



## Tiles and Tribulations v1.0 Help Index

© 1992, 1993 by Technological Computer Innovations Corporation

Upgrading your demonstration version of **Tiles and Tribulations** to the full version gives you fifty challenging levels, secret codes for level warping, digitized sound effects, and a customizable MIDI stereo soundtrack.

Also available from TCI - **Stellar Explorer 2.0**, a Windows space attack game. Search out and destroy alien ships. Dock at space stations for repairs and refueling. Conquer the galaxy before time and energy run out. Stellar Explorer Version 2.0 includes many graphical enhancements, challenging features, digitized sound effects, and much more.

Tiles and Tribulations Version 1.0:	\$21.95
Stellar Explorer Version 2.0:	\$24.95
Tiles and Tribulations with Stellar Explorer:	\$35.00

Please send check or money order (U.S. dollars) to:

Technological Computer Innovations Corporation  
255 North Cherrywood Drive  
Lafayette, Colorado 80026-2726  
(303) 673 - 9046

### Introduction

[Game Overview](#)

[About Technological Computer Innovations](#)

[System Requirements](#)

[Sound & Music Support](#)

[Definitions](#)

### How to Play

[Screen Layout](#)

[Keyboard](#)

[Scoring](#)

[Goals](#)

[Options](#)

[Level Warps](#)



## Game Overview

Tiles and Tribulations is an action arcade game for the Microsoft Windows 3.1 operating system environment. The game is composed of 50 challenging levels, smooth animation, digitized sound effects, a customizable MIDI sound track, and an endless supply of rotating, falling tiles.

The goal of Tiles and Tribulations is to catch falling tiles with a keyboard-controlled paddle, and then drop the tiles into the tile bin at the bottom of the screen. The paddle can hold up to five tiles, and the tile bin is a 5x5 matrix that will hold 25 tiles. The player is given a total of three lives at the start of the game, and whenever a falling tile is not caught, one life is deducted from this total (additional lives can be earned every 100,000 points). Points are awarded based on the player's ability to create vertical, horizontal, and diagonal patterns of same-colored tiles in the tile bin. When a pattern is built, the tiles in the pattern disappear to free up room for more patterns. If tiles are dropped into the tile bin in a random fashion, the tile bin will fill up and the game will end. Each level has a unique goal that must be solved before the player can advance to higher levels. Typical goals include requiring the player to accumulate points, catch 50 tiles, or build vertical lines of same-colored tiles.



## Keyboard

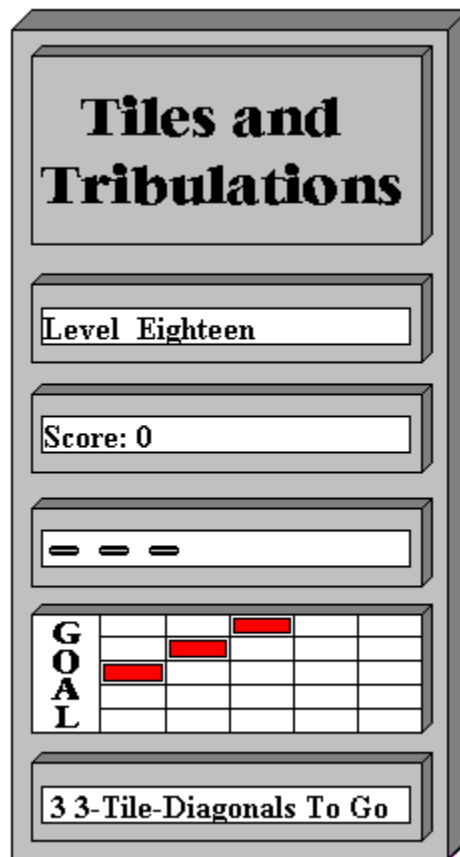
The following keys are defined to play Tiles and Tribulations:

<b>Left Arrow</b>	Moves the player paddle one column to the left.
<b>Right Arrow</b>	Moves the player paddle one column to the right.
<b>Down Arrow</b>	Drops the topmost tile on the player's paddle into the tile bin.
<b>Up Arrow</b>	Rotates the tiles on the player's paddle.
<b>Control Key</b>	Increases the speed of the falling tiles to accelerate game play.
<b>Esc</b>	Pauses game play and minimizes the game screen to an icon.
<b>P</b>	Activates the Pause button which duplicates the action of ESC.
<b>O</b>	Activates the Option button which displays the options screen.
<b>S</b>	Activates the Scores button which displays the hi score screen.
<b>H</b>	Activates the Help button which displays the game help screens.
<b>W</b>	Activates the Warp button which displays the warp screen.
<b>Q</b>	Activates the Quit button which quits the current game.

The game is over when the player fails to catch too many falling tiles or when the tile bin has been completely filled.



## Screen Layout



This window appears on the left side of the Tiles and Tribulations screen when a game is currently being played. The purpose of the window is to display player and game information, such as score and level.

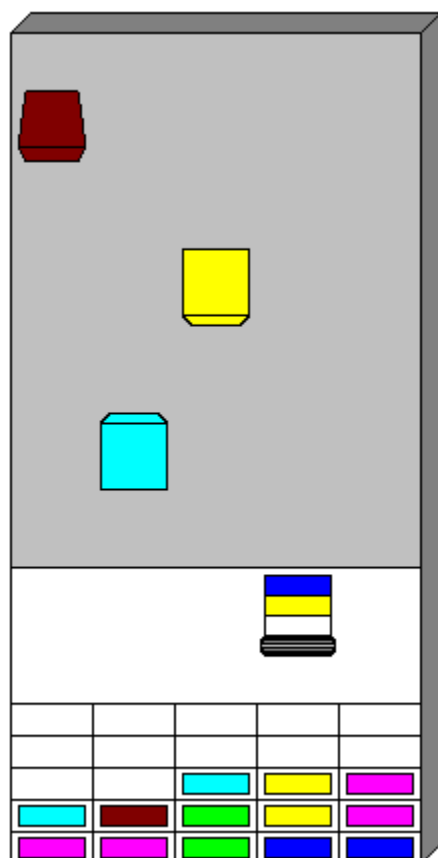
Level displays which of the 50 levels is currently begin played.

Score displays a total of points accumulated in the current game.

Extra lives shows the number of reserve lives. A life is removed every time a falling tile is missed, and extra lives are awarded every 100,000 points.

The GOAL window graphically depicts the current level goal.

Remaining goal displays what the player has left to accomplish before the level can be solved.



The game window appears in the middle of the Tiles and Tribulations screen. It is in this window that the actual game is played.

The top area of the game window is called the tile field. The falling tiles appear at the top of the tile field and fall towards the player's paddle below. If the player paddle is not under a tile when it reaches the bottom of the tile field, the player loses a life. Otherwise, the tile is added to the top of the paddle tile stack.

The middle portion of the game window contains the player's paddle and the tile stack on the paddle.

The bottom of the game window represents the tile bin where the player must drop tiles and build tile patterns from same-colored tiles.



The New button starts a new game of Tiles and Tribulations at level 1. If this button is used while a game is in progress, the player will be asked to verify starting a new game.

The Options button displays the options window where the player can change game settings related to music, sound effects, and game speed.

The Scores button brings up the hi score window where the names of the players with the top ten scores are displayed.

The Warp button displays the warp window where the player can enter passwords to advance to higher levels of play.

The Help button shows the Tiles and Tribulations help windows where the player can obtain information and instructions relating to the game.

The Quit button ends the game and returns the user to the Windows. If this button is used while a game is in progress, the player will be asked to verify the quit.

80567

## Scoring

Points are awarded when tiles are dropped into the tile bin to form vertical, horizontal, and diagonal patterns made from same-colored tiles. Bonus points are also scored at the end of each level: 25 points for each tile caught and 200 points for each empty slot remaining in the tile bin. The following list details each of the tile patterns that earn points:



3-Tile-Vertical  
125 Points



4-Tile-Vertical  
5,000 Points



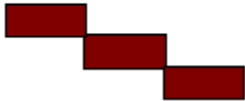
3-Tile-Horizontal  
1,500 Points



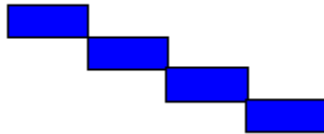
4-Tile-Horizontal  
2,500 Points



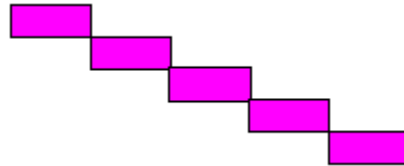
5-Tile-Horizontal  
5,000 Points



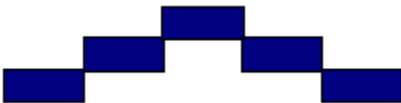
3-Tile-Diagonal  
2,500 Points



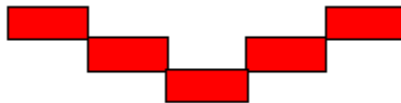
4-Tile-Diagonal  
5,000 Points



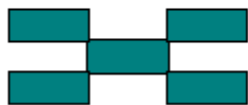
5-Tile-Diagonal  
20,000 Points



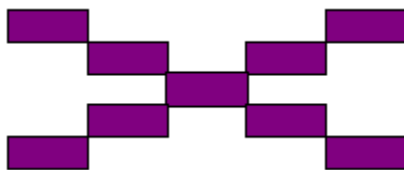
5-Tile-V  
15,000 Points



5-Tile-V  
15,000 Points



5-Tile-X  
15,000 Points



9-Tile-X  
75,000 Points





## Goals

Each level in Tiles and Tribulations has a goal that must be accomplished before play can advance to higher levels. Some level goals are based on accumulating points or catching tiles; however, most goals deal with building a number of specific patterns, such as 3-tile-diagonals. Building complex patterns is recommended because these complex patterns are equal to multiple simple patterns. The following list shows equivalent values for each of the tile patterns:



1 3-Tile-Vertical



1 4-Tile-Vertical  
2 3-Tile-Verticals



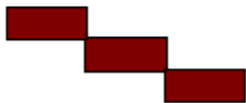
1 3-Tile-Horizontal



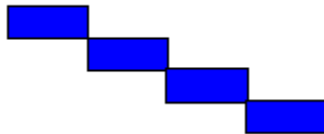
1 4-Tile-Horizontal  
2 3-Tile-Hizontals



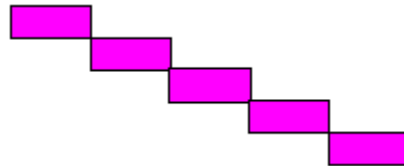
1 5-Tile-Horizontal  
2 4-Tile-Hizontals  
3 3-Tile-Hizontals



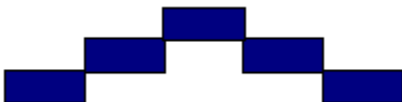
1 3-Tile-Diagonal



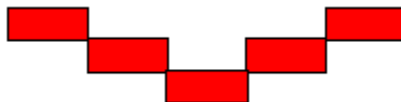
1 4-Tile-Diagonal  
2 3-Tile-Diagonals



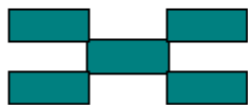
1 5-Tile-Diagonal  
2 4-Tile-Diagonals  
3 3-Tile-Diagonals



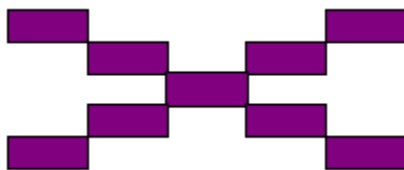
1 5-Tile-V  
2 3-Tile-Diagonals



1 5-Tile-V  
2 3-Tile-Diagonals



1 5-Tile-X  
2 3-Tile-Diagonals



1 9-Tile-X  
2 5-Tile-Diagonals  
4 4-Tile-Diagonals  
6 3-Tile-Diagonals  
4 5-Tile-Vs  
1 5-Tile-X



## Options

The Options dialog box can be used to set user preference for music, sound, and game speed. The following list outlines each of the options settings:

### **Speed**

Slow	Tiles fall half as fast as Normal mode.
Normal	Tiles fall at a more-or-less reasonable speed.
Fast	Tiles fall twice as fast as Normal mode.
Insane	Tiles fall three times as fast as Normal mode.

### **Sound**

None	Both the sound effects and the sound track are disabled.
Sound Effects	Only the sound effects are enabled.
Sound Track	Only the sound track is enabled.
All	Both the sound effects and the sound track are enabled.



## Level Warps

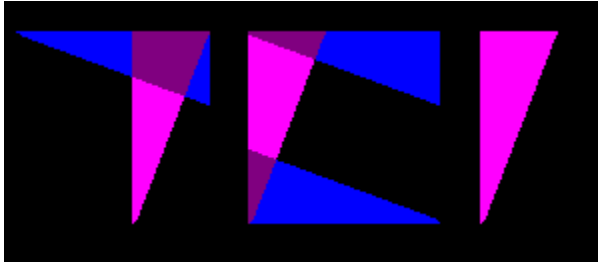
At the end of every fifth level, a warp password will be revealed to the player. These passwords can be used by players to bypass lower levels and start play at later stages of the game. For example, when level 5 is completed, a password will appear at the bottom of the "Level Complete" window. Once this password is obtained, the player then has the option in future games of selecting the Warp function, typing in the password, and immediately starting play at the beginning of Level 6. The Warp function can be used any time during the game to warp to a level higher than the current level.



## About Technological Computer Innovations

Technological Computer Innovations Corporation (TCI) specializes in custom software development in the MS-DOS and MS-Windows (TM) environments.

Please contact us with suggestions for enhancements to Tiles and Tribulations or with ideas for other programs you would like to see.



***Technological Computer Innovations Corporation***

**255 N. Cherrywood Drive  
Lafayette, CO 80026-2726**



(303) 673-9046    FAX: (303) 673-9085



Don't forget to upgrade to the full release version of Tiles and Tribulations. By purchasing this upgrade, you will also receive information on other exciting products being released by Technological Computer Innovations Corporation.



## **System Requirements**

A 286-based DOS-compatible computer  
2 MB of RAM  
1 MB of available hard disk space  
Microsoft Windows 3.1 (or higher)  
Mouse or other pointing input device (optional)  
VGA display resolution or higher  
MPC sound card (optional)

### Recommended:

A 386-based 25-MHz (or higher) DOS-compatible computer, 2 MB of RAM, an 80 MB hard disk, a VGA display, a mouse or other pointer device, and an MPC sound board with MS-Windows 3.1.



## **Sound & Music Support**

The background music in Tiles and Tribulations requires an MPC-compatible sound card with installed Windows 3.1 drivers. The digitized sound effects also require a sound card for full effect, but the internal PC speaker can be used to play these sounds if the Microsoft PC speaker driver has been installed.

The background music in Tiles and Tribulations is played from MIDI files that are located in the directory where Tiles and Tribulations is installed. When the game program is first loaded, the game directory is scanned for MIDI files (files with the MID extension), and up to five of the MIDI files found in the scan will be played as background music. By simply substituting the MIDI files in this directory with user selected MIDI files, the Tiles and Tribulations soundtrack can easily be customized.

To turn sound on or off, bring up the Options dialog box and change the settings.

The Index contains a list of all Help topics available for Tiles & Tribulations. You can obtain detailed information about each topic by clicking the underlined items (also shown in highlighted text).





## Definitions

### **MIDI Mapper**

Control panel applet in Windows 3.1 that directs MIDI output from programs to installed MIDI devices. See the Windows 3.1 user's reference manual for more information.

### **Paddle**

The horizontal bar controlled by the player that is located between the tile field and the tile bin. The paddle is used to catch tiles before the player drops the tiles into the tile bin. The paddle can hold up to five tiles.

### **Tile Bin**

Area located at the bottom of the playfield that can hold tiles dropped from the player's paddle. The tile bin is a five-by-five matrix that is completely filled when each of the 25 positions contains a tile.

### **Tile Field**

Area located above the player where tiles first appear. When a falling tile reaches the bottom of the tile field, the player must position the paddle under the tile or a player life will be lost.

## ***Tiles and Tribulations***

© 1992, 1993 by *Technological Computer Innovations Corporation*

<b>Game Programmer:</b>	Mark Lansdown
<b>Graphics / Artwork:</b>	Ayako Mochizuki
<b>Music / Help System:</b>	Don Metzler
<b>QC / Marketing:</b>	Doug Walgren

### **Creative Consulting and Play Testing:**

Mark Lansdown, Ayako Mochizuki, Don Metzler, Doug Walgren, Kevin Reinsch, Shane Lansdown, David Kopp, and Karin Claus.