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Emlith Version 3.01E

3/27/1992 Yutaka Emura  
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#### Distributed Files

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The distribution should contain the following files.

```
EML  EXE  51008 93-03-27  3:01
EMLE  HLP  17809 93-03-27  3:01
EMLE  TXT
```

#### Requirements

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MS-Windows 3.0 or above is required to run Emlith. A mouse is required only if you choose the 'Select' option in the play mode dialog.

#### Installation

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If the files are on a floppy disk, you should first copy all the files to hard disk. To copy all the files to hard disk:

- 1) Create a directory for Emlith (and perhaps other EmSoft programs). For example, if your hard disk drive is c:, on a DOS prompt, type:

```
c:
mkdir \emsoft
cd emsoft
```

- 2) Copy all the files from the floppy disk to the hard disk. For example if the floppy disk drive is a:,

```
copy a:.*
```

Now all the files are on hard disk. Start Windows, and in Program Manager (or Norton Desktop), select a group window where you would like to add an Emlith icon. Choose 'New' from File menu, type "Emlith" on the title field, hit Tab key to go to the program field, and type "c:\emsoft\eml.exe" if this is where you copied the files. Hit Enter key to close the dialog. If you see an Emlith icon in your desired group window, the installation is finished. You are ready to double click the icon and enjoy Emlith!

This is shareware. If you would like to continue to play the game, please register your name to this shareware. Your contributions will be used to make better software. Foreign registration is welcome. Please refer to Help in Emlith.

#### Revision History

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Version 2.1 (11/12/91)

- Increased the number of the liths to 60.

- Added various play modes such as the Challenge mode.
- etc.

#### Version 2.2 (2/9/92)

- Made it resizable.
- Added the "Save Size when Exiting" option.
- Added the "Default Size" menu.
- Corrected the bug that the parts of the scores are hidden, and made the scores windows 3-D looks.
- Enriched the help file. Supported the [F1] key when the pull down menu is open.
- Located the dialogs at the center of the screen.
- Allowed the game start from a different stage for registered users.
- Changed the color of the wall to green.

#### Version 2.3 (2/15/92)

- Fixed the bug that was using up the memory and ended up to the Unrecoverable Application Error.
- Fixed the bug that the window size kept shrinking when changing the stage.

#### Version 2.4 (3/7/92)

- Fixed the error when there was no timer available.
- Abolish the maximize button.
- Fixed the bug when closing as the minimized size.
- Fixed the error when using under the debug version of Windows.

#### Version 2.5 (3/31/92)

- Changed the message when invoking under the real mode.

#### Version 2.6 (10/1/92)

- Added items (Bomb, Oil)!
- Enabled users to change the rotation direction.
- Fixed the bug that there remained the trail of the blocks when using in the larger window size.
- Enabled users to select the tone of the sound.
- When running more than one instance, the cursor after the second instance used to look different. Fixed this bug.
- Simplified the routine that examined the possibility of the lith rotation.

#### Version 2.7 (12/15/92)

- Changed the password for registration.
- Fixed a bug that a GDI was not deleted when closing the window.

#### Version 3.00 (1/30/93)

- Added the registration information in Europe.

#### Version 3.01 (3/27/93)

- Fixed the bug when a system timer cannot be obtained.

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