



Witaj! W tej części dokumentacji znajdziesz tabele ze skarbami, dźwiękami i dialogami.

wersja: finalna, autor: Pejti

























Podziękowania dla: Teo phil, DzjeeAr (opis dialogów)






















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## a) Tabela skarbów

Tabela poniżej przedstawia nazwę grafiki, nazwę logiki i opis skarbu/powerupa:

Nr	Grafika	Nazwa grafiki	Logika	Opis
0		GAME_TREASURE_COINS	TreasurePowerup	100p
1		GAME_TREASURE_GOLDBARS	TreasurePowerup	500p
2		GAME_TREASURE_RINGS_RED	TreasurePowerup	1500p
3		GAME_TREASURE_RINGS_GREEN	TreasurePowerup	1500p
4		GAME_TREASURE_RINGS_BLUE	TreasurePowerup	1500p
5		GAME_TREASURE_RINGS_PURPLE	TreasurePowerup	1500p
6		GAME_TREASURE_NECKLACE	TreasurePowerup	2500p
7		GAME_TREASURE_CROSSES_RED	TreasurePowerup	5000p
8		GAME_TREASURE_CROSSES_GREEN	TreasurePowerup	5000p
9		GAME_TREASURE_CROSSES_BLUE	TreasurePowerup	5000p
10		GAME_TREASURE_CROSSES_PURPLE	TreasurePowerup	5000p
11		GAME_TREASURE_SCEPTERS_RED	TreasurePowerup	7500p
12		GAME_TREASURE_SCEPTERS_GREEN	TreasurePowerup	7500p
13		GAME_TREASURE_SCEPTERS_BLUE	TreasurePowerup	7500p
14		GAME_TREASURE_SCEPTERS_PURPLE	TreasurePowerup	7500p
15		GAME_TREASURE_GECKOS_RED	TreasurePowerup	10000p
16		GAME_TREASURE_GECKOS_GREEN	TreasurePowerup	10000p
17		GAME_TREASURE_GECKOS_BLUE	TreasurePowerup	10000p
18		GAME_TREASURE_GECKOS_PURPLE	TreasurePowerup	10000p
19		GAME_AMMO_DEATHBAG	AmmoPowerup	+25 Pistol
20		GAME_AMMO_SHOT	AmmoPowerup	+5 Pistol
21		GAME_AMMO_SHOTBAG	AmmoPowerup	+10 Pistol
22		GAME_CATNIPS_NIP1	HealthPowerup	+15s Duża Siła
23		GAME_CATNIPS_NIP2	HealthPowerup	+30s Duża Siła

24		LEVEL_HEALTH	HealthPowerup	+5 HP
25		GAME_HEALTH_POTION3	HealthPowerup	+25 HP
26		GAME_HEALTH_POTION1	HealthPowerup	+10 HP
27		GAME_HEALTH_POTION2	HealthPowerup	+15 HP
28		GAME_MAGIC_GLOW	MagicPowerup	+5 Magia
29		GAME_MAGIC_STARGLOW	MagicPowerup	+10 Magia
30		GAME_MAGICCLAW	MagicPowerup	+35 Magia
31		GAME_MAPPIECE	EndOfLevelPowerup	Mapa Klejnot
32		LEVEL_GEM		
32		GAME_WARP	SpecialPowerup	Warp*
33		GAME_TREASURE_COINS	TreasurePowerup	100p
34		GAME_DYNAMITE	AmmoPowerup	+5 Dynamit
35		GAME_CURSES_AMMO	CursePowerup	Klątwa Ammo
36		GAME_CURSES_MAGIC	CursePowerup	Klątwa Magia
37		GAME_CURSES_HEALTH	CursePowerup	Klątwa Zdrowia
38		GAME_CURSES_LIFE	CursePowerup	Klątwa Życia
39		GAME_CURSES_TREASURE	CursePowerup	Klątwa Skarbów
40		GAME_CURSES_FREEZE	CursePowerup	Klątwa Freeze
41		GAME_TREASURE_CHALICES_RED	TreasurePowerup	2500p
42		GAME_TREASURE_CHALICES_GREEN	TreasurePowerup	2500p
43		GAME_TREASURE_CHALICES_BLUE	TreasurePowerup	2500p
44		GAME_TREASURE_CHALICES_PURPLE	TreasurePowerup	2500p

45		GAME_TREASURE_CROWNS_RED	TreasurePowerup	15000p
46		GAME_TREASURE_CROWNS_GREEN	TreasurePowerup	15000p
47		GAME_TREASURE_CROWNS_BLUE	TreasurePowerup	15000p
48		GAME_TREASURE_CROWNS_PURPLE	TreasurePowerup	15000p
49		GAME_TREASURE_JWELEDSKULL_RED	TreasurePowerup	25000p
50		GAME_TREASURE_JWELEDSKULL_GREEN	TreasurePowerup	25000p
51		GAME_TREASURE_JWELEDSKULL_BLUE	TreasurePowerup	25000p
52		GAME_TREASURE_JWELEDSKULL_PURPLE	TreasurePowerup	25000p
53		GAME_POWERUPS_GHOST	SpecialPowerup	Niewidzialność 30s
54		GAME_POWERUPS_INVULNERABLE	SpecialPowerup	Nietykalność 30s
55		GAME_POWERUPS_EXTRALIFE	SpecialPowerup	+One life
56		GAME_POWERUPS_FIRESWORD	SpecialPowerup	Ognisty 30s
57		GAME_POWERUPS_LIGHTNINGSWORD	SpecialPowerup	Electric 30s
58		GAME_POWERUPS_ICESWORD	SpecialPowerup	Lodowy 30s
59		GAME_POWERUPS_PLASMASWORD	SpecialPowerup	Plasma**
60		GAME_VERTWARP	SpecialPowerup	Warp**
61		LEVEL_HEALTH	HealthPowerup	+5 HP

\* - działa tylko po wstawieniu do przeciwnika, wymagane SpeedX: ??, SpeedY: ??

\*\* - nie działa ani w przeciwniku ani w skrzyni

## b) Tabela dźwięków

Poniższa tabela zawiera opisy dźwięków z folderu \GAME\SOUNDS\ :

Game Sounds			
Nazwa	Opis	Nazwa	Opis
GAME_1055	Menu-options-audio-voice-off → on	GAME_HIT3	Uderzenie 3
GAME_AMMUNITION	Wzięcie amunicji	GAME_HIT4	Uderzenie 4
GAME_AMULETRISE	Zdobycie amuletu	GAME_HOLDAIM	Rzut bomby przez rata
GAME_BLOCK2	Blok	GAME_KEGBOOM	Wybuch
GAME_BOINK	Wyskoczenie krabów	GAME_LELAND	??
GAME_BOINKJR	Obrona kraba	GAME_MAGICPOWERUP	Zdobycie magicznych pazurów
GAME_BOMBEXP	Wybuch bomby	GAME_MAJORCHEAT	Główne oszustwo
GAME_BOMBFLY	Rzut bomby	GAME_MAPPIECE	Zdobycie mapy
GAME_CASTCURSE	Zdobycie klątwy	GAME_MILK	Mleko - jedzenie
GAME_CATNMAG	Powerup	GAME_MINORCHEAT	Mniejsze oszustwo
GAME_CIRCLEFADE	Start poziomu	GAME_MLF	Chód szczura 1
GAME_CLICK	Kliknięcie	GAME_MONOLITH	Monolith
GAME_COIN	Zdobycie pieniążka	GAME_MOUSED	Śmierć szczura
GAME_COINCHING	Monety	GAME_MOUSEKILL	Zabicie szczura
GAME_CRATEBREAK	Roztrzaskanie skrzyni 1	GAME_MRF	Chód szczura 2
GAME_CRATEBREAK2	Roztrzaskanie skrzyni 2	GAME_NEWMESSAGE	Kropla
GAME_CRATEDAMAGE	Uderzenie skrzyni	GAME_NIPDOWN2	Elektryczność 1
GAME_CROSS	Zebranie krzyża	GAME_NIPUP2	Elektryczność 2
GAME_CURSE1	Kłątwa mrozu	GAME_NULL	Nic
GAME_CURSE2	Kłątwa magii	GAME_PICKUP1	Zdobycie skarbu 1
GAME_CURSE3	Kłątwa amunicji	GAME_PICKUP2	Zdobycie skarbu 2
GAME_CURSE4	Kłątwa skarbów	GAME_PUBOUNCE1	Liczenie skarbów
GAME_CURSE5	Kłątwa śmierci	GAME_PURELEASE1	??
GAME_CURSE6	Kłątwa zdrowia	GAME_RINGS	Zdobycie pierścionka
GAME_CURSED	Ktoś inny zdobył klątwę	GAME_SCEPTER	Zdobycie berła
GAME_DISABLE	Śmierć szczura	GAME_SDPT1	Dźwięk Bossa 1
GAME_EEHH	Odgłos szczura	GAME_SDPT2	Dźwięk Bossa 2
GAME_ENEMYJ	Sprężyna	GAME_SELECT	Wybór
GAME_EXTRALIFE	Dodatkowe życie	GAME_SOLHITHI	Uderzenie przeciwnika 1
GAME_FLAGRISE	Flaga - Część 1	GAME_SOLHITL2	Uderzenie przeciwnika 2
GAME_FLAGWAVE	Flaga - Część 2	GAME_SPLASH	Splash
GAME_FOODITEM	Jedzenie	GAME_THRWBOMB	Rzut dynamitem
GAME_HIT1	Uderzenie 1	GAME_TREASURE	Skarb/goldbar
GAME_HIT2	Uderzenie 2	GAME_WARP	Teleport

Ze względu na wielką ilość dźwięków jakie możemy usłyszeć w poziomach od I do XIV, nie zostaną one szczegółowo opisane lecz zostanie opisany schemat jak ich używać.

Struktura katalogu z dźwiękami danego poziomu:

**\LEVELX\SOUNDS\** - tutaj znajdziemy wszystkie dźwięki jakie są wykorzystywane w poziomie X, mamy między innymi dźwięki: po spadnięciu na kolce '*DEATHTILE.wav*', dźwięk TogglePega '*PEGLIDE.wav*', CrumblingPega '*PEGCRUMBLE.wav*' czy chociażby wybuchu '*KEGBOOM.wav*'. Są to dźwięki pewnych obiektów, a więc rzadko są umieszczane w poziomie lub wcale nie są umieszczane. Poza dźwiękami jest jeszcze kilka folderów zawierające specyficzne dźwięki.

**\LEVELX\SOUNDS\AMBIENT\** - mamy tutaj dźwięki otoczenia, często wykorzystywane, szczególnie na dużych obszarach, a niektóre odgrywane są przez cały czas w całym poziomie. W polu **Animation**: ?? - wpisujemy np. LEVEL\_AMBIENT\_CHAINS1.

**\LEVELX\SOUNDS\TRIGGER\** - mamy tutaj dźwięki wykorzystywane na małym obszarze np. dźwięk otwieranych drzwi czy odgłos desek. W tym folderze znajdują się również dialogi Clawa. W polu **Animation**: ?? - wpisujemy np. LEVEL\_TRIGGER\_BOOTS1A.

Poza tym znajduje się jeszcze folder z odgłosami takich obiektów jak wyrzucające Clawa do góry wyrzutnie itp., foldery z dźwiękami przeciwników, Bossa czy odgłosy/dźwięki odgrywane przed walką z Bossem. Każdy poziom ma swój zestaw folderów i dźwięków.

### c) Tabela dźwięków Clawa

Poniższa tabela zawiera opisy dźwięków z folderu \CLAW\SOUNDS\ :

Claw Sounds			
Nazwa	Opis	Nazwa	Opis
1001	Haha, take that!	1110050	Ouh!
1002	Magic Claw!	1110051	Ou!
1003	Eat lead.	1110056	The gems won't find themselves.
1004A	Ssscalawag.	1110057	The amulet awaits.
1004B	Scalawag!	1110058	Touche!
1007A	Landlubber.	1110059	Weakling.
1007B	Laaandluuubber.	1110063	Yees!
1009	Chew on this!	1110064	Yees!
1010	Chew on that!	DRYGUNSHOT1	Brak amunicji
1021	Whohoho.	DYNATHRW	Rzut
1054	Don't waste my time.	EMPTYMAGIC	Brak magii
1055	Mirror mirror on the wall, who's the handsomest cat of all?	FALLDEATH	Smierć
1056	Hello! I'm in middle an adventure here.	FIRESWORD	Ognisty odgłos
1057	I don't have all day!	GRUNT2	Podniesienie beczki
1058	Excuse me. I have some place to go.	GRUNTTHROW	Rzut beczką
1062	Not this cat, Jack.	GUNSHOT	Strzał
1110001	Yes! Fire sword.	HITATHIH	Uderzenie czegoś 1
1110012	Haha! Frost sword.	HITATLOW	Uderzenie czegoś 2
1110022	Haha! Lightning sword.	ICESWORD	Lodowy odgłos
1110033	Haha!	LAND	Wylądowanie
1110035	Hello!	LEFTFOOT1	Lewa stopa
1110037	I'm not getting any younger!	LEFTSWING1	Cios 1
1110038	At least bring me something back from the kitchen.	LIGHTSWORD	Elektryczny odgłos
1110043	I'm growing impatient!	NULL	Nic
1110045	I'm waiting.	RIGHTFOOT1	Prawa stopa
1110048	Uh!	SWORDSWISH	Atak szablą
1110049	Ugh!	UPPERCUT1	Cios 2

#### d) Tabele z dialogami

Opisy dialogów, które możemy usłyszeć w danym poziomie:

##### Poziom I

Nazwa	Opis
1000	Yum! Looks yummy!
1004	Man, this'll be tough.
1005	This looks challenging...
1006	Phew, that was close!
1007	There's GOT to be a way out.
1040	Ehh, this is a minor nuisance.
1052	(Yawn) Pointless exercise.
1053	Waist of time.
1060	I don't have all day to run around in circles!
DEATHTRAP	What a death trap.
SMELLGOLD	Ooh, is that gold I smell?
SOFARSOGOOD	So far, so good.
TIMING	This will take perfect timing.

##### Poziom II

Nazwa	Opis
1004	Man, this'll be tough.
1005	This looks challenging...
1006	Phew, that was close!
1013	I'm getting close, I can feel it!
1032	I must be catnapping.
1044	I'll have to fight my way out of this one.
1045	Ahh, this will take some careful strategy.

##### Poziom III

Nazwa	Opis
1004	Man, this'll be tough.
1005	This looks challenging...
1006	Phew, that was close!
1011	They'll never catch me!
1012	Is there no end to this forest?
1034	My eyes deceive me.
1045	Ahh, this will take some careful strategy.
1110014	Ooh, is that gold I smell?
1110017	This path isn't on the map.



#### Poziom IV

Nazwa	Opis
1000	Yum! Looks yummy!
1004	Man, this'll be tough.
1005	This looks challenging...
1006	Phew, that was close!
1012	Is there no end to this forest?
1013	I'm getting close, I can feel it!
1052	(Yawn) Pointless exercise.
1053	Waist of time.
1060	I don't have all day to run around in circles!
1061	I don't need anymore exercise.
DEADEND	Dead end.
DEATHTRAP	What a death trap.
LOST	Ehh, how do I get out of here?
ONESHOT	I've only got one shot at this.
PATHNOTONMAP	This path isn't on the map.
SMELLGOLD	Ooh, is that gold I smell?
SOFARSOGOOD	So far, so good.
TIMING	This will take perfect timing.

#### Poziom V

Nazwa	Opis
1004	Man, this'll be tough.
1005	This looks challenging...
1006	Phew, that was close!
1010	They'll never get me!
1011	They'll never catch me!
1044	I'll have to fight my way out of this one.
1045	Ahh, this will take some careful strategy.
1049	I wonder how old these statues are. Oh well.
1062	Not this cat, Jack.
1110020	Bloody birds!

## Poziom VI

Nazwa	Opis
1005	This looks challenging...
1006	Phew, that was close!
1010	They'll never get me!
1013	I'm getting close, I can feel it!
1015	Eugh! What a putrid odor.
1016	Something STINKS!
1017	Ooh! What marvel of engineering.
1043	Finally, a worthy oponent.
1053	Waist of time.
1060	I don't have all day to run around in circles!
BLOODYBIRDS	Bloody birds!
DEADEND	Dead end.
ONESHOT	I've only got one shot at this.
SMELLGOLD	Ooh, is that gold I smell?
SOFARSOGOOD	So far, so good.
TIMING	This will take perfect timing.

## Poziom VII

Nazwa	Opis
1000	Yum! Looks yummy!
1001	Mmhm, sounds tasty.
1002	No time to eat now.
1003	Doesn't look fresh.
1004	Man, this'll be tough.
1005	This looks challenging...
1006	Phew, that was close!
1045	Ahh, this will take some careful strategy.
1110015	I've only got one shot at this.
1110016	So far, so good.
1110020	Bloody birds!

## Poziom VIII

Nazwa	Opis
1004	Man, this'll be tough.
1005	This looks challenging...
1006	Phew, that was close!
1013	I'm getting close, I can feel it!
1018	Where's his ship?
1019	Grrr! I can smell you Red Tail!
1020	Ahh, Red Tail's men. I must be close.
1021	Where's that rascal?
1051	I don't think that will help him.
1052	(Yawn) Pointless exercise.
1053	Waist of time.
1054	Don't waist my time!
1060	I don't have all day to run around in circles!
1061	I don't need anymore exercise.
BLOODYBIRDS	Bloody birds!
ONESHOT	I've only got one shot at this.
SOFARSOGOOD	So far, so good.
TIMING	This will take perfect timing.

## Poziom IX

Nazwa	Opis
1004	Man, this'll be tough.
1005	This looks challenging...
1006	Phew, that was close!
1022	Eeh, this looks familiar.
1023	Cowards!
1024	Aah, these aren't real pirates.
1025	Pirate pretenders!
1026	Ahh, pirate dabblers.
1027	Don't they know who I am?
1028	Show some respect, will you?
1044	I'll have to fight my way out of this one.
1045	Ahh, this will take some careful strategy.
1060	I don't have all day to run around in circles!
1061	I don't need anymore exercise.
1062	Not this cat, Jack.
1110010	Ahhhheeeahheeeahheeeahhhh!
1110011	This will take perfect timing.
1110013	Ehh, how do I get out of here?
1110014	Ooh, is that gold I smell?
1110015	I've only got one shot at this.
1110016	So far, so good.
1110017	This path isn't on the map.
1110018	What a death trap.
1110019	Dead end.
1110020	Bloody birds!

# Poziom X

Nazwa	Opis
1000	Yum! Looks yummy!
1004	Man, this'll be tough.
1005	This looks challenging...
1006	Phew, that was close!
1013	I'm getting close, I can feel it!
1023	Cowards!
1024	Aah, these aren't real pirates.
1026	Ahh, pirate dabblers.
1027	Don't they know who I am?
1028	Show some respect, will you?
1029	Where's my crew?
1053	Waist of time.
1061	I don't need anymore exercise.
DEATHTRAP	What a death trap.
ONESHOT	I've only got one shot at this.
PATHNOTONMAP	This path isn't on the map.
SMELLGOLD	Ooh, is that gold I smell?
SOFARSOGOOD	So far, so good.
TARZAN	Ahhhheeeahheeeahheeeahhhh!
TIMING	This will take perfect timing.

# Poziom XI

Nazwa	Opis
1003	Doesn't look fresk.
1004	Man, this'll be tough.
1005	This looks challenging...
1006	Phew, that was close!
1014	Wow, I've never seen anything like this before.
1030	Eugh, what are these creatures?
1031	What in the world?
1032	I must be catnapping.
1033	Hmm now.
1034	My eyes deceive me.
1038	These do not look tasty.
1044	I'll have to fight my way out of this one.
1045	Ahh, this will take some careful strategy.
1052	(Yawn) Pointless exercise.
1053	Waist of time.
1054	Don't waist my time!
1060	I don't have all day to run around in circles!

# Poziom XII

Nazwa	Opis
1000	Yum! Looks yummy!
1001	Mmhm, sounds tasty.
1002	No time to eat now.
1003	Doesn't look fresk.
1004	Man, this'll be tough.
1006	Phew, that was close!
1007	There's GOT to be a way out.
1010	They'll never get me!
1011	They'll never catch me!
1013	I'm getting close, I can feel it!
1014	Wow, I've never seen anything like this before.
1015	Eugh! What a putrid odor.
1016	Something STINKS!
1017	Ooh! What marvel of engineering.
1020	Ahh, Red Tail's men. I must be close.
1021	Where's that rascal?
1023	Cowards!
1024	Aah, these aren't real pirates.
1025	Pirate pretenders!
1027	Don't they know who I am?
1028	Show some respect, will you?
1030	Eugh, what are these creatures?
1031	What in the world?
1032	I must be catnapping.
1033	Hmm now.
1034	My eyes deceive me.
1035	Ooh, what a strange place.
1038	These do not look tasty.
1040	Ehh, this is a minor nuisance.
1043	Finally, a worthy oponent.
1045	Ahh, this will take some careful strategy.
1049	I wonder how old these statues are. Oh well.
1050	This must be someone important.
1052	(Yawn) Pointless exercise.
1053	Waist of time.
1054	Don't waist my time!
1060	I don't have all day to run around in circles!
1061	I don't need anymore exercise.
1110010	Ahhhheeeahheeeahheeeahhhh!
1110011	This will take perfect timing.
1110013	Ehh, how do I get out of here?
1110014	Ooh, is that gold I smell?
1110015	I've only got one shot at this.
1110016	So far, so good.
1110017	This path isn't on the map.
1110018	What a death trap.
1110019	Dead end.

### Poziom XIII

Nazwa	Opis
1000	Yum! Looks yummy!
1004	Man, this'll be tough.
1005	This looks challenging...
1006	Phew, that was close!
1013	I'm getting close, I can feel it!
1019	Grrr! I can smell you Red Tail!
1021	Where's that rascal?
1047	I know Red Tail has some gems!
1052	(Yawn) Pointless exercise.
1060	I don't have all day to run around in circles!
1061	I don't need anymore exercise.
DEADEND	Dead end.
DEATHTRAP	What a death trap.
ONESHOT	I've only got one shot at this.
PATHNOTONMAP	This path isn't on the map.
SMELLGOLD	Ooh, is that gold I smell?
SOFARSOGOOD	So far, so good.
TARZAN	Ahhhheeeahheeeahheeeahhhh!
TIMING	This will take perfect timing.

### Poziom XIV

Nazwa	Opis
1004	Man, this'll be tough.
1005	This looks challenging...
1006	Phew, that was close!
1031	What in the world?
1034	My eyes deceive me.
1044	I'll have to fight my way out of this one.
1045	Ahh, this will take some careful strategy.
1048	Only one more gem left!
1110011	This will take perfect timing.
1110014	Ooh, is that gold I smell?
1110016	So far, so good.
1110017	This path isn't on the map.
1110018	What a death trap.