

TileFall

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Chapter 1

TileFall

1.1 Tile Fall

Tile Fall v1.2

by Adam Dawes

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How to play Tile Fall

Scoring

Using and creating tile sets

Installation

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1.2 How to play Tile Fall

Tile Fall is a deceptively simple game. It looks so simplistic, ↔
yet after
playing it for a while you'll find that there's more to it than meets the
eye. It's also worryingly addictive. ;)

The object of the game is to remove as many tiles from the playing area as

possible. As you move the mouse over the tiles, connected groups of the same tile will become highlighted. All the highlighted tiles will be removed when you click the mouse button.

The main strategy of the game is to remove as many tiles in a single group as you possible can. The

scoring system

dramatically rewards you when you

remove large numbers of tiles at once. Small number of tiles will score very little.

As tiles are removed, tiles above will fall down to fill the space left. If you manage to remove all the tiles from a column, the tiles to the right will be pushed over to join with the remaining tiles.

The game continues until there aren't any sets of 2 or more tiles of the same type left in the game.

You can set Tile Fall to use from 2 to 5 tiles on the game area, and set the area size (small, medium or large). The more tiles you have in play, the more difficult the game is (it's very shallow with just 2 tiles, 4 and 5 tiles start to make it interesting). For a quicker game, select one of the smaller game sizes.

Each of the combinations of game size and numbers of tiles has its own high score table. So there are 12 high score tables in total: small game with 2 types of tile, small game with 3 types of tile, etc.etc. You will automatically have high scores added to the appropriate table, and if you select to view the high scores, you'll see the table for the currently selected game combination. High scores are automatically saved to disk.

If you get bored with the coloured bass-relief tile graphics, you'll be pleased to know that you can change them! Pick the "Select Tile Set..." option from the Settings menu, and you'll see a number of other tile graphic sets. Selecting one will allow you to continue with new graphics.

It's actually very easy to

design tile graphic sets

of your own! If you

produce any you're proud of, remember to send them to me, and I'll include them in the next release of Tile Fall!

1.3 Scoring

The scoring system may at first seem complicated, but it's really very easy..

Tile Fall first subtracts 2 from the number of tiles removed in a single click. It then squares the result and adds it to your score. So:

Tiles removed	Points scored
2	0 (!)
3	1

4	4
5	9
6	16
7	25
8	36
9	47
10	64
...	...

As you can see, adding just a single tile to the number removed in one click significantly increases the score gained from the tiles. So try to remove as many tiles in one go as you can! Also note that removing a group of 2 tiles doesn't actually score any points at all. If you can avoid removing groups of 2, then try to do so...

When the game is finished, some other adjustments are made to calculate your final score. The number of tiles left is subtracted from your score. If you managed to clear **all** the tiles, you'll get a 1000 point bonus.

1.4 Using and creating tile sets

You can change the graphics Tile Fall uses by choosing "Select Tile Set..." from the Settings menu. A number of tile sets are provided with Tile Fall, but it's extremely easy to create tile sets of your own!

The tiles are stored as normal IFF graphic files, so load one of the existing tile sets in to an art package and you'll see how they fit together.

Each tile is exactly 40 pixels wide and 20 pixels high (to be displayed in a hires-nonlace screenmode, thus making the tiles roughly square). A tile set has 5 tiles in total, each in an "unselected" and a "selected" position. The tiles are to be arranged vertically, each touching the ones above and below, alternating between the unselected and selected graphics. The existing tile files should make this all very clear.

The tiles must be drawn using an 8 colour palette. The first 4 colours in the palette are fixed as grey, black, white and blue. If you change these colours in your tile files, they will be overwritten with the fixed colours when loaded in to Tile Fall. The remaining 4 colours, however, are free for you to set however you wish. Tile Fall will pick up the correct colours when the tile set is loaded.

When you have designed some new tiles, you must save them as a brush. The brush must be exactly 40 pixels wide and 200 pixels high (which is precisely the right size to encompass all the tiles). If the IFF file saved doesn't match these dimensions, the graphic will appear corrupted in Tile Fall.

Once you've saved your tiles, try loading them in to Tile Fall and see how they look. Once you've created (and tested!) some nice tiles, why not email them to me? I'll include them in the next release of Tile Fall, and I'll credit you as the author.

1.5 Installation

Tile Fall does not require installation as such, it's written to be run directly from anywhere you should happen to put it. To install it somewhere other than where it has been unarchived, just copy all the files to a new directory and run the program from there.

The only files that need to be separately installed are the two libraries that Tile Fall needs, `iff.library` and `config.library`. Copy these from the `Libs/` directory of the game distribution to your `LIBS:` directory before starting the game.

1.6 System Requirements

Tile Fall should run on any Amiga with KickStart 2.04 or above. It is completely system friendly, and so should run on any chipset, AGA or otherwise.

In addition to the program you will also need Christian A. Weber's `iff.library`, and my `config.library`. These are supplied with Tile Fall in the `Libs/` directory, and should be copied to `LIBS:` before Tile Fall is run.

1.7 Legal stuff...

I will not accept responsibility for any damage done to your system, or data lost, directly or indirectly, as a result from using this program or any of its associated files. You use the program entirely at your own risk. Of course if you *do* experience problems then I'll do what I can to sort them out, and please let me know so that I can try to cure them in a future release.

Tile Fall and its associated files are not public domain. They may be distributed freely as long as no unreasonable charge is imposed. They may not be included within any commercial package without express written permission from the author; the exceptions from this are the AmiNet CDs and Fred Fish's collections.

1.8 History/Future

v1.01 (17.1.97)

Initial public release

v1.2 (1.2.97)

When Tile Fall's screen is deactivated, any tiles currently highlighted will now be deselected. This means that when you return to the game, it won't remove the selected tiles without you wanting them removed.

Bug fix: starting Tile Fall when using one of the MULTISCAN:Productivity screenmodes will no longer result in a system crash or incorrectly sized screen.

Tile Fall is now font-sensitive, and should look correct with non-8pt fonts. If anyone finds a section that looks wrong at a particular font size, please let me know what's wrong and what font size breaks it.

Your settings (board size, number of tiles and your name for the highscore table) are now automatically remembered when you quit the game, and will be used when the game is next started.

If you have any ideas for future releases, please let me know!

1.9 Acknowledgements

My thanks to the guys at Darkside BBS who helped me test Tile Fall and suggested numerous ideas for improvements:

Peter Hughes
Lars Janssen
Matt Kille
Richard Pearce

Thanks also for tile set designs to: Lars Janssen (Dice, Pastel, Hidden and Invisible), Matt Kille (Abstract), and Daniel Martinez (Bulb and Music).

1.10 Contacting the Author

If you like Tile Fall, have found a bug, or have suggestions for its future, please contact me! I can be contacted via electronic mail or snail mail. I can't promise to reply quickly to snail mail, but I will always do my best to reply to email messages. I won't complain if anyone decides to send money! :)

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