

MagicNumbersE

COLLABORATORS

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

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Chapter 1

MagicNumbersE

1.1 Main

Magic Numbers 1.2

(c) 2001 Magic Software

Copyrights

Requirements

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Credits

1.2 Copyrights

Copyrights

This program is freeware. It may be freely distributed.

You may not modify the program or any file that comes with it.

You use this program for your own responsibility. Authors are not responsible for any damage or loss caused by using it.

1.3 Requirements

Requirements

Game requires:

- Kickstart 3.0
- MUI 3.8
- utilities.library 1.2 (included)

1.4 Installation

Installation

To install this game just run the installation program from the "Install" directory.

1.5 Game rules and usage

Game rules and usage

The board is divided into cells, which has a positive or negative number of points assigned to it. First player can move across the board only in horizontal and second player only in vertical. After selecting any of the cells, points assigned to it are added to points of player who selected it. Players' goal is to get as many points as possible. Game ends when all cells are selected or if current player is not able to make next move.

Game can be controlled using keyboard or mouse. In the first case, cursor keys are used to move across the board and [Enter] is used to select a cell. In the second case, just click on a cell you want to select.

1.6 Menus

Menus

Game:

- New game Start new game
- Restart game Restart game with the same numbers on the board

- Undo Undo move. In case of one player game, using this option makes it unable to get on the highscore list
- Options... Edit options
- Edit levels... Edit levels
- Highscore... Show highscore
- About... Show informations about the game
- Hide Iconify
- Quit Quit

MUI:

- About... Show informations about MUI
- Settings... Edit MUI settings

1.7 Options

Options

- Players Number of players
- First move Player which will make the first move
- Level Level on which you will play
- Digits Digit set used to display points
- Images Image set used on the board
- Face button Face images

1.8 Level editing

Level editing

Level edit window can be opened by selecting "Edit levels..." from "Game" menu.

At the left of the window there is a list of all defined levels. Order of levels in this list determines order of levels in the options window and in the highscore window.

To change any of the level attributes, select it and enter its new name or dimensions in the string gadgets below the list. All levels have to satisfy following conditions:

- level name must be at least one character long
- each level must have different name
- level dimensions must be between 2 and 99

At the right of the window there is a group of buttons:

- "Add" Add level at the end of the list
 - "Insert" Insert level in front of selected level
 - "Delete" Delete selected level
 - "Undo this" Undo changes made to the level after selecting it
 - "Undo all" Undo all changes
 - "Save" Save levels
-

"Cancel" Close window and restore level list from before the edition
Each level has its own list of highscores.

1.9 Highscore

Highscore

Highscore window can be opened by selecting "Highscore..." from "Game" menu.

This window shows ten best results for each level. To change the level use the gadget at the top of the list. Below the list there's a string gadget where you can enter your name after getting on the list.

At the bottom there are three buttons:

"Clear" Clear currently displayed highscore
"Clear all" Clear all highscores
"Close" Close the window

1.10 History

History

V1.2

- "undo" and "restart game" functions are available
- in the level editor order of levels can be changed using drag&drop
- digit number has been reduced to three
- few new gfx sets are available

Thanks to Andreas Kuerzinger and Juergen Urbanek for suggestions.

V1.1

- bug fix: if the options were saved with players set to two then, after running the game again, first move automatically changed to player two
- bug fix: sometimes on the menu bar appeared weird junks. We're not exactly sure why it happened but it could be caused by a small error in function reading the catalog. Lets hope it's fixed now
- in the game window a pretty smiling face has appeared :)
- few changes in the level edit window: two new buttons ("Undo this" and "Undo all"), automatic gadget activation after pressing Enter and deactivation of gadgets when no level is selected
- in the highscore list there's ten entries instead of five
- last highscore entry is now bolded
- there are new digit and image sets available
- together with the game comes german catalog

Thanks to Andreas Kurzinger and Maciej S. for suggestions and bug

reports.

V1.0

- first version of the game

1.11 To do

To do

If you think that any of these functions would be useful, let us know about it.

1. Playfield backdrops - instead of empty cells, a picture randomly loaded from the selected directory would be uncovered

1.12 Contact

Contact

Any comments and questions send to:

email@magicsoftware.prv.pl

If you would like to get updates or our other productions, visit our page:

<http://www.magicsoftware.prv.pl>

1.13 Credits

Credits

Here's the list of authors of extra files coming together with the game.

Imagesets: Aquaset, Diceset, Green-Blue, MagicRic and Marbleset were created by Richard Kapp (narr.cybersdorf@gmx.net, <http://narr.ohgo.com>).

German catalog and BNSMWB sets were created by Andreas Kuerzinger (satanas666@freenet.de, <http://people.freenet.de/satanas666/>).
