

Kainan for Windows

Kainan

for

Windows

Ver. 1.00E,

(C)MT.NEWS

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Rules of the Game

Menus

Designing Your Own Board

Development Environments

Development/Test Environments

PC-9801RA21+Cyrix, MS-Windows3.1J

Pentium 90Mhz, MS-Windows3.1J

IBM ThinkPad 500,MS-Windows3.1

Software Used

Borland C++ 4.0J

MIFES for Windows

RoboHELP (Sample)

Menus

Game

New Game

Go to level 1 and start a new game.

Restart

Restart the save level.

Undo

Take back the last marble movement.

Go To Level

Start a new game at the specified level (level starts from 1).










Change Board


Change file containing board layouts. The default board is KAINAN.STG (20 levels)

Exit

End the game and close the Kainan for Windows window.

Rules Of the Game

Drag the marble()


)(press down the left mouse button when the mouse pointer is on the marble) to the square you want it to move to and drop it (release the left mouse button). A marble can not be placed on a wall (



).

A marble may be placed on top of another marble only when there is an empty() square in the same row or in the same column. In this situation, the marble already on the square will be pushed out to the empty square in the direction shown by the mouse pointer. When there are several marbles between the cell where the marble is going to be placed and the empty square, every marble in between will be shifted. Furthermore, the cell of the marble you are about to move becomes empty when it is chosen or lifted, so you will always be able to switch a marble with its adjacent one.

To remove the marble from a board, 3 marbles of the same color must be lined-up in a vertical or horizontal row. The squares where they were removed will turn into a wall.

A level ends when all marbles are removed from the board.

Designing Your Own Board

Board design kept in the KAINAN.STG file. You can modify or add to this file or you can create your own board design file.

The board layout information is in the following format:

Stageyyzz=xxxxxxxxxxxx

where: yy is the stage number (right-justified with padded zeroes)

zz is the row number (right-justified with padded zeroes)

x is the cell information.

The cell information is one of the followings:

' ' = empty (no marble, placement of marble allowable)

'1' = red marble

'2' = blue marble

'3' = yellow marble

'4' = green marble

'5' = wall (no marble, placement of marble disallowed)

As an example, following is the layout information of the default 1st level:

Stage00101=55555555555555

Stage00102=55555555555555

Stage00103=55555555555555

Stage00104=55555555555555

Stage00105=55555555555555

Stage00106=55555555555555

Stage00107=55555112155555

Stage00108=55555221255555

Stage00109=55555555555555

Stage00110=55555555555555

Stage00111=55555555555555

Stage00112=55555555555555

Stage00113=55555555555555

Stage00114=55555555555555

