## What is Pinch ol' Santa 2?

**Pinch ol' Santa 2** is a small Christmas game made by **SwordLord - the coding crew**. It is Christmas Eve and the time is nearing 9 o' clock in the evening. There can only be seconds until Santa starts to deliver his parcels to the chimneys of your town.

You look through your window, out of your room at the roofs of a town somewhere in Switzerland. (We don't disclose which city it is because of an old charter or something, but it is obvious to the ones who know.)

You have recently hung up lametta and lamps and lit two candles to get the full Christmas feeling. As you admire the lamps and the scenery in general, you see Santa. And there he is, running across that roof on the left of your window.

Looking at Santa you get an idea: Maybe if you pinch him now, he will lose a parcel or two which you then can take for yourself. You open the window and start to **Pinch ol' Santa**.

If you are able to pinch Santa at the right place, he will loose a parcel from his bag! As better you pinch, as more points you get, as better you look in your buddies eyes.

## How did Pinch ol' Santa start?

It was in winter 1996, when LordFilu and LordEidi sat together in one comfy chair, drank a glass of mulled wine and appreciated winter (and themselves). The chair was heavily padded and cushioned, the Lords were armed with fluffy boots. This was right before a little bit after when they then had the idea of **Pinch ol' Santa**. Since 1996, SwordLord – the coding crew released irregularly a nouveau version on Christmas. But this was then, long time ago, when Jasmin still was a man.

In summer 2003, SwordLord started the development work on a game engine named "The Nyltn Engine" (TNE). TNE is a scriptable cross platform rapid game development engine with which it is possible to design and create computer games easily and in no time.

To show what "The Nyltn Engine" is capable of, the Lords then decided to do a remake of **Pinch ol' Santa** for the 2004 Christmas season using TNE.

And because of TNE, for the first time in history you can Pinch ol' Santa on Windows as well.

## Prerequisites:

**Pinch ol' Santa 2** does not have any prerequisites. The application ships with all the necessary software and libraries. Please have a look at the end of this document for a full list of used middleware.

## Compatibility & System Requirements:

**Pinch ol' Santa 2** runs on a wide range of systems and platforms:

### Windows

**Pinch ol' Santa 2** was tested on Windows 2000 and Windows XP (and some other flavors we do not intend to write down). It runs flawlessly on most of the newer PC's and owning a Sound Card definitely helps enyoing **Pinch ol' Santa 2**.

### OS X

At least OS X 10.1 or later. It runs fine on a G4 processors and subsequent hardware. If you happen to have a G3 (early iMac's), **Pinch ol' Santa 2** will behave a bit hesitant from time to time but runs nevertheless.

### Linux

We have tested **Pinch ol' Santa 2** on Debian Testing as well as on SuSE Linux 9. It runs on both platforms very well although some sound systems behave a little bit shaky at best.

### xBSD

**Pinch ol' Santa 2** is working on xBSD but was never entering SwordLord's beta test.

If you detect problems, please submit us your bug reports at [lordadmin@swordlord.com](mailto:lordadmin@swordlord.com).

If you happen to have another hardware or software platform than the ones from above and you would like to see **Pinch ol' Santa 2** running on that platform as well**,** just drop us a note to the same address.

## Installation Instructions:

### Windows

**Pinch ol' Santa 2** can be installed with two methods on Windows. We supply an installation program for the ones which prefer to have an icon of **Pinch ol' Santa 2** on their Start Folder. Just double click on the Installer and follow the instructions.

If you prefer to install the game yourself or if you are one of those unlucky workers not allowed to install software on their computer. Just download the archive file for Windows. Uninstall the archive into a folder of your choice and start the game by double clicking on the games icon.

Whatever method you choose for installation, you will get the exact same game.

### OS X

**Pinch ol' Santa 2** for Macintosh is shipped as a OS X disc image. Open the disc image with a double click on the icon. You will have a new virtual drive in your Finder. In order to be able to use **Pinch ol' Santa 2** copy the application folder from the virtual drive to the place on your harddisk where you would like to play the game from. This is normally the application folder.

### Linux

We have sucessfully compiled and run **Pinch ol' Santa 2** on some flavours of Linux. Unfortunately we neither had the time nor the passion to create a package for every single distribution. So if you happen to run Linux and would like to play that game on your favorite distribution, please drop us a note so we can discuss how you can get your working copy. (We are by the way looking for package maintainers.)

**xBSD**

If you are running some version of xBSD, drop us a note so we can discuss on how to release **Pinch ol' Santa 2** for your platform.

## What people said about Pinch ol' Santa:

«*Thats a hoot =8\*)*»
Jim

«*A perennial favorite and perhaps the \*weirdest\* game of this season.*»
http://www.chezmark.com/christmas/

«*It is really fun. I really, \_really\_ like the music.*»
Ron

«*When I am pinched, I feel like Santa.*»
Jasmin

«*A Game which increases people's relation to society's manifestation of base values. Cannot get enough!*»
Urukai

## Who is SwordLord - the coding crew?:

SwordLord - the coding crew (SwordLord) is an international society of technology interested life forms. SwordLord is non-profit oriented.

The main goal is to help understand more about technologies and reconnoitre its new frontiers. The society acts as the enabler of this purpose. It currently does so by providing heavily padded and cushioned comfy chairs.

If you are interested in SwordLord please visit the Lords website at: http://www.swordlord.com/ where you can get more informations and games.

## Payment Notice:

Pinch ol' Santa 2 is released as **PinchWare**. No need to pay for the game, just relish the game.

## Distribution:

You may share your copy of **Pinch ol' Santa 2** with your friends, neighbours, thingies and ladies. If you do so, the package must be totally unaltered.

If you are a CD-ROM producer (Shareware distributor etc.) and you want to burn **Pinch ol' Santa 2** onto your CD (or distribute it in an other way), you may do so if you send us at least one complimentary copy of the product featuring **Pinch ol' Santa 2**. If you can not do so, please contact us to find another solution.

In any case you are not allowed to make money with **Pinch ol' Santa 2** without SwordLords written prior permission. To get our permission and/or our snail-mail address, send us an email to this address: lordadmin@swordlord.com.

SwordLord – the coding crew keeps in any case all rights on **Pinch ol' Santa 2** except as stated below.

## Production:

This game was produced by:

LordFilu, who knows how to do a serious pinch,

LordEidi, who knows how to look good even when seriously pinched,

LordRene, who knows where his lens flares,

LordJochen, LordAndrej, LordTypo and LordRon.

The development of **Pinch ol' Santa 2** was lead and managed by the Resident Hardware Rioting Division with the kind help of:

- Pixel Taming Division (The Arts)

- Unknown 4 Independent Agencies (Tracks)

- Affiliated Prawn Detection Division (Testing)

- Angry Santa Life Insurance Division (PR & Consulting)

- Italian Orgy Section (Orgies)

- Strategic HQ at "Knives & Daggers Excellence" (Wellness and Body Cult)

A Merry Christmas to all of you!

## Music:

**djxmas**

Copyright © 1992 by deathjester.

**Jungle Bells**

Copyright © 1993 by U4ia and FJ Skye.

**Hard to the core**

Copyright © 1992 by U4ia.

## Version History:

Version 1.0.0 released in December 1996
Version 2.0.3 released in November 1998
Version (again) 1.0.0 released in November 2003
Version (again) 2.0.0 released in November 2004

## Middleware/Tools:

**Pinch ol' Santa 2** was completely written in C++ and Lua. Development environments were SL DragonFire, some shells, JEdit, some more shells, irssi, OpenOffice.org, Gimp, Dev C++, GCC and Xcode/Project Builder (and even more shells).

**Pinch ol' Santa 2** requires the following libraries and tools which are copyright of their respective owners:

### TNE – The Nyltn Engine

http://www.swordlord.com/

The Nyltn Engine is a bleeding-edge 2D cross platform game engine.

Copyright © 2002-04 SwordLord – the coding crew.

### Expat

http://www.libexpat.org/

Copyright © 1998, 1999, 2000 Thai Open Source Software Center Ltd and Clark Cooper

Copyright © 2001, 2002 Expat maintainers.

### Libpng

http://www.libpng.org/pub/png/

libpng versions 1.0.7, July 1, 2000, through 1.2.5, October 3, 2002, are

Copyright © 2000-2002 Glenn Randers-Pehrson

### Lua

http://www.lua.org/copyright.html

Copyright © 2003 Tecgraf, PUC-Rio.

### Zlib

http://www.gzip.org/zlib/

A Massively Spiffy Yet Delicately Unobtrusive Compression Library

Copyright © 1995-2002 Jean-loup Gailly and Mark Adler

http://www.gzip.org/zlib/zlib_license.html

### SDL

http://www.libsdl.org/

The Simple DirectMedia Layer library is currently available under the GNU Lesser General Public License (LGPL) version 2 or newer which can be found at: http://www.gnu.org/copyleft/lgpl.html

### SDL_mixer

http://www.libsdl.org/projects/SDL_mixer/

The Simple DirectMedia Layer Mixer library is currently available under the GNU Lesser General Public License (LGPL) version 2 or newer which can be found at: http://www.gnu.org/copyleft/lgpl.html

### MikMod

http://www.mikmod.org/

### Grafics

The grafics are made by onezero, http://www.onezero.tv/
Copyright © onezero, 2003-04.

### Application Icon

The application icon is made by Wati Larke, http://www.watiworks.com/
WatiWorks Icons are Copyright © Wati Larke, 2002.

## Contact

Get in contact via http://www.swordlord.com, or email us at lordadmin@swordlord.com.

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