

ColorFall 1.11
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What is ColorFall you ask?

It's a simple yet addictive game. A square containing 4 different colors, (or patterns if black & white), will drop from the top of the screen at a certain speed depending on the current level of play. Your job is to move it left or right and rotate it, if necessary, to place it where you want it to go. When the square is above the place where you want it to end up and it's rotated the way you want it, you can drop it using the Drop key rather than waiting for it to reach the bottom. You are trying to get 4 (or more) colors in a row, in a column, diagonally, or in a box. Try to get as many points as you can before stacking colors to the top!

Starting the Game:

Start a new game by selecting the "New Game..." option from the "File" menu..

Setting options:

You can now choose to use one of several different shapes and colors by using the pop-up menu. Try each one to see which one you like best! You can also choose how many colors (or shapes) to use, (the more colors, the higher the scores), and several other settings by selecting the "Options" item from the "Options" menu.

Check Boxes:

If the "No Stragglers (fewer points)" option is checked, all pieces above a piece that is removed will drop down to the next available spot. If the option is not checked, pieces will only drop down however many pieces were removed in that column. The game is easier if it is checked!

If the "Drop Every Level (fewer points)" option is check, every level the whole game board will drop down one level. Having this option checked will get you fewer points.

If the "Use Black & White Shapes" option is checked, only the black & white shape types can be used (patterns, no colors). This is useful if you're running on a gray-scale monitor and the colors just don't look right.

If you change the options while in the middle of a game, you will start a new game with the new options you've selected.

ColorFall Settings:

You can set other keys to use as the Left, Right, Rotate or drop keys by selecting the "Configure Keys..." option from the "Options" menu.

Game Play:

You can pause at any time by selecting the "Pause Game" option from the "File" menu.

Surprise! At levels greater than 2, some strange things can happen that may help or hinder you! You never know what's going to happen or when. Sometimes you can control these things, sometimes you can't! Good luck!

ColorFall Scoring:

Your score depends on several factors:

1. If "Show Next Piece" is checked in the menu, your score will be less.
2. If when you start a new game you check the check box "No Stragglers (Fewer Points)", you will get about 3/4 the normal points each time you get a score.
3. You get more points by selecting to use more colors from the Pop-up menu in the Preferences dialog.
4. Your score will be increased by how many extra colors (over 4) you get in a row, column or diagonal.

The scoring is as follows:

ACROSS = 5
DOWN = 5
BOX = 8
DIAGONAL = 10

System Requirements.

- System 6.0.5 or higher
- System 7 savvy
- Runs in Color or Black & White
- Hardware: Mac Plus or better

Versions:

- 1.0 Initial release of ColorFall (3/31/94)
- 1.01 Fixed a sound problem that would slow the game down on certain machines (4/15/94)
- 1.1 Changed sound routines again, fixed a couple of undocumented features :-), added new shapes (rather than just colors), added routine to check screen depth and change if necessary and added new random happenings! (10/7/94)
- 1.11 Added registration application and changed address. (6/21/96)

Thanks!:

I want to thank Bob Bittner, Jerry Fox, Mark Hall, Steve Kayner, Garrett Lang, Sean McNiff, Casey Meaden, Isaac Reuben, Scott Sattler, Kevin Savetz and Peace Gardiner for all the help with testing and the mahvelous suggestions!

Distribution:

It's OK to upload this program to any BBS (or place on CD's) as long as the two documents

accompany the game and I am sent a copy of the CD.

This is Shareware:

I've worked very hard on this game and would like to continue to update ColorFall as well as release other useful and fun utilities and games, but the only way I can do this is if you send in the requested fee. Please, if you use this, send in the small fee requested along with the registration form (it can be filled out and printed from within the "Registration (open me!)" application). VISA and MasterCard payments are now accepted via FAX, email and standard mail. Do your part to keep the idea of shareware (and me) going! Thank you.

I have tested this game to the best of my ability, but cannot possibly test it with every application, INIT setup, etc. If you find any problems, please let me know about it. Also, if you have any suggestions of other features you'd like to see in this game, let me know. You can contact me at the address or on-line service below (America Online is preferred):

Shareware fee: \$10

You can contact the author at this address:

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Home Page.....: <http://www.northcoast.com/~jvholder>
(check for the latest new releases and updates!)

OTHER PROGRAMS:

I have written several other shareware games and utilities. They are described below along with the price for each; price does not include disk or postage. To get the latest versions of all of these to try out for yourself, send a disk with a self addressed stamped envelope or send \$5 and I will supply the disk and pay postage.

GAMES:

Escape! - Escape is a simple strategy game that's mind-bogglingly similar to an old computer game called Daleks, though there's lots more goodies in this game! Control a guy as he runs around mazes trying to collect gems, weapons, mines and the occasional extra life, finding tunnels to pass through; while stupid, but persistent, robots attempt to smooch him. Simple, but addictive as all-get-out. (\$10)

ColorFall - A simple, yet very fun and addictive, new game! Blocks of 4 colors (or patterns for B&W) drop down; you position and rotate them where you want them and let 'em drop! Try to get 4 or more in a row down, across, diagonally or in a block... But that's not all!

Random things happen during play to either help or hinder your progress, such as a falling weight, a bomb and other strange things! Try it! (\$10)

SideMinder! - SideMinder! is a challenging game played against the computer. Your mission is to place 3D game pieces on the board, matching as many sides as you can. The more sides you match, the higher the score! Many different options are available, such as various playing boards, tournament mode, rotating pieces, number of colors (or patterns for B&W), and level of difficulty! Try it, you won't be disappointed! (1.02 fixes a Scoring bug and adds new game boards!) I take no responsibility for time or sleep lost due to the habit forming effects of this game! (\$10)

PRODUCTIVITY:

ScrapIt Pro - Try the utility that made MacUser's list of the top 30 shareware programs of 1995! Anything you can copy to the clipboard can be pasted and stored in a ScrapIt Pro file. Features full support of Apple's latest technology; Drag & Drop, QuickDraw 3D, Speech, and more!

ScrapIt Pro, is the editable, searchable multimedia scrapbook... and a mini-word processor to boot! Need a place to store, sort, display and search all of your text notes, sounds, GIF files, JPEG files, QuickDraw 3D files? Look no further, ScrapIt Pro is the utility you've been looking for!

Here's a list of some of the features:

- * PowerMac & 680x0 native code!
- * Searchable comments for each item
- * QuickDraw 3D file support
- * Supports ArchiCAD
- * Search & Replace
- * Scrap File merge
- * Import from Now Scrapbook(tm) files
- * Much better importing capabilities (can now select multiple pictures, sounds or TEXT resources from any file)
- * Import/Export GIF, TIFF, JPEG & EPSF files
- * View GIF, JPEG or QuickDraw 3D items!
- * Sort by date, name or type
- * Edit names right in the list
- * Gallery mode
- * and more!

Here's what some people are saying about ScrapIt Pro:

"ScrapIt Pro is to the Scrapbook Desk Accessory what a Power Macintosh is to an original 128K Mac. Not too many people use the original Mac, so why do we continue to use the Scrapbook?"

- George Louie (eWorld Senior Sysop, ZiffNet/Mac)

"...ScrapIt Pro is one of the best shareware packages available..."

- Norman Tiffany (SPUG Newsletter)

ScrapIt Pro was also very favorably reviewed with several other Scrapbook utilities (mostly commercial software) in an article by David Pogue in the September 1995 Macworld Magazine.

ScrapIt Pro is a simple to use yet powerful editable, searchable multimedia scrapbook which will allow you to archive and retrieve anything you can copy to the clipboard, import or Drag & Drop; sounds, PICTures, Text, QuickTime movies, and lots more.... all accessible at the click of a mouse! You can print thumbnail pictures or text lists of all items in any Scrap file. You can quickly and easily search through all the text items, item names or comments in a scrap file to find what you're looking for.

Use it as a mini-word processor and database; create or edit any text items, change fonts, style, size and color! ScrapIt Pro can play sounds or QuickTime movies; it can view all of a large PICTure by scrolling or shrinking the image to fit in the window; it can select and copy portions of PICT or Text items.

Some suggested uses: Store frequently used clip-art (GIFs, JPEGs, PICTs, etc.), email, letterhead text or graphics or sounds. Create different files to store different categories of data — instantly accessible at the click of a mouse! Keep your favorite recipes in one file, quickly create and store notes in another... or store them all together and search by index.

ScrapIt Pro will open any Scrapbook file (from Apple), SmartScrap, ScrapIt Pro, ScrapIt][or MultiScrap file. (\$20)

TakeABreak - This control panel will remind you to take a break from the computer once in a while... You can have it remind you after a selected time period (every 30 minutes, every 2 hours, whatever you choose) by playing any installed Sound, showing a window, and/or playing a QuickTime™ movie! This is a "must have" utility if you spend over 20 minutes at a time on the computer. (\$5)