

MemoryBlocks v.4.0

Megasoft2000 Ltd 1999 - 2002
Palm Software Division (PSD)
Platform: Palm OS 3.0, 3.1, 3.3, 3.5, 4.0, 4.1, 5.0!

Game installation.

To install this game you should synchronize the "**MemoryBlocks_xxx.prc**" application to your device.

Files can be installed by using the Desktop S/W or just any other application.

- **MemoryBlocks_HR_64K.prc**
For color device (320x320, 16 Bits): Sony Clie` PEG-N760, N610, T615, T625, T650, NR-70, NR-70V, ...
- **MemoryBlocks_HR_256Color.prc**
For color device (320x320, Palm OS 3.5, 8 Bits) - Sony Clie` PEG-700/710, ...
- **MemoryBlocks_HR_Gray.prc**
For mono device (320x320, 4 Bits) - Sony Clie` PEG-T415, T425, ...
- **MemoryBlocks.prc**
For color device (160x160, Palm OS 3.5 and greater, 8 Bits) - Palm IIIc, Palm m505, m515, Visor Prism, ...
For mono device (160x160, Palm OS 3.3 and greater, 4 Bits) - IIIx, V, Vx, m105, m125, m500, ...
For B/W device (160x160, Palm OS 3.0/3.1, 2 Bits) - Palm III, IIIx, VII, m100, ...

Warning! If you failed to install the desired version to your device you are sure to see the following message:

"You should install MemoryBlocks_xxx.prc for this handheld."

Delete the previous file (prc) and install the file recommended.

Game instructions.



When you press the "Menu Icon" button there appears the menu, which you can use to perform the desired adjustments of the game, scroll through the results of your previous games and study the manual, and also to register this game.



New Classic Game - Start a new Classic game (see the description of this game mode below)

New Guru Game - Start a new Guru game (see the description of this game mode below)

High Scores - Best results table.



Common Settings - Common game settings

Guru Game Settings - Specialized "**Guru Game**" settings



Instructions... - Brief description of the game rules

Registration... - Registration window for this program (see below)

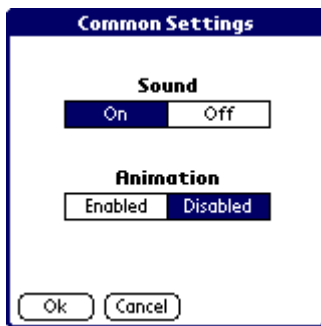
About... - Information about game developers.

Classic Game High Scores			
Fewest Flips			
#	Date	Flips	Time used
1.			
2.			
3.			
Fastest Time			
#	Date	Flips	Time used
1.			
2.			
3.			
OK		Reset	

High Scores.

This window shows your best results with the help of which you are enable to analyze the tenacity and "photographic ability" development of your memory (in case you practice every day!)

Note: this table shows the results only for "**Classic Game**"



Common Settings.

Sound - Sound effects On/Off

Animation - Animation effects On/Off

Guru Settings.



Time Mode - When in "Unlimited" mode, the time given for quantity memorization and blocks memorization is unlimited. When in "Fixed" mode, you are given 3 seconds to memorize one block.

Amount of blocks - Amount of blocks that is necessary to memorize. The game starts with 3 blocks.

Game mode - When in "Increase" mode, after each of the tasks is done correctly one more extra block is added (maximum amount of blocks is 12). When in "Constant" mode, after the correct solution the amount of blocks remains the same until you enlarge it manually.

Theme - One of the 10 additional themes selection.

Blocks may repeat - Blocks doubling in one task.

Show hints - Hint On/off during the game.



Registration.

This game can be purchased at:

http://www.megasoft2000.com/palm_division/memoryblocks.htm

After you have purchased the game you will get the registration code by E-mail. By using this code you can register "Memory Blocks" game. After the registration all the themes will be available for you and also 14 days restriction will be removed.

In Memory Blocks v.4.0 two different game types are realized: [Classic](#) and [Guru](#).

Classic Game



Tiles are randomly dealt with the picture side down. Flip over any two tiles by tapping on them. If the pictures on the tiles are identical they will disappear. If they are not identical they will be flipped back picture side down. Continue flipping pairs until all matches are found and there are no more tiles left. You are scored in two ways. First, by the time it takes you to find all the matches. Second, by the total number of pairs you need to flip in order to find all the matches.

The top scores are displayed in the high score table.

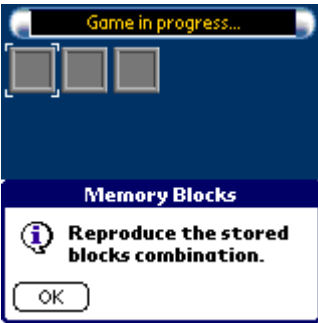
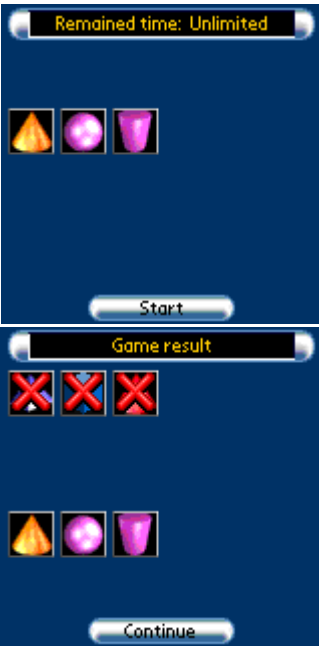
Guru Game



This mode enables gradual load increment to your memory.

In the beginning of the game you are to remember the view and layout of the certain number of blocks (min: 3). After that you are to reproduce these blocks in the required positions.

The difficulty of the game is that with every other level the number of blocks rises (max: 12). To train your memory there is a much quieter mode (without the increase in the number of blocks) that can be installed in the adjustments.



You can use only 1 theme for free for 14 days.

If you want to buy it address to:

http://www.megasoft2000.com/palm_division/memoryblocks.htm

We will appreciate all your remarks and comments, which can be addressed to:

support@megasoft2000.com

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