First of All
Do send me comments (my adress is at the end of this text). I long for feedback... it would encourage me to improve the game! Tell me what you think of the game and what is needed to make it better. If I haven't got anything better to do, it might just happen. Thanks!

The Game
This game is made for the enjoyment of me and everybody else. It's free, but don't hesitate to send something if you really want to:-) PayPal account is arfvidsson@mensa.se... My highscore is 86542 with the high field, standard pieces. I got to level 35. Beat that! I'm sure some of you will. Have fun.

Plugins (if you're not a developer, you might wanna skip this part)
It's very possible to write your own set of graphics for this game. Mail me and I'll send you the source of such a bundle.

The Project
New to cocoa, this is my first try at making an app. I'm pleased with everything. The framework is more powerful than I ever imagined, and it is still extremely easy to use. I have also for quite some time been wanting to really finish a game and release it so people could play it. I have abandoned quite a few projects in the past. I welcome any suggestions and help.

Copyright
I do not know who owns the Tetris idea, if anybody. I have seen lots of clones and they seem to be allowed to live as long as they are not called Tetris. You may not use my code without my permission (that is not very hard to obtain..). Most of the stuff is Tetris-specific though. I guess one could learn a lot of the basics from an app such as this. Most areas needed for 2D games developing are touched. Don't hesitate to ask me about anything. For now I'd like you to request the source from me (by email). I don't think that anyone would want to pay for this, but I am quite poor (student), so if you feel that you've got more money than you need, just throw'em over here...

Technical issues
If the app is not working as it is supposed to, tell me!

The game should run nicely on all supported computers. The big window mode might be slow on some of them.

There has been an issue with entering arrow keys into the key configuration. It would take about 30 seconds for them to be accepted. I think this is resolved by Apple now.

Do correct my spelling if you find it bad. I'm from Sweden.

Thanks to
- Holger Watermann for the german translation and other support.
- "kiwi" for the french translation. Too bad it's not in right now.
- Norbert Rittel for his corrections to the german translation.
- Amar Sagoo for a very extensive bug report which led to a fix of a serious problem.
- Other reporters of bugs.
- Everyone who mailed me (most of them were very positive).

Version history
1.5.3 - German translation removed.
1.5.2 - Minor bug fixed and highscore file moved again. French translation removed.
1.5.1 - I have no idea...
1.5 - The highscore file has been moved. The highscore entry dialog can not be closed without entering your name. The current date is suggested as comment. A show-off slider to adjust opaqueness for entire window was added.
1.4 - Plugin support for graphics. The highscore file has been moved. Bugs.
1.3 - Profiles. An embarassing bug was fixed.
1.2 - Background picture, lots of more options, including a bigger window. Drawing a lot faster, but might not be noticed due to the background picture.
1.1 - More options, including background color and vertical drop-aid lines. Two-player.
1.0 - First public release.

Please send comments (or a lot of money) to:
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