



Puzzle Game - Same Game for Windows Ver.1.1E

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Same Game for Windows is a Windows version of the Same Game developed by Eiji Fukumoto and Wataru Yoshioka. Rules of the game are almost the same as the original MS-DOS version, but large size mode, undo, and replay commands have been supported in this version.

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Rule of the Game

When the game is started, a window is displayed with a rectangle filled with blocks randomly consisting of 5 different colors.

1. The object of the game is to gain high score as possible by clearing large group of blocks as possible.
2. Points are earned by clearing groups of blocks with the same color that are either above, below, left, or right may be cleared in a move.
3. Points are calculated by a quadratic function based on number of blocks cleared in a single move. To gain a high score, therefore, it is necessary to create large groups of blocks with the same color.
4. When a block is cleared, a block above will fall down to fill its place. If a column is cleared, blocks to the lefts are all moved to fill in the gap.
5. The game ends when there are no more blocks that may be cleared.

How to Play the Game

Using a mouse

Click the [left mouse button](#) on one of the block in the group to clear. Color of blocks that will be cleared will turn into a different color, and number of blocks that will be cleared and points from this move is displayed.

Click the [left mouse button](#) on the block to clear the group.

To cancel the selection, click the right mouse button or click the left mouse button on a block in a different group.

Using a keyboard

Use the [arrow keys](#) to move the mouse cursor.

Press the [space key](#) instead of clicking the left mouse button to clear blocks.

Menus

Menu

New Game	Start a new game
Replay	Replay the previously played game
Undo	Undo the last move
Score	Display the top 10 high scores
Information	Display number of remaining blocks.
Sound On	Have sound during the game
Sound Off	Turn off the sound during the game
Exit	End Same Game for Windows

Option

Size

Normal Size	Set dimension of an initial size as 20 blocks horizontal and 10 blocks vertical
Large Size	Set dimension of an initial size as 25 horizontal and 15 blocks vertical

Character

Panel	Set blocks as panels
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Marble

Set blocks as marbles



Help

Help	Display this help file
About	Display version and copyright information

Liability

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Miscellaneous

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Support

Support for Same Game for Windows is provided by CompuServe E-mail. If you have any question, opinion, suggestions, or any other comments, please send an E-mail to:

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