

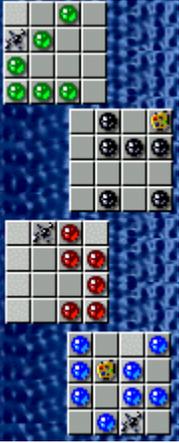
### Object of the game

Fill each empty grid with balls of 1 color. Fill 3 grids to get a bonus point and move to the next level. The game is over when the upper grid is full of columns.

### See also

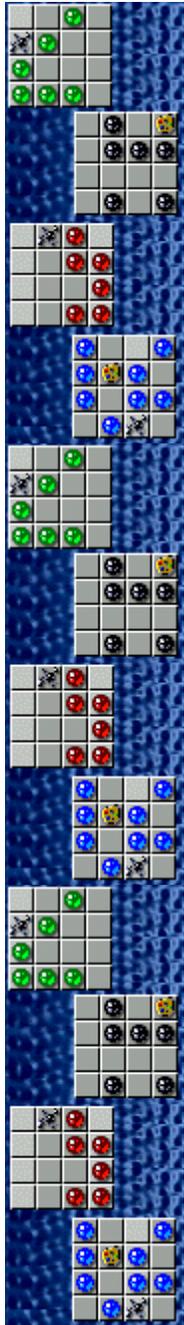
[How to Play Using the Mouse](#)

[How to Play Using the Keyboard](#)



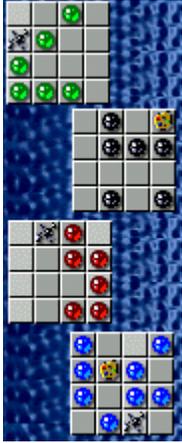
# Finty Flush

Click different areas below to see how each part works.



**LEVEL** 09  
**TO GO** 02  
**BONUS** 03

**SQUARE** 00040  
**SCORE** 00580



### Upper grid

Move the upper grid by clicking to the left or right of it, or by pressing the **LEFT** or **RIGHT ARROW KEYS**. Click the highlighted column, or press **SPACEBAR**, when you want the balls to drop. To switch key controls to the lower grid, press the **DOWN ARROW KEY**.

### Lower grid

Move the lower grid by clicking to the left or right of it, or by pressing the **LEFT** or **RIGHT ARROW KEYS**. The highlighted column indicates where the upper grid balls will drop. To switch key controls to the upper grid, press the **UP ARROW KEY**.

### Game grids

Switch between the four lower grids by clicking on them, or by pressing **TAB**.

### Level

Your level is displayed here. You must fill 3 lower grids before advancing to the next level.

### Bonus

You receive 1 bonus point and move to the next level for every 3 grids that you fill.

- Dropping balls into occupied spots will cost you 1 bonus point.
- If you do not have any bonus points, you will be unable to drop the balls and another column will be added to the upper grid. Also, the score for that square is reduced to zero.

### Score

Your current score.

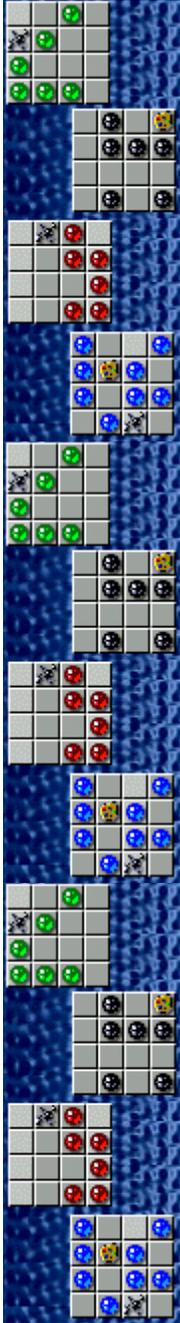
### To go

The number of grids you must fill to go to the next level. At lower levels, you must fill 3 grids before advancing to the next level.

### Square score

The number of points accumulated for the square you're trying to fill. The number of points you earn when you drop a ball onto a lower grid increases on higher levels and at higher speeds.





## How to play using the mouse

Fill each empty lower grid with balls of 1 color. Fill 3 grids to get a bonus point and move to the next level. The game ends when the upper grid is full of columns.

- To drop balls from the upper grid onto the lower grid, click the column you want to drop. The column to drop and its destination on the lower grid are both highlighted.
- To move the upper and lower grids, click to the left and right of them.
- To rotate the lower grid clockwise or counterclockwise, click it with the **RIGHT** or **LEFT MOUSE BUTTON**.
- To switch between the four lower grids, click them.
- To add more columns to the upper grid, right-click it.
- Dropping a column onto a column on the lower grid with balls already on it will cost you 1 bonus point. When a ball drops to a spot occupied by another ball, both disappear, leaving an empty space.
- If you have no bonus points, you cannot drop balls onto occupied spots. Each time you try to drop balls onto occupied spots when you have no bonus points, another column will be added to the upper grid.
- Drop a paint palette  onto a ball to change the ball to the color dominating the rest of the grid.
- Drop a blot  onto a ball to remove the ball.
- You can fill a column in the bottom grid in any order - you can drop a ball onto the top spot, and then fill the bottom or middle spots, for example.

### See also

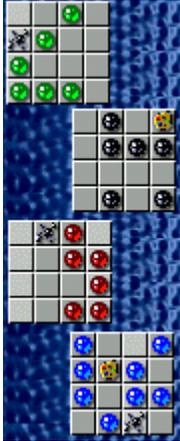
[How to Play Using the Keyboard](#)

[Object of the Game](#)

[Game Screen](#)

[Tips and Strategies](#)

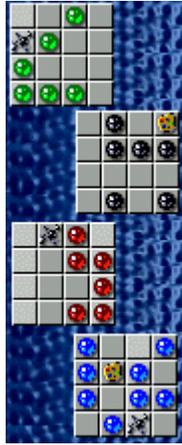
[Starting a New Game, Pausing, and Exiting](#)

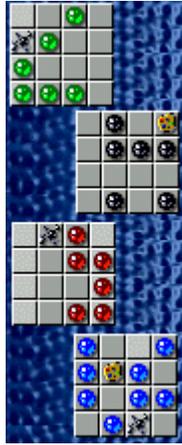


## How to play using the keyboard

Fill each empty lower grid with balls of 1 color. Fill 3 grids to get a bonus point and move to the next level. The game ends when the upper grid is full of columns.

- To drop balls from the upper grid onto the lower grid, press **SPACEBAR**. The column to drop and its destination on the lower grid are both highlighted.
- To move the upper and lower grids, use the **LEFT** and **RIGHT ARROW KEYS**.
- To rotate the lower grid clockwise or counterclockwise, press **ENTER** or **BACKSPACE**.
- To move between the upper and lower grids, use the **UP** and **DOWN ARROW KEYS**.
- To switch between the four lower grids, press **TAB**.
- To add more columns to the upper grid, press **INSERT**.
- Dropping a column onto a column on the lower grid with balls already on it will cost you 1 bonus point. When a ball drops to a spot occupied by another ball, both disappear, leaving an empty space.
- If you have no bonus points, you cannot drop balls onto occupied spots. Each time you try to drop balls onto occupied spots when you have no bonus points, another column will be added to the upper grid.



- Drop a paint palette  onto a ball to change the ball to the color dominating the rest of the grid.
- Drop a blot  onto a ball to remove the ball.
- You can fill a column in the bottom grid in any order - you can drop a ball onto the top spot, and then fill the bottom or middle spots, for example.

**See also**

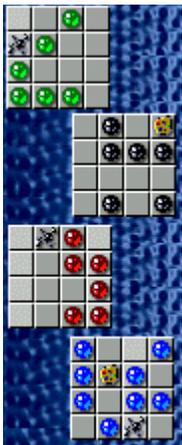
[How to Play Using the Mouse](#)

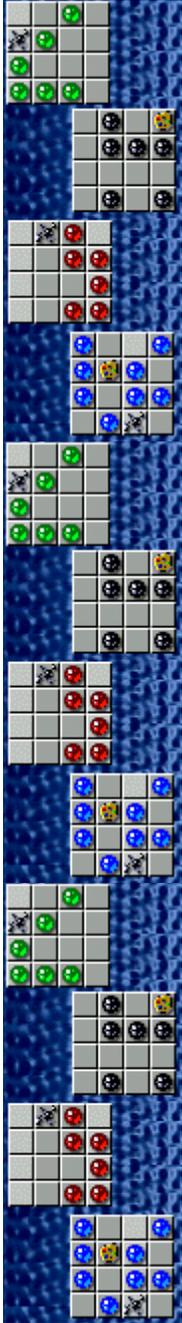
[Object of the Game](#)

[Game Screen](#)

[Tips and Strategies](#)

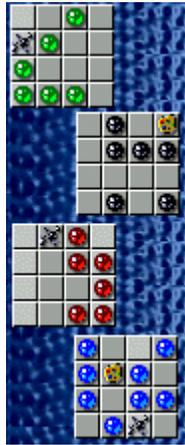
[Starting a New Game, Pausing, and Exiting](#)





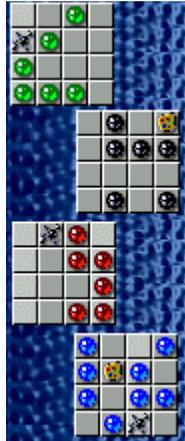
## Starting a new game, pausing, and exiting

To start a new game



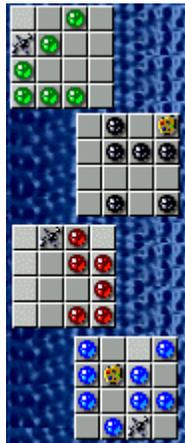
On the **Game** menu, click **New**, or press **F2**.

To pause a game



On the menu bar, click **Pause**, or press **F3**. Click **Play!** to resume the game.

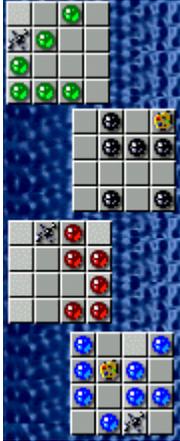
To exit a game



On the **Game** menu, click **Exit**.

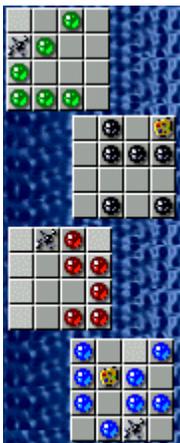
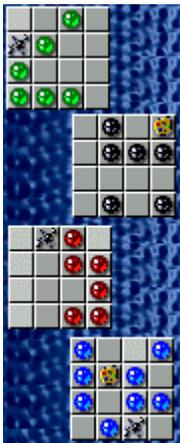
**See also**

[How to Play Using the Mouse](#)



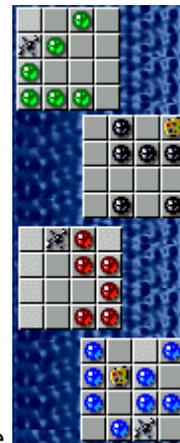
## How to Play Using the Keyboard

### Game Options

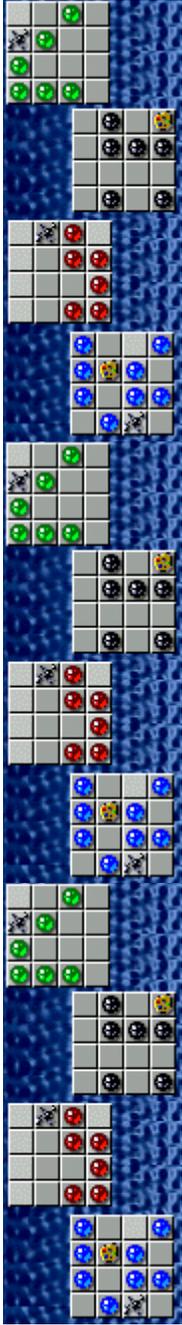


### **Tips and strategies**

- Keep the upper grid as small as possible. The more columns it contains, the harder it is to move it and drop the column you want.
- Avoid situations in which all 4 grids need the same piece from the upper grid to be filled. The more variation in the pieces you need for the lower grid, the more likely it is that the right piece will appear in the upper grid.



- If you want to change the color of a ball, drop a paint palette onto it. The ball will change to the color dominating the rest of the grid.



- If you want to remove a ball, drop a blot  on it. The ball will disappear.
- There are infinite levels in Finty Flush. You can change the start level instead of playing from the beginning. The start level affects how many different colors you have to work with, and whether blots, paint palettes, and mixed columns appear in the upper grid.

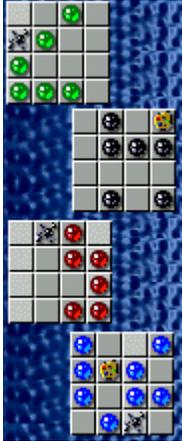
**See also**

[How to Play Using the Mouse](#)

[How to Play Using the Keyboard](#)

[Game Screen](#)

[Scoring](#)



## Scoring

- You earn points for each ball you drop onto a lower grid. The points appear in both the Score box and the Square box.
- The points for each lower grid are separate. Click each square to see the points accumulated for that square.
- When you fill a lower grid, the grid is cleared and the points for that square are added to the Score box.

**Note** If you try to drop a ball onto an occupied spot on a lower grid and you have no bonus points, you lose all points for that square that were recorded in the Square box. You do not lose the points that were recorded in the Score box.

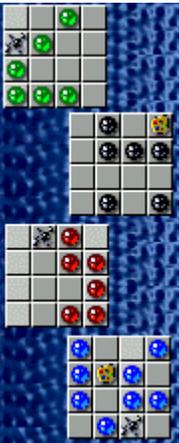
## Scoring system

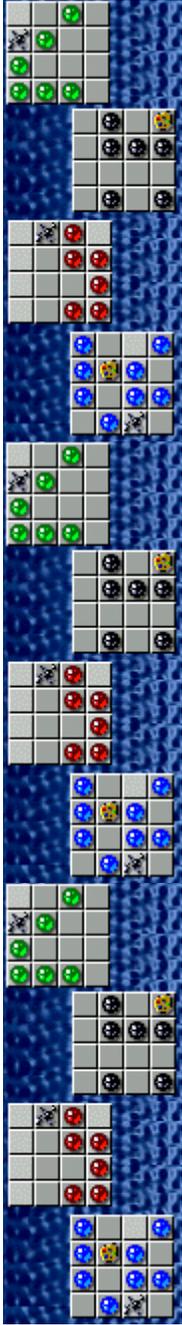
[Level #] x [Speed (1=Easy; 2=Medium; 3=Hard; 4=Crazy)] x [Multiplier (described below)] = points/ball dropped

The multiplier is whichever is greater: 1 or (10 - # of columns in the upper grid).

**Example** If you are playing on level 2, Hard speed (Hard = 3), and have 3 columns in the upper grid, you will receive 42 points for each ball you drop.







## Game options

You can customize game options by increasing the game speed, changing the start level, changing the default name that appears in the **High Scores** list, and turning the background music and sound effects on or off. You can also have the game ask for your name each time you earn a high score, reset the high scores, and turn Quick Help and Quick Tips on or off.

### Click the option you want:

[Increasing the Game Speed](#)

[Changing the Start Level](#)

[Changing the Default Player Name](#)

[Turning the Background Music On or Off](#)

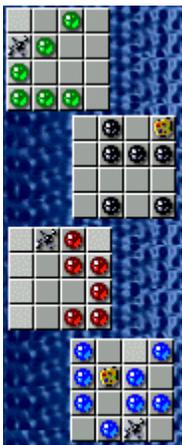
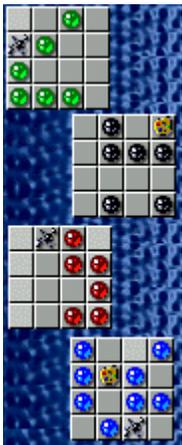
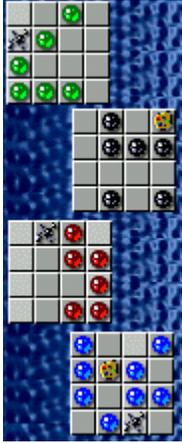
[Turning the Sound Effects On or Off](#)

[Turning Ask for Player's Name On or Off](#)

[Resetting the High Scores](#)

[Turning Quick Help On or Off](#)

[Turning Quick Tips On or Off](#)

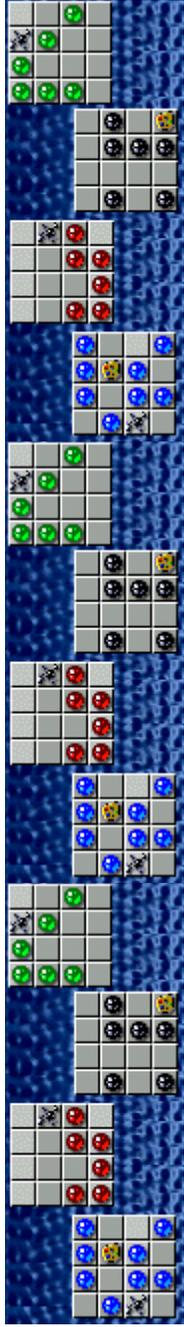


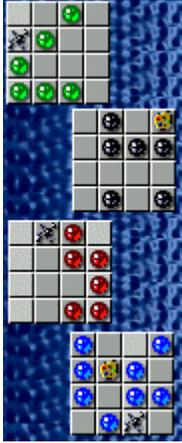
### To increase the game speed

- 1 On the **Game** menu, click **Options**.
- 2 In the **Speed** section of the **Finty Flush** dialog box, select **Easy**, **Medium**, **Hard**, or **Crazy**.  
Changing game speed affects how quickly columns of balls appear in the upper grid.

### See also

[Game Options](#)





### To change the start level

There are infinite levels in Finty Flush. You can select level 1 - 10 to start with instead of playing from the beginning. Each time you manually select a new level, the game restarts and your score returns to zero.

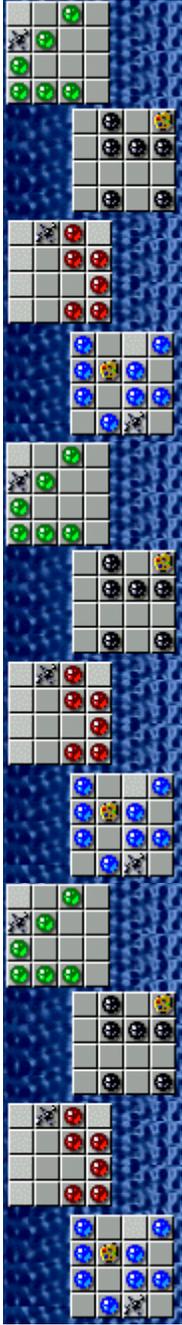
- 1 On the **Game** menu, click **Options**.
- 2 In the **Start Level** section of the **Finty Flush Options** dialog box, click the up or down arrow to increase or decrease the start level of a game. The start level affects how many different colored balls you have to work with, and whether blots, paint palettes, and mixed columns appear in the upper grid.

A new feature is introduced on each level through level 7.

### See also

[Game Options](#)





**New features on each level**

**Level 1:** One ball color in the upper grid.

**Level 2:** Two ball colors in the upper grid.

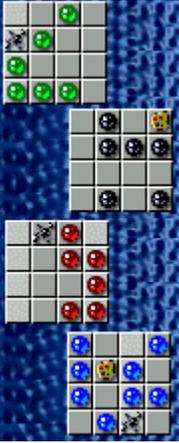
**Level 3:** Three ball colors in the upper grid.

**Level 4:** Four ball colors in the upper grid.

**Level 5:** Paint palettes appear in the upper grid.

**Level 6:** Blots appear in the upper grid.

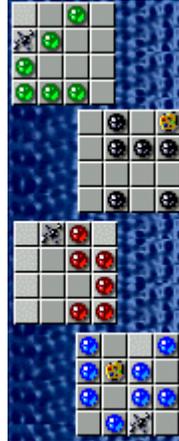
**Level 7:** Balls, paint palettes, and blots are mixed in columns in the upper grid.



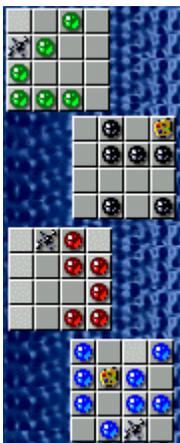
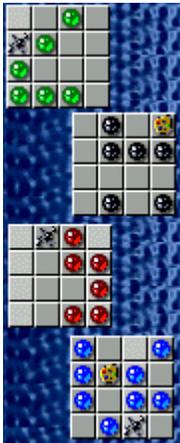
## Blot

If you want to remove a ball, drop a blot  on it. The ball will disappear.

## Paint palette



If you want to change the color of a ball, drop a paint palette  onto it. The ball will change to the color dominating the rest of the grid.



### To change the default player name

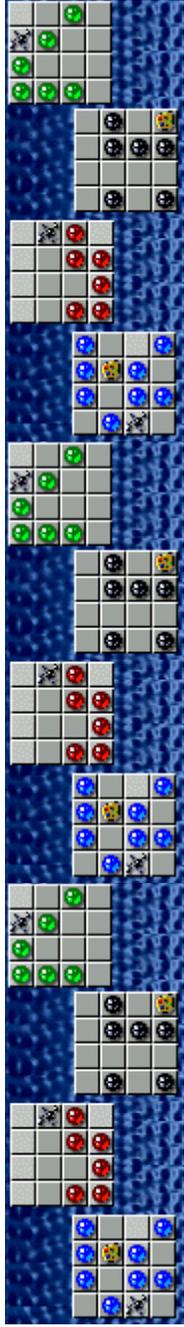
You can change the name that appears by default in the **High Scores** list.

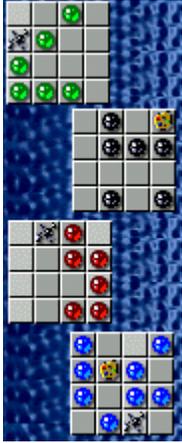
- 1 On the **Game** menu, click **Options**.
- 2 In the **Finty Flush Options** dialog box, type your name in the **Please Enter Your Name** box.

### See also

[Game Options](#)

[Ask for Player's Name](#)





### To turn the background music on or off

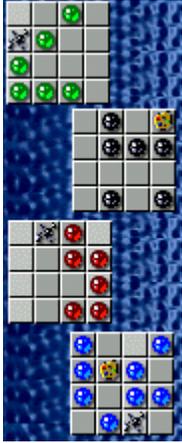
- 1 On the **Game** menu, click **Options**.
- 2 Select or clear the **Background Music** check box in the **Finty Flush Options** dialog box.

### See also

[Game Options](#)







### To turn the sound effects on or off

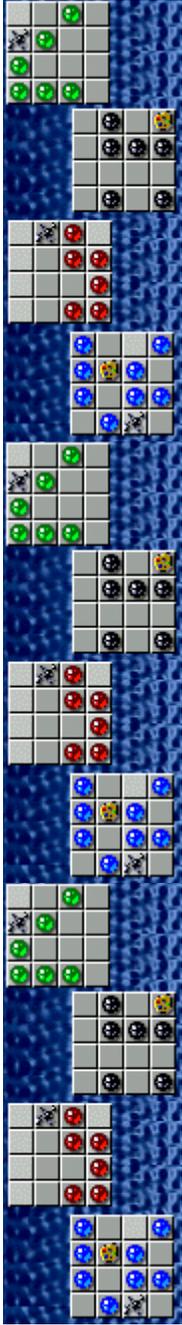
- 1 On the **Game** menu, click **Options**.
- 2 In the **Finty Flush Options** dialog box, select or clear the **Sound Effects** check box

### See also

[Game Options](#)







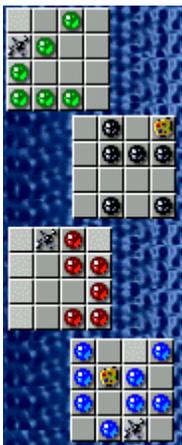
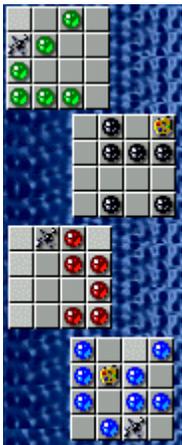
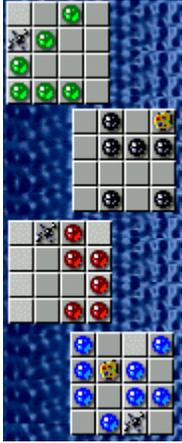
### To turn Ask for Player's Name on or off

You can choose to have your name appear automatically in the **High Scores** list when you earn a high score, or you can enter your name each time you earn a high score.

- 1 On the **Game** menu, click **Options**.
- 2 In the **Finty Flush** Options dialog box, select the **Ask for player's name** check box if you want to enter a name each time you earn a high score. Clear the box if you want the name in the box to appear automatically in the **High Scores** list.

### See also

[Game Options](#)



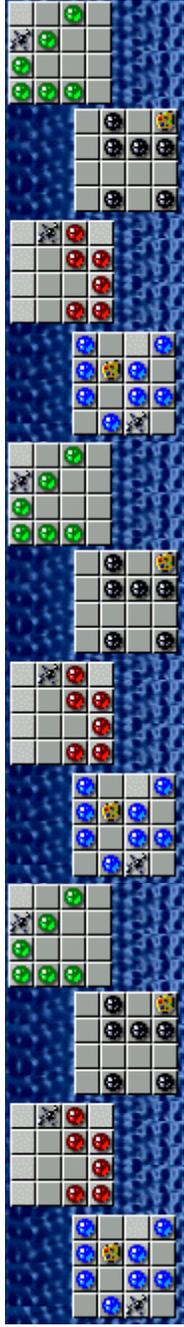
### To reset the high scores

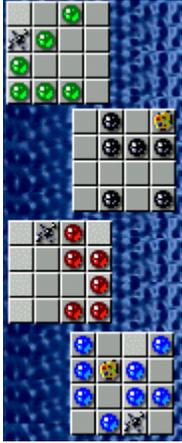
When you reset the **High Scores** list, all high scores listed return to zero.

- 1 On the **Game** menu, click **High Scores**.
- 2 Click **Reset** in the **High Scores for Finty Flush** dialog box.

### See also

[Game Options](#)





### To turn Quick Help on or off

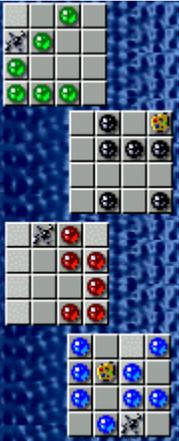
Quick Help provides brief instructions for the game, including the game's Objective and How to Play.

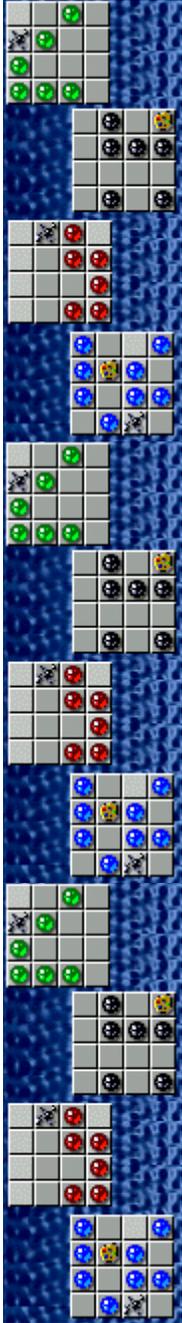
- 1 On the **Help** menu, click **Quick Help**.
- 2 Select or clear the **Skip Quick Help at Startup** check box in the **Finty Flush Quick Help** dialog box.

### See also

[Game Options](#)







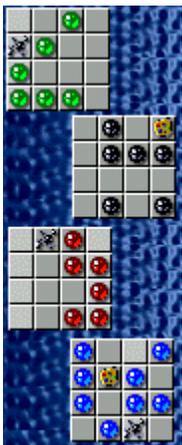
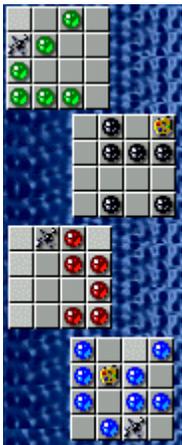
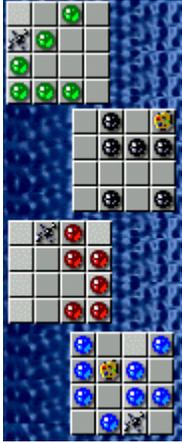
### To turn Quick Tips on or off

Quick Tips provide quick information on key game features as they appear or levels as they occur.

- 1 On the **Help** menu, click **Show Quick Tips**.
- 2 When **Show Quick Tips** is checked, Quick Tips will appear during gameplay. When **Show Quick Tips** is cleared, Quick Tips will not appear.

### See also

[Game Options](#)



## Credits

### Mir-Dialogue

Project Manager: Valeri Mirantsev

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Producer: Andrey Novikov

Lead Programmer: Nickolay Reshetnyak

Programmers: Vadim Kuznetsov, Nadya Romanchuk

Lead Artist: Marina Lenskaya

Lead Composer: Igor Krasilnikov

Software Test Lead: Yury Romanchuk

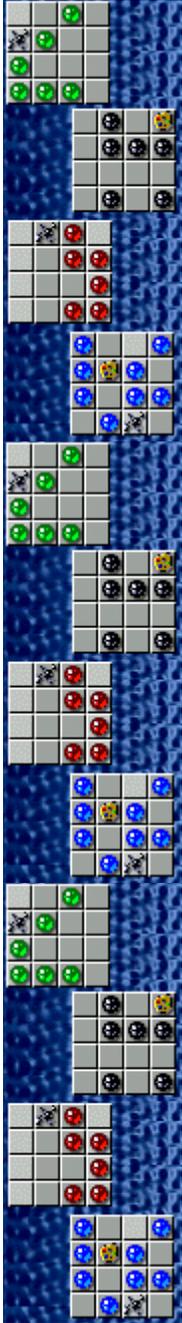
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### Microsoft

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Game Designer: Alexey Pajitnov

Product Planner: Heather Burgess



Product Manager: Ann Martinson

Localization Project Manager: Laurence K. Smith

Technical Support Lead: Steven Kastner

Software Test Leads: Steve Sanford, Matt Gradwohl, Eric Spunaugle

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Jewel Case Artist: Chris Lassen

Icon Artist: Connie Braat

Usability Specialist: Sean Draine

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