

SameGame

Shift/Crew-92

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	SameGame	1
1.1	SameGame - The Guide	1
1.2	Requirements	1
1.3	Features	1
1.4	Tool Types	2
1.5	Rules	2
1.6	Credits	2
1.7	History	3

Chapter 1

SameGame

1.1 SameGame - The Guide

Requirements

Features

Tool Types

Rules

Credits

History

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1.2 Requirements

Requirements:

An Amiga with KickStart 2.0 or higher.

For some features KickStart 3.0 or higher is required.

SameGame can use its own screen, or open a window on any public screen.

The only files used are the executable and the hiscores file.

No libraries, fonts or graphics files have to be loaded from disk!

To be able to save the hiscore file, the program should be started from a write-enabled disk.

1.3 Features

Features:

- Very small program (less than 8k), written in assembly
 - Works on every Amiga with KickStart 2.0 or higher
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- System-friendly, does not freeze multitasking
- GadTools user-interface
- Font sensitive: the Screen font is used
- Screenmode sensitive, supports graphics cards on KickStart 3
- The window can open on the Workbench with KickStart 3, see
 - Tool Types
 - Optimized graphics for square-pixel graphics modes
- Standard colours for menus are used on KickStart 3
- The hiscores are saved, to reset the hiscores just select Clear hiscores from the menu
- It is possible to select a board number by hand or randomly
- It is also possible to play the boards in sequence
- There are 65536 different boards to play (numbered from 0 to 65535)
- Can be started from CLI or Workbench

1.4 Tool Types

Tool Types:

Display options:

Note that these only work on KickStart 3.0 or higher.

When no display tool type is specified, auto mode is used: if a window on the default public screen is not possible, then a custom screen is opened.

SCREEN: SameGame opens its own screen.

PUBSCREEN: SameGame opens its window on a public screen which name is entered after the PUBSCREEN tool type. If no name is specified, the default public screen will be used.

Other options:

SELECTBOARD: To select the new board number manually.

NEXTBOARD: To play the boards in sequence.

1.5 Rules

The rules of the game:

Pieces can be removed when there is a block of at least two pieces of the same colour. These pieces will be marked when you move the mousepointer over them. After a block is removed, the pieces above it drop down to fill the empty space. When a column is empty, all columns right of it are shifted to the left.

The points of a marked block of pieces are calculated by squaring the number of pieces minus two. So try to remove as many pieces at a time as possible to get a higher score.

When there are no pieces left at the end of the game, you'll get a 1000 points bonus.

1.6 Credits

Credits:

Game idea: KSame for KDE (Linux) which is based on SameGame on the Macintosh

Amiga version:

Graphics and design: Raven/Crew-92 (raven.crew-92@altavista.net)

Coding: Shift/Crew-92 (shift.crew92@poboxes.com)

Icon: Luca 'Hexaae' Longone

Thanks to Camiel and Luca for beta-testing.

Thanks to Luca 'Hexaae' Longone for some ideas for improvements.

If you like this game please send an email to: shift.crew92@poboxes.com

This game is freeware!

1.7 History

History:

Version 2.2 (31.33)

Added features:

- The boards can now be played in sequence

Version 2.1 (31.14)

Added features:

- Tooltypes and menu items now comply to the Amiga Style Guide
- Includes NewIcons icons

Bugs fixed:

- The graphics were distorted when the screen had 256 or more colours

Version 2.0 (31.02)

Added features:

- Startable from Workbench
- Runs in a window on the Workbench
- Includes icons
- The Screen font is used
- Clear hiscores
- Restart game

Version 1.0 (30.32)

First released version
