

ColorFall
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What is ColorFall you ask?

It's a simple yet addictive game. A square containing 4 different colors (or patterns if black & white) will drop from the top of the screen at a certain speed depending on the current level. Your job is to move it left or right and rotate it if necessary to place it where you want it to go. When the square is above the place you wish to drop it to and its rotated the way you want it, you can drop it using the Drop key rather than waiting for it to reach the bottom. You are trying to get 4 (or more) colors in a row, in a column, diagonally, or in a box. Try to get as many points as you can before stacking colors to the top!

Starting the Game:

Start a new game by selecting the 'New Game...' option from the 'File' menu..

Setting options:

You can choose how many colors to use (the more colors, the higher the scores), and whether to have "No Stragglers" by selecting the 'Options' item from the 'Options' menu. If the No Stragglers option is checked, all pieces above a piece that is removed will drop down to the next available spot, if the option is not checked, pieces will only drop down however many pieces were removed in that column.

If you change the options while in the middle of a game, you will start a new game with the new options you've selected.

ColorFall Settings:

You can set other keys to use as the Left, Right, Rotate or drop keys by selecting the 'Configure Keys...' option from the 'Options' menu.

Game Play:

You can pause at any time by selecting the 'Pause Game' option from the 'File' menu.

At levels greater than 2, some strange things can happen that may help or hinder you!

You never know what's going to happen or when. Sometimes you can control these things, sometimes you can't! Good luck!

ColorFall Scoring:

Your score depends on several factors:

1. If Show Next Piece is checked in the menu your score will be less (if it is not on, your score is increased by the current level).
2. If when you start a new game you check the check box 'No Stragglers (Less Points)', you will get about 3/4 the normal points each time you get a score.
3. You get more points by selecting to use more colors from the Pop-up menu in the Preferences dialog.
4. How many extra colors (more than 4) you get in a row, column or diagonal.

The scoring is as follows:

ACROSS = 5
DOWN = 5
BOX = 8
DIAGONAL = 10

Versions:

- 1.0 Initial release of ColorFall (3/31/94)
- 1.01 Fixed a sound problem that would slow the game down on certain machines (4/15/94)

Thanks!:

I wanted to thank Sean McNiff, Isaac Reuben, Scott Sattler, Kevin Savetz and Peace Gardiner for all the help with testing and the mahvelous suggestions!

This is shareware, if you use this game, please send in the requested registration fee (check the 'About ColorFall...' menu item). I have spent many hours developing this and would like to continue developing useful and fun shareware products in the future.

I have tested this game to the best of my ability but cannot possibly test it with every application, INIT setup, etc. If you find any problems, please let me know about it! Also, if you have any suggestions of other features you'd like to see this game have let me know. You can contact me at this address:

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