

JEWEL MASTER

Version 2.0

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Game Summary

Jewels are introduced three at a time into the play field. The object is to rotate and position the Jewels so that when they land they create matches of three or more either horizontally, vertically or diagonally. The jewels that helped created these matches are removed from the play field, and the remaining jewels fall down to fill in the gaps. Play goes on until the playfield becomes filled and a jewel is forced to stay off screen above the top-most row, after which the game ends. The LEVEL indicates the speed of the falling threesomes of jewels, which becomes fairly quick by level 9. Occasionally you may see a threesome composed of the same flower jewel. This is the magic set. It eliminates all occurrences of the jewel that it lands on. Its appearance is very rare; some games you may see it, others you may not. Scoring is based on two things; the level, and if you drop the jewels or not. The level acts as a multiplier so that higher levels have much higher scoring. Also, if you force the jewels down by pressing the down arrow on the numeric keypad, you'll receive additional points. In contrast, letting the jewels fall down on their own gives you no bonus points.

Minimum System Requirements

- Windows 95
- PCI or VLB video card
- Approximately 500k of ram
- Approximately 321k of hard disk space
- 640x480 resolution
- 256 colors

Setup

Jewel Master can be copied into any directory on your hard disk. Just make sure that all the files are kept together in the same directory. The files required by the game are the following:

JEWELMASTER.EXE	(Main program)
JEWELMASTER.DAT	(Graphics Data)
JEWELMASTER.NDX	(Graphics Data Index)
JEWELMASTER.EFX	(Special Effects Data)
JEWELMASTER.CFG	(Configuration settings)
JEWELMASTER.WRI	(The file you're reading now)

The following additional file is created by Jewel Master during it's use:

JEWELMASTER.HI (High score table. Delete it to clear the top scores)

Game Menu Options

- About

This displays information about the version of Jewel Master that you are running.

- New, Abort and Pause

New restarts the game with the current setup and no score. Abort ends the current game and lets you change the level before playing again. Pause suspends the current game until it is pressed again. Note that a game in progress is automatically paused when Jewel Master is no longer the active window.

- Jewels

If you tire of the standard set of jewels, you can select one of four sets at any time during play. All on screen jewels will change to the new set.

- Level

This indicates your starting level. The higher the number, the faster the pieces will fall. You are only allowed to select your starting level before beginning a new game. During a game, this function is not available.

- Mute

Used to toggle the sound effects on or off.

- High Scores

Shows the top ten list of players. To reset the list, simply delete the file JEWELMASTER.HI, located in the directory where you installed the game.

- How To Play

Lists the general rules and controls of the game.