Chinese Tiles

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Chinese Tiles is a single-player game much like memory, you have to match tiles and remove them. You might recognize the tiles from the old chinese game Mah-Jongg.

There are many shareware versions of this game for various systems. I've seen a couple of others for the mac as well.

When you start a new game 144 tiles are randomly placed. The object of the game is to remove the tiles, one matching pair at the time until all tiles are removed.

SYSTEM REQUIREMENTS
1) System 7 (or greater)
2) 256 Colours (it works with 256 grayscale)

How to Play

REMOVING TILES

A tile can be removed if :
1) There is not a tile on top of it.
2) There is not a tile either on the left or right(or both) of it.

Ways to remove a pair of tiles:
1) Mark two tiles by clicking on them with the mouse and press command-R on the keyboard.
2) Mark one tile, and double-click the second.

TILESETS, DESCRIPTION

There are usually four of each tile, except in the classic tileset.

Classic tileset:
There are four tiles for the seasons(SUM, AUT, WIN, SPR) that match each other and there is ORC, PLUM, MUM and BAM that also match each other.

Menus

LAYOUT

In the layout menu you can choose layout.

TILESETS

In the tileset menu you can choose tileset.

Choosing custom brings up a file dialog box where you can choose a tileset you have made yourself.

If you load a tileset made for 12" (512x384) resolution it will be scaled up if you play in 13" (640x480) resolution. It follows that if you load 13" (640x480) tileset while playing in 12" (512x384) mode it will be scaled down. Scaling down is somewhat OK, scaling up doesn't look so good.

SPECIAL

In the special menu you have three options.

Find
Find next pair to be removed.

Undo
Undo last move.

Remove
Remove the currently marked pair.

Peek
Take a look at the tile under the currently marked.

Hall Of Fame
A higscore list.

The highscore result:

Highscore = InitialNumberOfTiles - (InitialNumberOfTiles-TilesLeft) + InitalTilesPossibleToRemove;

Sound
Put on the sound effects. (Only a few yet)

Some better sounds will hopefully be added in a future release.

Background colour
You can choose a custom background colour.

Iconize
My implementation of "Boss coming", so that you can hide away your game quickly.

Window Size
In the preferences menu you can chose between between two screen sizes. One screen size for those of you with Colour Classics or 12" screens with resolution 512x384 pixels and the other screen size for you with 13" or larger screens showing a resolution of 640x480.

MAKING CUSTOM TILES

You can make your own tileset using the tile template enclosed. Make a copy of the template. Open the tile template and have a nice time making the tiles.

The game is designed so that the first four tiles (from left top) should be alike as the next four after those. Of all other tiles there should only be one. The last tile on the last row is used for marking tiles, by choosing an appropriate colour here it will look better in the game.

There are two tile templates, one for 12" and another for 13" resolutions.

DISCLAIMER

The game shouldn't make your machine crash but , NO GUARANTIES , use the program at your own risk. The game has not been tested on every existing mac ever made or system configuration. If you run into any problems with this software inform me and I will correct it as soon as possible.

DISTRUBUTION

This game may NOT be included in any commercial software collection sold for profit, nor may it be bundled with any commercial software, hardware, books, or other media without prior written consent from me.

HOW TO REGISTER

If you like the game send me a $10 (US) in cash to the adress below. You will then receive the registration code, to get rid of the annoying shareware-notice dialog box, by E-mail or ordinary mail (or FAX). If you have no other possibility you may send me an **INTERNATIONAL money order.** No ordinary checks please, I can decorate my wall with them, othervise I can't do much with them(at least some of them).

If you add your e-mail adress you will get the most recent version, if any. That's if you want me to send it to you.

Don't forget:
• Your name and adress
• What program you are registering
• The version number of the program(Get info)
• Your e-mail adress if any

NOTE:
In the process of changing e-mail my adress-book got lost. If I promised to get in touch with anyone relating this game please send a new e-mail to the adress below.

You can reach me by snail mail:

Predrag Stanojevic
Friisgatan 33
S-21421 Malmö
Sweden

or by e-mail:

predrag@pst.pp.se

I'm setting up a new web-page(still under construction):
http://home.passagen.se/pece/index.htm