MegaLines **1.1**

Megasoft2000 Ltd. 1999-2000
Pocket PC Software Division (PPSD)
Russia

Title:
MegaLines 1.1

Category:
Games

Genre:
Board, Puzzle

Description in brief:
Arrange the colored balls, appearing on the game filed, into lines, containing 5 and more balls of THE SAME COLOR, that disappear afterwards, and gain the maximum score.

Features:
The game mode (the models built): "Lines" (with the changeable minimal length from 3 to 8), "Squares" with the set minimal size (2x2, 3x3, 4x4), "Blocks" (figurers with the shape not fixed, that don't contain balls arranged in a diagonal line, with the size from 7 to 10 balls). Indication of the current game mode. Displaying (help) of the color of the 3 balls, that will appear on the game field next. Displaying (help) of the PLACES and the COLORS of the balls (the changeable "Number of Colors" option), that will appear on the game field next ("Show target cells" option (the changeable option). Adjustable easily and over a wide range (from "slowest" to instant "fastest") ball moving on a game field speed ("Speed of moving" option). "Auto Move" mode with a changeable time (timeout) from 5 to 100 seconds (the changeable "Enable move timeout" option) and graphic screen indication, Auto Save (the changeable option), Auto Load (the changeable option), Undo (of the last move), mute sound, high scores (Top 10), High Color graphics.

Platform:
Windows CE 3.0 or higher (SH3, MIPS, ARM CPU's)

Device support:
Pocket PC (MIPS, SH3, SH4, ARM CPU's)

License type:
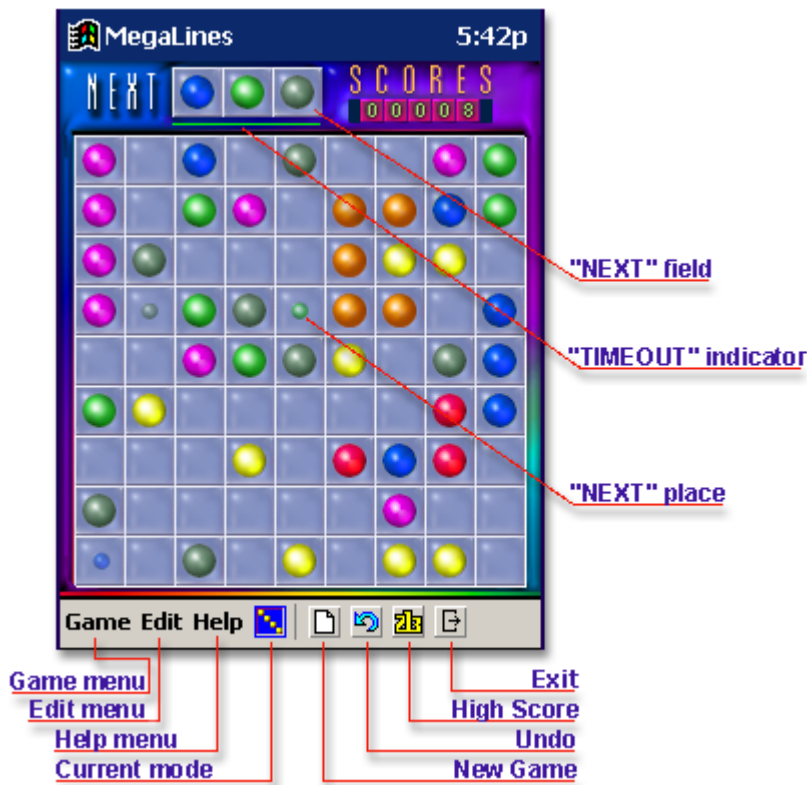Shareware

Size (RAM usage, kb):
340,50 KB

Installation
Click the program sign on your desktop and follow the common instructions. Installation will be done automatically.

Description
MegaLines 1.1 is an amusing logic game, the objective of which is to gain the maximum scores by arranging 5 or more balls of the same color into lines (Default mode). As a result of such arranging the line of balls disappears the score grows and 3 more balls appear on the game field. The game is finished when all the field is filled with the balls, that makes other moves impossible. By combination of the options available (see features) you can adjust the complexity of the game in a very wide range: change the minimal length of the line (from 3 to 8), shape of the figures the balls are arranged into (Squares or Blocks) with the size set by you. The indicator of the current mode (Lines, Squares, Blocks) is always on the screen! Switch help on and off (color only or color and place of the balls, that will appear on the game field next ("Show target cells" option). You can make the game more complicated by setting the time for the move in a wide range (the changeable "Enable move timeout" option). Do not rack your brains about the time left! The graphic indicator (yellow stripe that can be adjusted by length) enables you to see the time during the game! Change the ball moving on the game field speed according to your taste from slowest to fastest (instant, without animation), - ("Speed of moving" option). Auto Save and Auto Load options will enable you to save the current game automatically when you exit the game and load the saved game when you start. Switch the sound off **(Sound option)**, if you disturb those who sleep and they will wake up only if you shout happily when you get into Top 10 (High Scores) ☺)

The MegaLines is a shareware. Its usage duration is limited by a 7-day trial period.

If you want to buy it, address to:
http://www.megasoft2000.com

We will appreciate all your remarks and comments that can be addressed to:
ppc_support@megasoft2000.com

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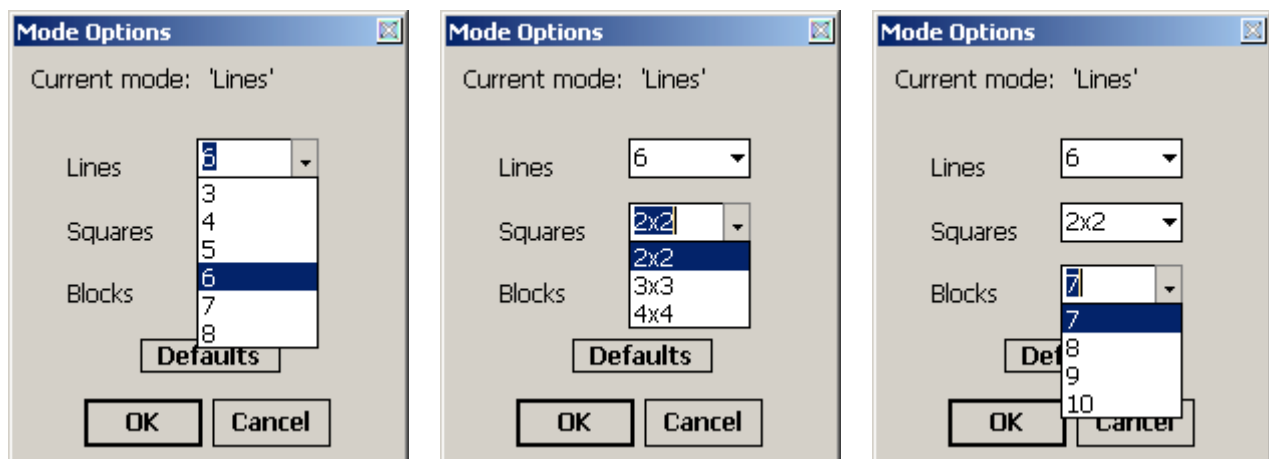All other trademarks in the document belong to their owner.)

Game menu
"Game" menu enables you to choose the type (or "mode") of the new game: Lines, Squares, Blocks, and also Load, Save, Undo options, High Scores table, Sound and Exit option.
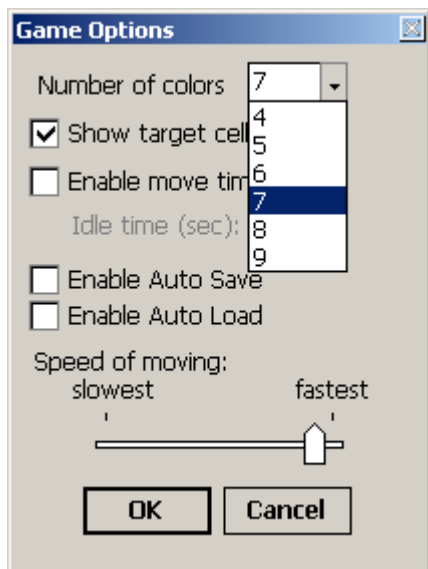
Edit menu
Edit menu contains 2 items: Mode Options and Game Options.

Here you can choose the minimal number of balls in the figure being arranged for each mode.

1. For "Lines" mode – (from 3 to 8 available);
2. For "Squares" mode – (minimal figure of 2x2, 3x3, 4x4 available);
3. For "Blocks" mode – (from 7 to 10 balls in figurers with the shape not fixed, that don't contain balls arranged in a diagonal line available);

Number of colors
The mode enables to switch number of colors of the balls that will appear on the game field next on;

Show target cells
The mode enables to switch help about the place of the balls that will appear on the game field next on;

Enable move timeout
Switches the "Auto Move" mode on. You are given a distinct time for the move in this mode. After the time is over, computer will do its move not waiting for your move. (form 5 to 100 seconds available). "TIMEOUT indicator" in this mode will show you the time left in graphic form.

Enable Auto Save
The option switches the automatic save of the current game on when you exit the game.

Enable Auto Load
The option switches the automatic load of the game when you start the game.

Speed of moving
The ball moving on the game field speed from slowest to instant regulator.

The indicator of the current mode is always available on the game field. It can look like:

 "LINES" mode

 "BLOCKS" mode

 "SQUARES" mode

GOOD LUCK, HIGH SCORES AND ENJOY YOUR TIME WITH THIS GAME!

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