Game 15 v1.1

XComsoft Ltd., 1999-2002

TITLE
Game 15

Category
Game

Genre
Puzzle

Description in brief
The objective of this game is to order blocks on the playground according to the increase of their numbers from the top left to the right bottom or construct some picture (depend on "theme") .

Features:
Changeable size of the playground (from 3x3 to 6x6), changeable number of fixed blocks from 0 to 4, demonstration of the problem being currently solved with the possibility to interrupt the process, "Hint" button, three "themes", saving of the current task, loading the current task, table of records, sound, hi-color graphics.

Platform
Microsoft ® Windows ® CE 3.0 or higher SH3, MIPS, ARM CPU's)

Device support
Pocket PC (SH3, MIPS, ARM CPU's)
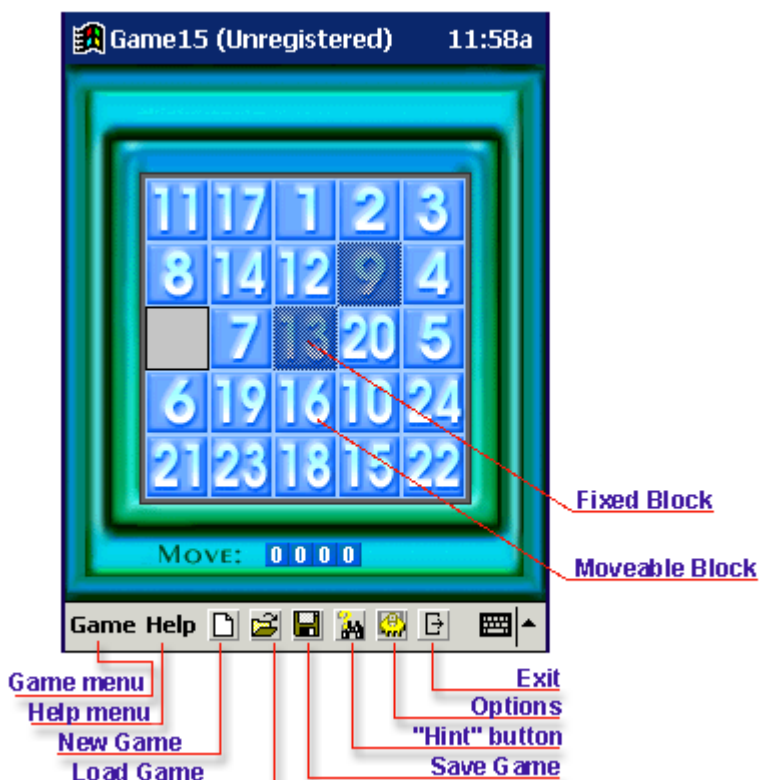
License type
Shareware

Size (RAM usage, kb)
334 KB

Description
Game objective: Moving blocks on the field, you should order their arrangement according to the increase of numbers, beginning from the top left (Or construct some picture, depend on "theme"). You can move several blocks at a time. If you think that it's too difficult and you can't solve the problem, change your point of view! Choose <Solve current task> from the menu <Game> and you are sure to succeed! During game "Hint button" is always accessible to you, by tap and hold it you may see built picture entirely. If it's too easy for you – make the task more difficult: increase the size of the playground or add the number of the fixed blocks. Good luck!

The "Game 15" is a shareware. Its usage duration is limited by a 7-day trial period.

If you want to buy it, address to:
http://www.xcomsoft.com

We will appreciate all your remarks and comments that can be addressed to:
support@xcomsoft.com