TRIS-ME v1.0

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Introduction

"TRIS ME" is as you can guess, a tetris

"TRIS-ME" has two ways of use . The first one is called "training" it is the easiest and usual use of the game tetris there is to say complete lines.

The most difficult version includes many bonus and hurtful spells but also reveals an arcard-management side.The game's aim is still to complete lines.

Options

Training Mode	Simple mode
Music	Music On / Off
Sound	Sounds On / Off
Control	Control keys for right-handed and left-handed
Difficulty	3 levels
Background	Background On / Off
Block	5 differents blocks
Smooth movement	Smooth movement of blocks On / Off

Magic

You can use magic ways to turn wrong the most of hurtful spells. Firstly you must learn spells finding parchments.

Then you must harvest ingredients, in order to create your own spells.   The totality of sorts in your possession appears in the higher right side of your screen. You can choose current spell pressing arrows. To cast a spell, press simply the "Cast " button. The whole of useful ingredients to cast a spell appears on the left page of the book.

Some spells are to create potions, they will appear on the lower left side of the screen. To use them click twice on them.

Ingredients

The spells are composed by five differents ingredients.   According to the spells the quantity of ingredients varies. The "JOKER" is a peculiar ingredient because it can be used to replace   one of the five missing ingredient.

Each ingredient can be get by several ways. While you are completing lines , ingredients fall from the upper side of the screen. You simply have to catch them .If your ressources are sufficient, you can also buy steal or bet ingredients.

Net

The net is used to catch ingredients and bonus on the screen.

The mouse or the keyboard(see contoll keys) control the net.

Merchant

As it was said before, the ingredients are availlable on the merchant's.You have three choices.

Buy :You need a certain sum of money.The number of coins and purses is proportionnal with the number of completed lines,the former fall from the top of the screen .

Steal: You can try to steal ingredients, be careful about your fortune capital. If you have been caught the marchant will give you another chance, selling the ingredient more expensive . If you are not able to pay you will go on jail and the game is over.

Bet :The marchant is a goodfellow, and is fond of bet games. You can bet a ingredient . You must bet the same ingredient you wanted before .

To get the ingredient you must win 5 games.
The game is easy:
You can choose one of the three symbols :
scissor - paper - stone
In the same time the marchant chooses one of these symbols .

If the two symbols are identical nobody win.

If you chose the scissor and the merchant chose
 - the stone : You lose ,the stone breaks the scissor.
 - the paper : You win , the scissor cuts the paper.

If you chose the paper and the merchant chose
 - the scissor : You lose ,the scissor cut the paper.
 - the stone : You win , the paper cover the stone.

If you chose the stone and the merchant chose
 - the scissor : You win ,the stone breaks scissor.
 - the paper : You lose , the paper cover the stone.
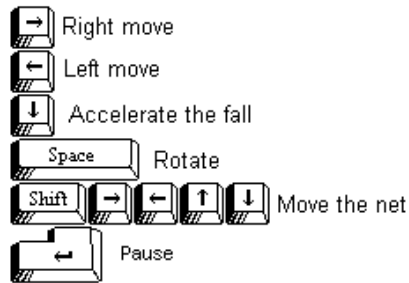
Bonus and hurtful spells

There are several categories of bonus. Some of them give points , others give money etc ...

Among these numerous bonus , three of them are definetly very very peculiar . They give access to small games ... Discover them by your own ...
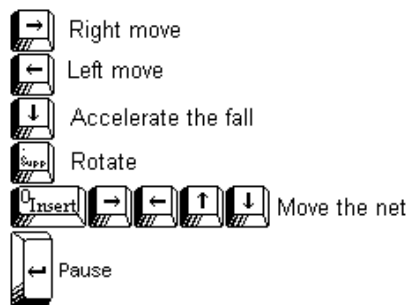The bad spells are very numerous too.   they are limited in the time. Inspite of this limitation they can bring desastrous consequences on the game. The only way to turn them wrong is to cast magic spells.

Control keys

Configuration for rigth - handed:

Configuration for left-handed:

How to record ?

This program is the result of several hard work months.

We stress the quality of graphisms and fun... The quality is better   than the most of sharewares' for the same price and even cheapper.

So I encourage you to register, especially as you will benefit   from it with the passing of the time. Programs of better quality and   lower prices YOU WILL NEVER GET MORE !!!

The program is voluntarily limited in time .

To receive the deactivation code please send 100 French Francs or   20 Dollars US. This code is unique and only fits your machine

How to pay :

- One 100 French Francs note
- Or one 20 $ US note
- ou 1 chèque de 100 Francs à l'ordre de Stéphane GIACONE
  (pour un envoi de la France uniquement)
- An international money order

Please read ORDER.WRI File for more informations

Be careful Be careful

- To obtain your register code please click the menu **INFO** and then **REGISTER**; this latter is made of eight digits and must be carefully written.

- You can formulate critics and remarks about the game. These remarks will be used in the version 2 . Write theses remarks on a single page and join it to your order form .

- The version 2 will be sent freely to all registred persons who   posses an E-Mail address. For the people who do not possess an address they will just pay the sending price .

- Don't forget to write your address E-Mail and your native country .

- I work in the video games and I'm looking for people to exchange ideas, ... DON'T HESITATE

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Distribution

This program is distributed by **Hobby_Soft**

Node 3 : 32-2-3721089 ISDN/RNIS 64.000 Bps
http://www.pctrading.be/hobby
Infos: pascal.vandersteegen@pctrading.be

The original TRISME 97 distribution consists of the following files:

- back.dat
- english.wri
- file_id.diz
- fond.dat
- french.wri
- install.exe
- music.mid
- order.wri
- piece.dat
- rm.dat
- score.dat
- tetris.exe
- tetris.spt
- trisme.3d
- trisme.dat
- trisme.lnk
- wg.exe
- readme.txt