



SameGame2

version 1.0, November 28, 2002.

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Introduction

SameGame2 is a PalmOS version of the highly addictive game SameGame. SameGame2 is based on code by Hein Venter and since he made his source code available I will do the same.

- Source code for Hein Venter's version can be found at <http://www.geocities.com/ResearchTriangle/System/2771/Pilot/palmpage.html>.
- Source code for SameGame2 (this game) is available at <http://www.chronologic.se/Palm/>.

Installation

The file “SameGame2.prc” accompanies this manual and is the actual SameGame2 game program. Follow the instructions included with your device’s documentation to load “SameGame2.prc” onto your device.

Object of the game

There are two main objects of SameGame2 – remove as many tiles as possible, and remove tiles in



the largest possible groups. You get points for each group of tiles you remove, and the larger the group, the higher the score.

When you tap an unselected tile, that tile and all adjacent tiles of the same colour are selected.

When you tap a selected tile, all of the selected tiles are removed.

You get points when tiles are removed. The more tiles you remove at one time, the more points you get (the points go up exponentially!).

When tiles are removed, the resulting gaps are filled from the top. If entire columns are emptied, tiles to the right of the empty column will move left.

Only tiles that share a side are considered “adjacent”. Tiles that share only a corner are NOT considered “adjacent”. You can't select “solo” tiles.

Running the program

To start SameGame2, tap its icon in the application launcher. SameGame is installed by default under the “Games” category.

Values on screen

Selected

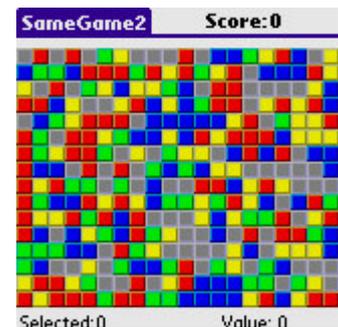
“Selected” shows the number of tiles selected.

Value

“Value” shows the point value of the selected tiles.

Score

“Score” shows your current score for the game.



Menus

There are two menus in the program: the Game menu and the Help menu.

The Game menu

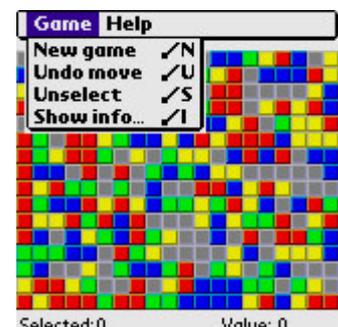
The Game menu contains four items: “New Game”, “Undo move”, “Unselect” and “Show Info”.

New Game

Selecting the “New Game” menu item will start a new game and cancel the current one if one is in progress.

Undo Move

Selecting the “Undo Move” menu item will undo your last move. Undo can be used multiple times and can take you all the way back to the beginning of the game. Pressing the Up Arrow key is a shortcut for “Undo”.



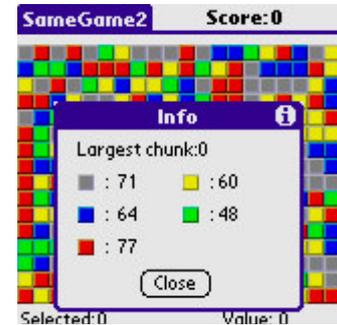


Unselect

Selecting the “Unselect” menu item unselects whatever tiles are selected without removing them. This is especially useful in the beginning of the game when there is not much empty space to tap. Tapping empty space with no tile is the same as “Unselect”.

Show Info

Selecting the “Show Info” menu item displays the size of the largest chunk removed so far and the number of tiles of each colour left on the board. Pressing the Down Arrow key is a shortcut for “Show Info”.



The Help menu

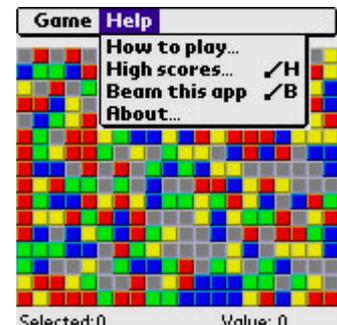
The Help menu also contains four items: “How to play”, “High Scores”, “Beam this app” and “About”.

How to Play...

Selecting the “How to play...” menu item displays a condensed version of this document.

High Scores...

Selecting the “High Scores...” menu item displays a list of the high scores.



Beam this app

Selecting the “Beam this app” menu item beams SameGame2 to another PalmOS device.

This action can also be triggered if “Beam Data” has been selected in the Buttons Preference panel of PalmOS for dragging the stylus from the graffiti area to the top of the screen.

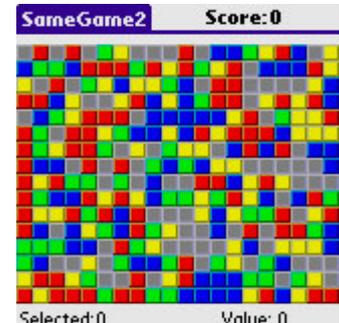
About...

Selecting the “About...” menu item will display information about SameGame2.



Playing the game

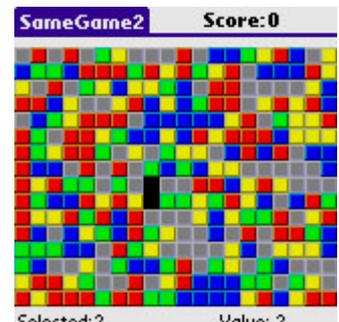
Start with a new game, either by launching the application for the first time or by selecting “New Game” from the Game menu. The screen looks something like the one to the right.



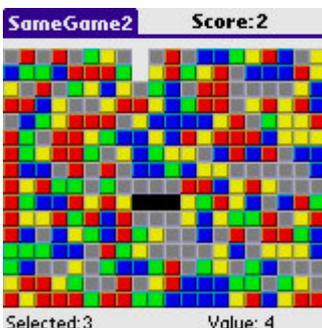
Lets start by looking at the information for this game by bringing up the information screen (there is a screen shot at the top of the previous page). This tells us that it is probably a good idea to work with the gray or the red, since they are the most common.

Remember that in order to score really high it is important to get as large chunks as possible. It is therefore a good strategy to try to keep the most common ones and remove the others, thus creating large blocks of tiles.

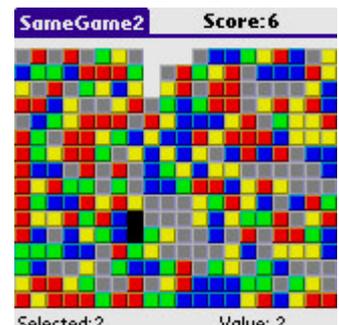
Since the red tiles are rather scattered I'll concentrate on the gray. Just to illustrate what difference the number of tiles in a block makes I'll concentrate on the gray chunk in the middle. If you try to select it you'll notice that it is ten tiles and they are worth 74 points.



I'll start with removing the two blue ones. Two tiles are the smallest possible unit that it is possible to remove. It scores only two points, so it is a fairly useless move to make in itself.



Then I'll remove the three green ones above the gray area which has now been increased to three due to the shift down of tiles from the top. This has the effect that the gray ones above are shifted downwards and are joined with the larger gray group which was the main reason for my interest.



And then the two red to the left: this moves the two gray ones down and joins them with the gray group. If I now select the gray region we see that although it has been enlarged by only five tiles, the score has increased by 110!

The strategy from here on is to try to extend this group as much as possible before removing it. Don't be afraid to fiddle around, that's why the undo is there, just to try out different strategies.