

SameGame

Shift/Crew-92

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COLLABORATORS

	<i>TITLE :</i> SameGame		
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Chapter 1

SameGame

1.1 SameGame - The Guide

Requirements

Features

Rules

Credits

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1.2 Requirements

Requirements:

Requires Amiga with KickStart 2.0 or higher.

SameGame runs on PAL, NTSC and Gfx-card screens.

If the screen or windows fails to open, try changing the default font to a smaller font (Topaz 8 is OK).

The only files used are the executable and the hiscores file.

No disk libraries, fonts or graphics files have to be loaded!

To be able to save the hiscore file, the program should be started from a write-enabled disk.

1.3 Features

Features:

- Very small program (less than 10k), written in assembly
 - Works on every Amiga with KickStart 2.0 or higher
 - System-friendly, does not freeze multitasking
 - GadTools user-interface
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- Font sensitive: the System Default Text font is used
- Screenmode sensitive, supports graphics cards on KickStart 3.0 or higher
- Optimized graphics for square-pixel graphics modes
- Standard colours for menus are used on KickStart 3.0 or higher
- The hiscores are saved, to reset the hiscores just delete the file SameGame.hiscores
- It is possible to select a board number by hand, or random

1.4 Rules

The rules of the game:

Pieces can be removed when there is a block of at least two pieces of the same colour. These pieces will be marked when you move the mousepointer over them. After a block is removed, the pieces above it drop down to fill the empty space. When a column is empty, all columns right of it are shifted to the left.

The points of a marked block of pieces are calculated by squaring the number of pieces minus two. So try to remove as many pieces at a time as possible to get a higher score.

When there are no pieces left at the end of the game, you'll get a 1000 points bonus.

1.5 Credits

Credits:

Game idea: KSame for KDE (Linux) which is based on SameGame on the Macintosh

Amiga version:

Graphics and design: Raven/Crew-92 (raven.crew-92@altavista.net)

Coding: Shift/Crew-92 (shift.crew92@poboxes.com)

Thanks to Camiel for beta-testing.

This game is freeware!
