to do, but there are some tricks that SE has up its sleeve to make your editing life easier and quicker.

Tips & Tricks

If you are using the mouse and don't want to see that annoying keyboard cursor, just press R to turn it off. Note that you will still actually be able to draw with the arrow keys on the keyboard, you just won't see the cursor.

Fed up with having to press SPACE to draw each pixel when you want to make a square or fill an area on the screen? Then press F to initiate Follow mode. You will automatically plot a point wherever the cursor moves, so you can just move the arrows to draw. Press F again to turn off Follow mode.

Used a colour that you don't like and want to change it? For example, you might have drawn a person with a green shirt and want to make it yellow. You could draw each point again, but the easiest way would be to do a colour change. Press N and type the colour number you want to change. For example you would use 10 if that was the colour of the shirt. Now press ENTER and type the colour you want to change it to, for example 14. SE will scan your sprite, changing all 10s to 14s. Simple! This is also the best way for making a background, for instance to make a red background for your sprite just change 0 to 40.

Want to get rid of a few pixels but don't want to forever be changing to colour 0? Then just press E on each pixel and it will erase them for you.

If you've drawn, for example, a person facing left and want them to be facing right then just press H and SE will flip the sprite horizontally (that is, along the horizontal x-axis). If you wanted them upside-down then press V to flip vertically.

Using your sprites in levels

See the EFLEd section of this file for information on using your sprites in your own levels.

SE Versions

Originally SE 1.7 was going to be included with Eggs Files 6 v1.0, but 1.7 did not have any mouse support. At the last minute SE was improved, but not by much, so Eggs Files 6 now had SE 2.0, which included very limited mouse support, allowing you to draw and erase pixels. This new version, SE 2.2, allows you to select colours with the mouse, almost doing away entirely with the keyboard, though the keyboard is very useful for precise drawing, and of course the special functions like colour swapping and sprite flipping.

The sprite file format (**Danger: Boring technical bit!**)

Do you really hate SE? Well, if you do then make your own. The format is explained below but don't read it if you don't want your brain to explode because of all the boring technical bits: OK, so the sprite format is actually quite simple. The sprite is saved on one line of a text file, no carriage returns or line feeds etc. It is saved from line 1 down to line 20, from left to right, ie. Line 1 pixels 1 to 16, line 2 pixels 1 to 16, line 3, line 4, ... line 20. Each pixel is saved as a single ASCII character, the value of which is 1 + the colour number, ie colour 0 is saved as ASCII 1, colour 1 as ASCII 2, colour 200 as ASCII 201. This is true for all colours but with the following exceptions: Colour 25 is saved as ASCII 253 and colour 33 is saved as ASCII 254.

(This is the reason why SE doesn't let you use the colours 250+ as there are actually 255 possible colours but colours 247+ are all black, so I have used the last few for colours whose ASCII values can't be read easily by SE or EF6). That's all there is to know - if you want more information or if you have made a sprite editor then email me. If you want the original SE source code (written for QuickBASIC 4.5) to look at for reference, to modify or to learn some BASIC from then either check the homepage or email me.

4: Extra Levels Pack Information

There are three extra levels included with Eggs Files 6 v1.1. These are saved as BONUSx.LEV, where x is the level number from 1 to 3. Just click "Play User Level" on the main menu of EF6 and type the name of the level you want to play.

Note: Make sure the files XLEV1.PIC and XLEV2.PIC are in the same directory as the level files and the Eggs Files 6 game.

For even more fun, why not edit the levels using EFLed to make up your own, even more cunning, variations?

5: Axe Software Information

Want to show your Eggs Files 6 level to the rest of the world?

If you have made a cool level send it attached to an email to dewarr@globalnet.co.uk. If you have used user art in it, remember to include this - preferably ZIP them all together using WinZip or PKZIP. (Get Winzip from <http://www.winzip.com>)

Want to distribute Eggs Files 6?

You can distribute Eggs Files 6 in any way you want as long as you don't charge for it - see the cunningly small print below for details.

The Axe Software Mailing List

Axe has its own mailing list which anyone can join for FREE. Everyone who joins the mailing list will get free information, upgrades, shareware, freeware and beta software from Axe, plus QuickBASIC stuff.

To join the mailing list, simply send an email with subject 'Join Mailing List' to dewarr@globalnet.co.uk. You should receive confirmation within two weeks.

Problems, bug reports, etc.

I cannot guarantee this software is bug-free, so please if you encounter a strange problem tell me about it - just send me an email and tell me all the details, any error messages etc. If possible I will fix the problem and you will be among the first to get the latest version.

Please, I would love to hear from you whatever you think of my program. I appreciate **all** bug reports, even if it's just a spelling mistake. I would also like to hear all your comments, complaints, etc., and I would appreciate ideas for other games.

A tragic tale (from EF6 v1.0)

There *used* to be a Test option in EFLEd that ran Eggs Files 6 with the current level for playing - very useful. There *used* to be an EF6 command line option that automatically loaded a user level for playing - useful also. It worked when it was programmed, but the EF6 program had numerous additions made to it afterwards and for some reason both features stopped working for no reason I could find. As a result I had to remove these options at the last minute. A real tragedy. Sort of. The source code, available for download from the Axe site, is the messiest program I've ever seen as it has slowly evolved over 18 months into an unidentifiable mess, with variables from old games and experiments that failed everywhere. It is such a shambles I won't be using it any more - if you download you'll see that this isn't surprising.. If I make any other platform games I'll have to rewrite the entire program as not even I can understand the existing program any more. Since it would take ages to remake the program and I've made so many platform games I want to do something else, then sadly this will be the last Eggs Files probably. I'll try to fix any bugs it has at the moment though, so there *may* be further versions of EF6, and also of EFLEd and SE, particularly SE as I can use the sprites in virtually any game imaginable.

Postscript: That was from v1.0 of EF6, obviously I've modified the EF6 program a bit. However, I've tried to stay away from it as much as possible, the only additions being non-immediate death so you can actually see how and where you died, plus minor alterations to the instructions/information.

The Axe Software Homepage

The homepage is updated just about every month, and it contains the latest versions of the latest games and software from Axe. It also contains other information, for example cool sites, source code (for QB) and .S3M music files. There are also some Duke Nukem 3D levels there, Quake levels may be added at some point. Visit the homepage and there will be links to these if they are there:

Visit the homepage at: <http://www.globalnet.co.uk/~dewarr/>

Here's the list of stuff that exists on the page at the moment, just add the page name to the address above to go there directly, although there are links on index.htm:

ef6.htm	The OFFICIAL Eggs Files 6 page
ef5.htm	Download Eggs Files 5 plus the source code here!
coolsite.htm	The Axe Software list of Cool Sites on the Internet.
music.htm	The S3M page - a few of my modules made in ST3.
basic.htm	The QuickBASIC page, featuring a number of useful short programs.
duke3d.htm	Duke Nukem 3D levels.
news.htm	Latest information and news from Axe Software.

axeinfo.htm	Information - what Axe Software is and why.
betatest.htm	Wanna be a beta tester?
pageinfo.htm	Boring info about the Axe Software site.
clae/index.htm	Information on CLAE, a command-line argument utility from Axe Software, coming soon.
contact.htm	How to contact Axe Software
download.htm	Quick access to all files available for download on the site.

Eggs Files 6 is freeware. This means it is the complete, full, uncrippled, absolutely free version which is available to everyone on the planet for no cost. You may distribute it - in fact I urge you to distribute it - but as long as you don't charge for it. This means you can give it away, put it on the Internet, etc., etc., but don't charge anything at all. If you want to put it on a CD collection, a cover disk/CD, or anything which is SOLD, or anything that comes as a free gift with something that is sold, you absolutely must ask permission first. I will nearly always give permission for whatever you are doing - just email dewarr@globalnet.co.uk. In whatever form Eggs Files 6 is distributed you MUST include ALL the files. Preferably distribute the original .ZIP file, but re-compressed versions are OK as long as all the files are included, or if you are distributing it on disk/CD then you can just put the uncompressed files on it.

Some advertising

This game was programmed using Microsoft QuickBASIC v4.5. If you want loads of BASIC information, why not visit....

The Axe Software homepage, the obvious place to start, at the address above. I am making a QuickBASIC FAQ - if you have any questions OR ANSWERS then please email them to me - dewarr@globalnet.co.uk

The BASIX Internet Fanzine - This comes out every two months or so and is an excellent source of programming techniques, tips, etc. for QBasic, QuickBASIC and PowerBasic programmers. I have found it extremely useful. There are loads of tips, ranging from SoundBlaster programming to 3D graphics to install routines. Download back issues from <http://www.trenham.demon.co.uk/>. If you want to join the Basix Fanzine mailing list and get the latest issues when they come out, send an email to arelyea@vt.edu with subject "Subscribe BASIX-fanzine"

QBasic.com - Very useful site for any QuickBASIC or QBasic programmers:
<http://www.qbasic.com>

Games Programmer's Encyclopedia: This is a handy ftp site whatever language you program, particularly if it's Pascal: <ftp://x2ftp.oulu.fi/pub/msdos/programming/gpe>
There are other things at this site too: just change the */gpe* to any of */faq*, */formats*, or */docs* if you want even more programming info.

For up-to-the-minute cool sites as I find them, check the cool sites bit of my homepage -
<http://www.globalnet.co.uk/~dewarr/coolsite.htm>

Newsgroups: There are a few BASIC newsgroups mentioned in the BASIX Fanzine. The one I sometimes read is.... **alt.lang.basic**. Also, why not try **comp.lang.basic.misc** ?

Thanks to the BASIX Internet Fanzine for, erm, all of those sites. Well I found them useful-ish anyway.

6: Version History

EF6.EXE / EGGSFIL6.EXE (EF6 main program)

v1.0: Original release, 19th April 1997

v1.1: Death sprite, minor updates in Instructions/Information sections. Program renamed to EF6.EXE

SE2.EXE (Sprite Editor)

v1.0: Original release, written by Martyn Townsend, (1995)

v1.2: Improved file format and user-friendliness, by Alex Warren

v1.3-1.6: Several updates, including sprite flipping, colour swapping, etc. (1996)

v1.63: Erase button added (1997)

v2.0: Very limited mouse support added, released with EF6

v2.2: Colour selection screen, hide cursor option.

EFLEd (Level Editor)

v1.0: Original release with EF6

v1.1: Level checker bug fix, tile-selection screen exit with ESC/ENTER, invisible sprite loading.

SETUP.EXE (Setup program)

_____ v1.0: Original release for EF6

_____ v1.01: Corrected stupid typing mistake, small changes to layout.

EF6.DOC (Eggs Files 6 Documentation)

_____ 1: Original documentation for EF6, release 1

_____ 2: Documentation for release 2. Added version history, corrected mistakes, split information section into Information, Version History, And Finally... sections. Updated web-site information, altered text formatting in places.

7: And finally...

And finally, here is the complete, unabridged history of **Axe Software**, followed by some NAQs - Never Asked Questions.

Axe Software - the story

Axe started life in 1995, then known as DBSoft. Various platform games were written - the ancestors of Eggs Files 6 - including such gems as the simple "Billy Johnson in Weirdland" and the infuriating "Desert Island". However, the huge problem was the DBSoft was about the tiniest, weeniest software company known to man - one person, no advertising, no Internet address. This was because I wasn't interested really in releasing my software on a wide scale as I only programmed as a hobby. And my software was crap. And it still is. Oh well...

Then this all changed (the advertising part anyway) when DBSoft finally got Internet access. Eggs Files 6 was written, DBSoft changed its name to Axe and Eggs Files 6 was released to the world via the gift of the Internet. The Axe legend was born. More of a myth than a legend though...

Axe Software: Free and naff but at least it works... sometimes.

BEWARE OF EXPENSIVE IMITATIONS

ALL Axe Software is **FREEWARE**. Don't pay for it. If you have paid for it, give the person who sold it to you a slap in the face.

NAQs - Never Asked Questions

Q. What happened to Eggs Files 1-5?

A. Eggs Files 1-3 were too terrible. Eggs Files 4 is less terrible and you can get it by email if you want it desperately.. Eggs Files 5 is still terrible but it should be on the homepage, on its own page at <http://www.globalnet.co.uk/~dewarr/ef5.htm>. The source code is there too.

Q. Why Freeware?

A. Nobody would buy my software as it is too terrible to be sold. Anyway, new applications from Axe will be shareware so I can get some cash.

Q. Why "Axe"?

A. Because it's a cool name.

Q. Can you lend me a tenner?

A. No.

Questions? Comments? Ideas? Suggestions? Complaints? Information?

Don't hesitate to give me an email - I reply to everything personally. Just send your mail to dewarr@globalnet.co.uk

Check the Axe homepage for more surreal software happenings soon! The Axe homepage is at <http://www.globalnet.co.uk/~dewarr>.

Credits

All the programming was done by Alex Warren, except for the very first version of SE which was written by Martyn Townsend. However, SE was far too terrible and un-user-friendly and so has been vastly improved by me.

All the graphics and those terrible tunes and sound effects were done by me as well.

However, I am grateful to:

The Beta testers - Matthew Bennett, Martyn Thompson and Martyn Townsend - for giving me suggestions for improvement and also for telling me about several huge bugs (for example two identical levels).

Peter Cooper for his excellent "Basix Fanzine", and for downloading v1.0 and suggesting that perhaps going back to the map immediately after dieing so you couldn't see what had happened wasn't *such* a good idea.

My brother for testing EFLEd so badly.

My parents, without whom Alex Warren would never have been possible.