

SameGame

Shift/Crew-92

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COLLABORATORS

	<i>TITLE :</i> SameGame		
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REVISION HISTORY

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Chapter 1

SameGame

1.1 SameGame

Requirements

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1.2 requirements

Requirements:

An Amiga with OS 2.04 or higher.

For some features OS 2.1, OS 3.0 or higher is required.

SameGame can use its own screen, or open a window on any public screen.

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

When using locale, also files from the Catalogs drawer are used.

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

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 (about 8k), written in assembly

- Works on every Amiga with OS 2.04 or higher
- System-friendly, does not freeze multitasking
- GadTools user-interface
- Font sensitive: the Screen font is used
- Screenmode sensitive, supports graphics cards on OS 3.0
- The window can open on the Workbench with OS 3.0, see
 - Tool Types
 - Optimized graphics for square-pixel graphics modes
- Standard colours for menus are used on OS 3.0
- Support for locale is included
- The hiscores are saved, to reset the hiscores just select Clear hiscores from the menu
- The board number is shown in the hiscore window
- It is possible to select a board number by hand or randomly
- It is also possible to play the boards in sequence
- There are 65536 different boards to play (numbered from 0 to 65535)
- Can be started from CLI or Workbench

1.4 Tool Types

Tool Types:

Display options:

Note that these only work on OS 3.0 or higher.

When no display tool type is specified, auto mode is used: if a window on the default public screen is not possible, then a custom screen is opened.

SCREEN: SameGame opens its own screen.

PUBSCREEN: SameGame opens its window on a public screen which name is entered after the PUBSCREEN tool type. If no name is specified, the default public screen will be used.

Other options:

SELECTBOARD: To select the new board number manually.

NEXTBOARD: To play the boards in sequence.

1.5 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.

1.6 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)

Icon: Luca 'Hexaae' Longone

Translators:

deutsch: Nils Görs

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nederlands: Ronald van Dijk

Thanks to Luca, Javier, Francis and Nils for some ideas

Thanks to Camiel and Luca for beta-testing.

If you like this game please send an email to: shift.crew92@poboxes.com

1.7 history

History:

Version 2.4 (31.72)

Added features:

- The Hiscores window now highlights the hiscore you've just made
- The Hiscores window shows the board number
- A new hiscore file format is used
- Old hiscore files are automatically converted
- Added catalogs for deutsch and italiano

Version 2.3 (31.53)

Added features:

- Locale support added
- Included catalogs for français and nederlands

Version 2.2 (31.33)

Added features:

- The boards can now be played in sequence

Version 2.1 (31.14)

Added features:

- Tooltypes and menu items now comply to the Amiga Style Guide
- Includes NewIcons icons

Bugs fixed:

- The graphics were distorted when the screen had 256 or more colours

Version 2.0 (31.02)

Added features:

- Startable from Workbench
-

- Runs in a window on the Workbench
- Includes icons
- The Screen font is used
- Clear hiscores
- Restart game

Version 1.0 (30.32)

First released version
