



# SH-WINColorStar 2000



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Use the buttons of the toolbar to control this software. For informations about the functions click the buttons now. If you don't know what's behind a button while using the software move your mousecursor to the button and wait for a second. A tooltip will appear.

## INTRODUCTION

First we thank you for your interest on ColorStar 2000!

Possibly you think *just another Tetris?*. But it's more than just another clone... You will see while playing!

As a special feature you will find a **network-game mode**. You can play against a competitor.

- Schenk & Horn -

## DEVELOPMENT HISTORY

### What will future versions offer?

Take direct influence to the future development of this program and fill out the [feedback form](#).

### 15.07.96 Version 3.20

Some bugs forced by some video drivers were fixed and we made some small improvements.

### 01.02.95 Version 3.00

Runs now also on **Windows NT 3.5**. The Netmode uses some 32 bit routines so that SH-WinColorstar 3.0 becomes a hybrid (=16- and 32 bit in one program).

A **variable framerate** (pictures/sec.) was implemented to get a high ergonomics (a **very smooth scrolling** of the downfalling stones).

This version ist now available in two languages: German (F9) and English (F8). Although a problem with display drivers unsing the large fonts has been solved.

### 15.11.94 Version 2.00

This version offers a new **network-mode**. Now you can play against each other to find out who the better player is. New features and some bugfixes.

### 01.11.94 Version 1.00

First release version

### 01.07.94 Start of development.

## FEATURES

- 1. Many variations of your favourite puzzle games are included in this new game named ColorStar 2000. This game offers you over 200 exiting levels. Each one is different to another.** (In shareware you can play the first 20 levels only).
- 2. Level editor** to design your own arcade levels (licensed version only).
- 3.** ColorStar 2000 ist easy to use so you can start using it without reading this help file.
- 4.** If you have a question you can use our detailed help.
- 5 Digitized sound effects** stored in **WAV-Files** (free configurable with the Control Panel).
- 6.** ColorStar 2000 will save all your program setting, so you don't have to configure it twice.
- 7. Program settings** for sound and the **joystick**.
- 8.** Modern design: **toolbar** with **tooltips**, **3D-look** and **registerdialogs**.
- 9. Variable framerate** (pictures/sek.) guarantee high ergonomics and a very smooth scrolling.
- 10.** The game comes in two languages: F9=German, F8=Englisch.
- 11.** Last but not least: Network-support. **Two competitors can play againt each other.**

## DIFFERENCE: SHAREWARE AND LICENSED VERSION

1. In **shareware** there will appear shareware messages. The licensed version doesn't contain them.
2. In shareware you can play the first 20 levels only. The licensed version offers you additional 180 levels for a **total of 200 levels**.
3. The exiting **arcade-levels** are only available in the licensed version.
4. The fantastic **level-editor** for editing you own levels is also available in the licensed version only.
5. In shareware you can play the classic game only until the 25th stone. Then the game will stop. In licensed version you can play as long as you can.
6. In shareware you can test the network-mode only with the classic game. In shareware you can't win. You will need the licensed version to get out who of the two competitors is better. In the licensed version you can play all of the levels as a network-game against a competitor.

## REQUIREMENTS

MS-DOS: Version 3.3 (recommended MS-DOS Version 5.0 or higher)  
WINDOWS: Windows 3.1 or higher. For the network-game you need WfW 3.11+ or NT 3.5+  
CPU: 386 or higher  
RAM: You need 1 MB of free memory.  
DISPLAY: VGA, 640x480, 16 color or higher. We recommend 800x600 with 256 colors or higher

We also recommend: Soundcard for effects and a local network for the fantastic network-mode.

## PROBLEMS AND SOLUTIONS

If you are using the **PC-Tools for Windows** desktop it is possible that there is not sound available even if you switched the sound on in the programsetting. In this case you have to change the line *SHELL=C:\CPS\WNDT.EXE* to *SHELL=C:\CPS\WNDTX.EXE* in the SYSTEM.INI (contained in the Windows-directory) in the [BOOT] section.

There is **no sound** even if you switched the sound on in the programsetting: perhaps you have no soundcard or your soundcard is not configured correct. If you only have the pc-speaker use a driver which supports sounds (WAV-files) with the internal PC-speaker.

Display problems with large fonts should be fixed since V3.00. But if you have problems please contact us and write which configuration (installed display device and drivers) you use.

You want to connect to a netopponent but the serverbrowserlist doesn't show your opponent. Make an access to a drive of the opponent and the problem which has only be ocured sometimes on Win NT 3.5 will be fixed.

## HINTS FOR UNINSTALLING

If you want to deinstall SH-WINColorstar read this:

1. First delete all files in the ColorStar 2000 directory. Then you remove the directory from your harddisk. Be sure that you haven't saved any other files in this directory before deleting files.

2. SH-WINColorStar has added the following lines in the [DDEShares] section of your SYSTEM.INI File:

```
COLORSTAR$=COLORSTA,NetGame,,31,,0,,0,0,0
```

You can delete this line now.

On WinNT this information is stored in the system database and can only be deleted by the system administrator using DDESHARE.EXE.

4. The following files have been installed in your Windows/System-Verzeichnis directory. You should not delete them because other software might need them.

CTL3DV2.DLL

3D-Look DLL



## CONTROLLING THE GAME

You can control the game with the keyboard or a joystick.

Use the following key to control the game:



**Cursor left** (Joystick: move lever to the left)

The falling figure moves to the left



**Cursor right** (Joystick: move lever to the right)

The falling figure moves to the right



**Cursor up** (Joystick: press button 1)

The falling figure respectively the colors of the figure will rotate. (You can also use the **Spacebar**)



**Cursor down** (Joystick: press button 2)

The figure will speed up in falling while you press the key or button. Release the key to return to normal speed.

The following keys can be used instead of the buttons in the toolbar.

<b>E</b>	<u>Setup</u>
<b>T</b>	Switch Sound on or off
<b>J</b>	Switch Joystick on or off
<b>P</b>	<u>Pause</u>
<b>B</b>	Order
<b>F</b>	<u>Enter your registrationkey</u>
<b>H</b>	<u>Highscore</u>
<b>I</b>	<u>About</u>
<b>L</b>	<u>Product infos</u>
<b>A</b>	<u>Disconnect from competitor</u>
<b>Plus</b>	<u>More frames per second</u>
<b>Minus</b>	<u>Less frames per second</u>
<b>Alt+F4</b>	<u>Exit</u>
<b>F1</b>	<u>Help-index</u>
<b>F8</b>	English language
<b>F9</b>	German language
<b>F12</b>	Control panel - International

The following key are accessible while the demo mode is shown:

<b>Spacebar</b>	<u>New Game</u>
<b>S</b>	<u>Continue game</u>
<b>V</b>	<u>Connect to competitor</u>
<b>K</b>	<u>Start the classic game</u>

## EXIT

Use this button to exit.  
Hotkey: **Alt-F4**.

## HELP-INDEX

Use this button to get the index page of the help.  
Hotkey: **F1**.

## ORDER

Use this button to order a product from Schenk & Horn. Hotkey: **B**.

## **PRODUCT INFORMATION**

Use this button to get more information about our software products.  
Hotkey: **L**.

## ABOUT

Use this button to get information about this game. The version and the copyright message will be shown.  
Hotkey: I.

## PAUSE

Use this button to pause the game. The game will be continued if you press this button again.

The pause will be activated automatically when you leave the program (e.g. you click over to another program).

### **Network-Gamemode:**

If you are playing a Network-game and you press the pause button the other player will also get a pause. The game will continue on both computers if you press this button again. In the case the other player cannot continue (e.g. he symbolized his game) you have to wait until he is ready again.

Hotkey: **P**.

## **START LEVEL AGAIN**

Use this button to start a new game beginning at the last played level.

Hotkey: **S**.



## **CLASSIC GAME**

Use this button to start the classic game.

Hotkey: **K**

See also: [The Network-game](#)

## CONNECT TO COMPETITOR

Use this button to build up a network connection to another SH-WINColorStar player. If you are working in a network environment you will get a list of available network computers. Select a competitor and if he is also running SH-WINColorStar a connection will be build up.

To get a connection it's sufficient that ColorStar 2000 is installed on the computer and there is a path set to the directory containing the ColorStar 2000 software. The called computer will start the program automatically.

After you are connected you will see the name of the competitor in the bottom line on the right side. If you are not connected *Not connected* will be displayed.

Hotkey: **V** .

See also: [The network game](#)

## DISCONNECT FROM COMPETITOR

Use this button to disconnect a network connection. *Not connected* will be displayed in the bottom line on the right side. This function is only available if a connection is active.

Hotkey: **A**

See also: [The network game](#)

## NEW GAME

Use this button to start a new game. You will prompt to choose your starting level.

The upper list presents you about 200 levels. You can only choose an accessible level. Levels with the N/A flag are not available for you.

If you cleared a level a few more levels will be switched to accessible. So you can get forward. You don't need to solve all the levels to enter the next one.

In shareware you can only play the first 20 levels.

The licensed version also offers 180 more levels and the exiting arcade levels along with the level editor. The arcade levels are selectable in the lower list.

The button **Add** can be used to create a new arcade level. You will prompt to input you arcade level definition. The created level will be inserted in the list of the arcade levels.

The button **Edit** can be used to edit the current arcade level.

The button **Delete** can be used to delete the current arcade level.

Hotkey for starting the game is the **Space** key

## ARCADE-LEVEL-EDITOR

Arcade levels do not have a job for you except to get as many as possible points. Just play for the highscore!

The arcade level editor makes it possible to create your own levels. Only playable definitions will be accepted. You can not design an unplayable level.

First you will enter a name for your new level. This name will be shown in the list of the arcade levels. Then you can choose out of 12 different stone sets (e.g. ColorStar Standard, SquareTris, ...).

Now you should decide whether you want to play like ColorStar or like the classic game. When using the ColorStar version a line will be removed if you set 3 or more blocks of the same color side by side. By using this game version you also can choose a game level and specify bombs. When using the classic game mode a line will be removed if you fill a complete horizontal line.

With *general settings* you can define the frametype and the number of lines at level startup to add another handicap.

## HIGHSCORES

Use this button to display the 10 best scores. This list will also appear if you did a good job and will get into it.

Look also for the individual highscores for each level. This individual highscores will be found in the level selection box.

Hotkey: **H**.

## **MORE FRAMES PER SECOND**

Use this function to increase the framerate (pictures per second).

The number of frames per second will be displayed. The display range is from 18 up to 108 frames/sec. The game is started with at least 18 frames/sec. because this value should be reached from each pc. Some computers may have a surplus of performance so that you can use it to display more frames per second resulting a smoother scrolling and an ergonomically display. If the led flickers red often your computer is overtaxed with the actual framerate and you should decrease the framerate. The higher the framerate the smoother the scrolling but if your computer works at the edge of efficiency the resone to your input will come slower.

The speed of the game is not effected by this adjustment.

Hotkey is + (**Plus**).

## LESS FRAMES PER SECOND

Use this function to decrease the framerate (pictures per second).

The number of frames per second will be displayed. The display range is from 18 up to 108 frames/sec. The game is started with at least 18 frames/sec. because this value should be reached from each pc. Some computers may have a surplus of performance so that you can use it to display more frames per second resulting a smoother scrolling and an ergonomically display. If the led flickers red often your computer is overtaxed with the actual framerate and you should decrease the framerate. The higher the framerate the smoother the scrolling but if your computer works at the edge of efficiency the resone to your input will come slower.

The speed of the game is not effected by this adjustment.

Hotkey is - **(Minus)**,



## **SOUND ON/OFF**

Use this button to activate or deactivate sound effects while playing. Some WAV-files are enclosed and predefined to use.

Hotkey is **T**.

## LANGUAGE SETTING

Use this function to select the language of your windows-system with the control panel. Normaly your Windows is installed korrekt and the right language has already selected so that the program uses the right language.

*Hint:* In Windows 3.x the field *Language* (Sprache) seems to be responsible and in Windows NT 3.5 the field *Country* (Land) has an effect on the used language in the program.

The language can also be selected manual with **F8** for englisch and with **F9** for german.

Hotkey is **F12**.

## SETTINGS

The dialog *SH-WINColorstar-Settings* offers program adjustments.

With the *sound* checkbox you can activate sound effects while playing. Some WAV-files are enclosed and predefined. The buttons **WAV setup** allows to define WAV-files for the play events. For example you can define your own sounds or no sound for the event *Colorstar Drehen* if you think this event comes to often.

You can adjust the joystick to your requirements.

The first scrollbar adjusts the speed of the play figure (in this game the falling block). The second scrollbar can be set to *lazy* or *sensitive*. Both scrollbars are only available if you turn on the joystick checkbox.

Hotkey for program settings is **E**.

With **T** you can turn on or off the sound.

With **J** you can turn on or off the joystick.

## FEEDBACK FORM

... or what is interesting for the developers to optimize the program. Simply print it - fill it out and send to Schenk & Horn - **perhaps you can find your idea in the next programversion!** Make use of the great advantage of the shareware concept: **take part on developing the software you use.**

This is our first game with network mode. Are you interested in Network games? Do you wish more games like this?

- 1 = very important
- 2 = important
- 3 = not bad
- 4 = really not important

How important are sounds?

Is the help ok (yes/no)

What is very important in your opinion?

What should we make better or what have we forgotten?

Have you a special wish or idea for the next version?

Do you use Win32s, Win95 or WindowsNT (or have you planned to use it)?

Do you use CompuServe, FidoNet or other?

How did you get ColorStar 2000?

Do you wish to pay per credit card?

What can we make better especially for our customers in the USA?

## HOW TO PLAY

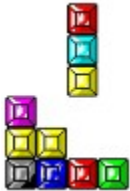
The game is simple. There is an empty or pre-filled frame. A single colored figure will fall into the frame. You can control this figure. Move it to the right or to the left. You also can rotate it's colors (except special stones). Now you have to place the figure as good as you can. Watch the forthcoming.

A single figure could look like this:



This figure can be move with the cursorkeys. With cursor up you can rotate it's colors. Use the cursor down to speed up falling.

### An example for removing a line



It's your job to place a falling stone in a way to get a horizontal, vertical or diagonal row of 3 or more blocks in the same color.



This combination will be removed...  
the result is a hole...



the blocks above will break into this hole.



Try to position the block to get a chain reaction!

If you're not good enough and you miss to remove lines the frame will be filled up to the top and the game is over.

## VARIATIONS OF THE GAME

There are two different basic game modes. They differ in the way you have to remove the lines:

### I) ColorStar

Blocks will be removed if there are 3 or more blocks of the same color side by side. You can position the blocks horizontal, vertical or diagonal. The removed line(s) will leave a hole. The blocks above will fall into this hole and fill it.

### II) The classic game mode

You will know this mode from the classic Tetris(TM) game. A line will be removed if it's totally filled out from left to right. The color of the block is unimportant.

Additional to these game modes there are some different stone sets:

#### ColorStar standard



These are the standard stones we used in our DOS version of this game. Also the original Columns(TM) has used this sort of stones. The colors can be rotated.

#### Double width



These stones are the same as the "ColorStar standard" ones except they are double width. This causes a new effect: if a stone hits the ground with only one part of himself the stone will break. The rest of the stone will now continue in falling but you can't control him anymore. The rotation of the colors is circular.

#### SquareTris



The stones of SquareTris correspond to the "Double width" stones except they are only 2 blocks high.

#### BlockTris



This is another variation of the "Double width" and the "SquareTris" stone. The BlockTris stone is very big and it is very difficult to play with it. The rotation of the colors is circular while the center is standing still.

#### FlatTris



These stones are a mixture of the "ColorStar standard" and the "Double width" stones. If a stone hits the ground with only one part of himself the stone will break. The rest of the stone will now continue in falling but you can't control him anymore. The rotation of the colors is from right to left.

#### Extended stones



This is a set of stones. You'll find the stonesColorStar standard", Double width", SquareTris", and FlatTris" in the set. Also there a some new variations of stones. The different figures will appear randomly.

### DiagonalTris



This is the first stone which ist not using a rotation of colors. The stone will rotate. If a stone hits the ground with only one part of himself the stone will break. The rest of the stone will now continue in falling but you can't control him anymore.

### The classic stone set



These are the stones of the all-time-classic game Tetris(TM). You'll know them. There is no color rotation. The stones will rotate. If a stone hits the ground with only one part of himself the stone will break. The rest of the stone will now continue in falling but you can't control him anymore. The different figures will appear randomly.

This stone set can also be used in both game types (ColorStar and classic).

### BigTris



This set of stones is an extension of the classic set. There is no color rotation. The stones will rotate. If a stone hits the ground with only one part of himself the stone will break. The rest of the stone will now continue in falling but you can't control him anymore. The different figures will appear randomly.

This stone set can also be used in both game types (ColorStar and classic).

This set is very difficult to play.

### Bombs



Sometimes a bomb will appear. It's very useful. If a bomb hits the ground it will explode. The explosion will destroy all the blocks of the same color. Always look for the best combination to destroy.

**Speed-up**

In some levels there will be a speed-up. After a few stones the game will be faster and faster. Watch out...



## NETWORK-GAME

If your computer is connected to a network you can play against an opponent. To do this you have to build up a connection to the computer of the competitor by pressing the *connect to competitor* button. After the connection is established every game will be played as a network-game until you release the connection.

The strategy for network-game is a little bit different from the normal game. Normally you try to play as long as you can. Now it's profitable to build up a strategy to remove as much lines at one time as you can because this will move some blocks over to your competitor! That's funny...

The bar on the right side of the window will now show you the height of your competitor. So you can see if you can send him a death-line.

In the bottom line will appear a short information if you or your competitor has removed more lines at the moment.

Between two games the current standing of won and lost games will be displayed.

## **EVERYTHING ABOUT SHAREWARE, LICENCEAGREEMENT AND REGISTRATIONKEYS:**

What is shareware?

**How to enter your key**

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How can I order?

Calculation of the forwarding expenses

How to contact us

**Licenceagreement**

Something doesn't work

## WHAT IS SHAREWARE?

Shareware is software sold in a special way. The author gives a sharewareversion to the shareware distributors who are selling this version to the interested users for a low price.

The sharewareversion is like a software-taste but it includes all functions. Only some register-instructions remain you that you are using a unregistered version.

You are allowed to use the sharewareversion for a testperiod of 30 days. After these 30 days you have to decide if you want to use the software further or not. You can give your order directly to the author. There you will get the licensed version and support and updateservice.

If you don't want to use the program you have to delete the software from your computer or you can give the sharewareversion somebody else. If you don't do this you break our rights and this can be followed by law.

# LICENCE AGREEMENT

## ***For the sharewareversion:***

This program is no freeware and no public-domain! This program is shareware - it means software which you are allowed to **test** for a time and which you can **buy** after that. You got the time of 30 days to test the sharewareversion. **After this period you have to register if you want to use the product further - it means you must buy the licenced version.**

A further use of the sharewareversion after the testperiod is illegal and a criminal act which we can follow by law.

It is allowed to give the **unregistered sharewareversion** of this program to **other PC-users**. But it is necessary that the program and the documentation is not edited and be left original.

## ***For the registered version:***

The discribed software becomes a licenced version with your registrationkey. This key works only for your person and you are not allowed to give the key or the licenced version to any other persons. The key allows you to use the licenced version on one computer. **If you want to use it on other computers too you must buy an own key for every computer.**

The customer is allowed to make backups of the registered version. But it is not allowed to give copys or keys to other persons.

Any illegal copy of a registered version or illegal distribution of the key will be followed by law. All rights on this discription, software and any included components reserved by Schenk & Horn.

## ***General:***

All informations in this discription are without guarantee and may be changed without notice. There is no guarantee for the correctness of this documentation. We don't guarantee that this program works in a very special use. We are not responsible for any damages arising by the use of this program or the incompetence to use it. This includes the loss of profit, the loss of data and any immaterial losses and their consequential damages even if we are informed about the possibility of those damages. If there are any faults we try to fix them as soon as possible.

**Any changes in files of this program are absolutely prohibit!**

**Any disassembling or patching of this program or of its helpfiles is not allowed. Any modifications or changes of program-modules or dynamic link libraries (DLLs) are also not allowed.**

**By the possession and use of this software you declare your agreement with this licence and the exclusion of guarantee and liability.**

## **SOMETHING DOESN`T WORK**

The program was tested and is in use by many costumers. In view of several functions it is nearly impossible to lock out all bugs. If you may find any bugs please contact us by sending E-Mail to us at ***hotline@sharedirect.com***.

A **licenced version** includes a permanent right for the use - in contrast to the sharewareversion it is allowed to use it for an unlimited time. A **licenced version** includes also **no disturbing register references**.

By the way there are **many advantages**:

- you get a personal registerkey to make the program to a **licence version** immediately
- Updates may be used by your key and you **don`t have to pay extra**
- **no more references, no more waiting**
- **direct support** by the authors
- informations about new products
- you get **attractive privileges** for new products
- direct contact to the developer - you may help to **design updates**

*Attention:* A licence version is registered and you are not allowed to give it away like sharewareversion , this would be an illegal act.

This software is shareware. This means you have got the right to give this **sharewareversion and it's documentation** to other users - without any modifications. This counts for the software and it's documentation. Any commercial use of this product is not allowed - for this you need an explicit written permission by us.

You've got the right to test and use this program free for **30 days** (only the days you use the program count). Within these 30 days you have to decide if you want to use the program further. If you want to use the software you **have to register**.

The sharewareversion includes all functions but there are some register-references to remind you to register.

## THE PURCHASE OF THE LICENCED VERSION HAS MANY ADVANTAGES AND IT IS NECESSARY FOR PERMANENT USE

1. When your order reached us you will get your personal key directly to register your sharewareversion.
2. With your personal key you get a durable using-right. Without this key you would break the right and use the program illegal.
3. With your order you **support the development of updates** and you may help to design the programs with your suggestions. Send your suggestions to ***hotline@sharedirect.com***.
4. Most **updates** of the program can be used by your **personal key** without purchasing a new key. You can get the newest versions free at our Internet site ***http://www.sharedirect.com***.

Related themes:

[How to enter your key](#)

[Licenceagreement](#)



If you use the sharewareversion within 30 days you won't see the register-reminder often. They won't disturb your test - they only increase your motivation to order. **If you want to use the program permanent you - as a fair user - will register anyway** - and then you'll get a version without reminder.

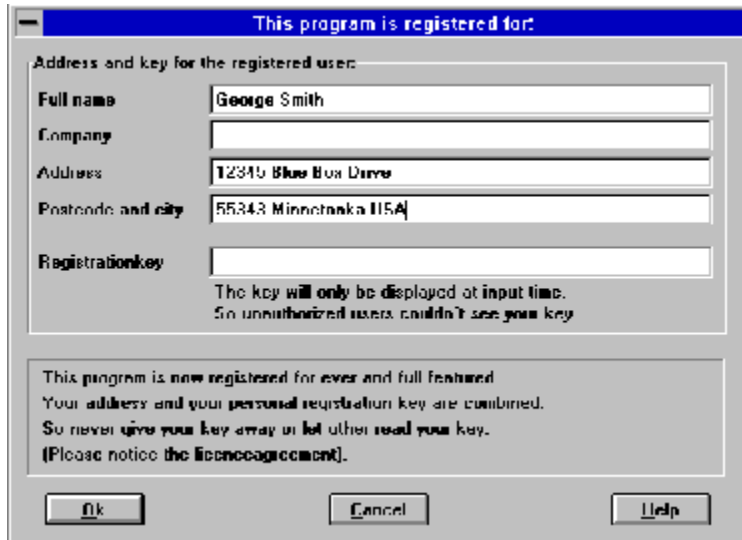
If you enter your key and your address the sharewareversion will be changed to a licenced version and you'll get all advantages of the registered user. Using a key you don't have to wait for a new disk and you don't have to install a new version on your computer.

This conception **lowers the price of the program** and you can use your key for all updates.

See: [How to enter your key](#)

## HOW TO ENTER YOUR KEY

After purchasing the licenced version you got your key and now you are able to enter your key and your address (here is a sample). For further information please **select the appropriate dialog-element**:



The screenshot shows a Windows-style dialog box with a blue title bar that reads "This program is registered for:". The main area is divided into two sections. The top section, titled "Address and key for the registered user:", contains five input fields: "Full name" (with "George Smith" entered), "Company" (empty), "Address" (with "12345 Blue Box Drive" entered), "Postcode and city" (with "55343 Minnesota 115A" entered), and "Registrationkey" (empty). Below these fields is a warning: "The key will only be displayed at input time. So unauthorized users couldn't see your key". The bottom section contains a message: "This program is now registered for ever and full featured. Your address and your personal registration key are combined. So never give your key away or let other read your key. (Please notice the liceneagreement)." At the bottom of the dialog are three buttons: "Ok", "Cancel", and "Help".

With your personal key and your address you are able to switch the sharewareversion to a registered version. You are not allowed to give the registered version to another person. Please give your key never to anybody else.

Related themes:

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[How you can reach us...](#)

[How to order](#)

Here you enter your address. Your registration key works only for this address. Your address and your key switch the program to a registered version. Don't give the registered version to anybody else.

**Reference:** The key-address and the delivery address must be the same!

Here you enter you personal key. You can see the key only during the input to prevent a later misuse by other persons.

The key works only together with your correct address and makes the program to a licenced version. Don't give the registered version or the key to anybody else.

Here you'll get a short instruction.

For example you'll get instruction how to enter the temporary and the permanent key

The OK-button closes the dialogbox and it will save the information.

With the cancel-button you close the dialog without saving.



The help-button shows you informations to the dialogbox. Use it if you don`t know what to do or if you are bored.

