

Punkman X1

User Guide

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1. Principle of game

Punkman X1 game is based on Pac-man game. You control player person (real punker). Your goal is collect all bottles around level and reach end of level.

Around map are cops. Normally, it's a good idea to avoid contact with cop.

If you collect (drink up) some bottles, you get drunk. If you are drunk, you puke (because you are real punker). If you puke and you get contact with cop, you can kill him.

2. Game control

If you are in menu, you can move (select another menu item) using arrow keys up and down. To select menu item, just press enter key. If you want exit game, just press escape key.

If you are in game, you can move player person using arrow keys (left, up, right, down). Use keys N or M to play next or previous song in jukebox. If you want leave game, just press escape key. See table bellow for game keys descriptions.

<i>key</i>	<i>description</i>
cursor left	Move player left
cursor right	Move player right
cursor up	Move player up
cursor down	Move player down
M key	Play next jukebox song
N key	Play previous jukebox song

3. Editing game settings

All game settings is stored in *config.xml* file in *data* directory. As you can see, the extension xml, the configuration file is in XML format. So you can edit this file in your favorite editor to customize game settings. See bellow listening of *config.xml* file:

```
<?xml version="1.0" ?>
<configuration>
  <group name="sound">
    <cfg name="sound-volume" value="-500"/>
    <cfg name="music-volume" value="-200"/>
  </group>
</configuration>
```

As you can see in actual release you can changed sound and music volume. Just change value attribute value. The value of sound (or music) volume must be in range from 0 to -10000, where 0 is maximal volume and -10000 is absolute silence.

4. Jukebox

See directory *data/music*. There is directory of jukebox. If you put some mp3s to this directory, the jukebox will load it and so you can listen your favorite music.

5. Modify game data content

Feel free to modify everything you want. You can add another textures, just put it in *data/textures* and modify texture.list file (append new line with texture name). You can change sound files, just replace .wav file in *data/sound* directory. You can modify player or monster or bottle models. Just create .x model and replace file in *data/models* directory.

There is game editor. You can create new levels and put it in *data/maps* directory. Game will load it and you can play it.