

MANUAL ENGLISH MATCH MANIAC

System Requirements

Match Maniac runs on any MSX2 , MSX2+, or Turbo-r with a memorymapper of at least 128 KB. It is compatible with MSX-MUSIC and MSX-AUDIO(required if you want to hear the nice samples in some music).

A mouse is not required but it is a big plus for the gameplay.

INSTALLATION ON HARDDISK /COMPACT FLASH

For the lucky owners of this kind of hardware can copy the files on it and simply run.

By typing maniac from the prompt.

The best is to make a directory called maniac and copy the files to it.

Note: The necessary hardware can be found on our webpage as IDE-interface and Compact flash Interface.

THE MENU

After loading and the Abyss logo what disappears quickly , a menu will appear

In this menu, you can select the level in which you wan to start, one of the three background musics and the frequency (choose 50 or 60 Hz)

You can move through this menu with the cursorkey or the mouse and select the spacebar or the left mouse-button.

THE GAME

The aim of Match Maniac is quite simple : you have got to clear all the stages of the stones they contain within a time limit.

To remove the stones, you must connect them by combine two of the same kind and there msut be a free path with a maximum of two corners between them.

If no time remains, you loose a chance. When you have lost three chances the game is over.

Match Maniac contains 40 different stages.

Selecting the level in the main menu will allow you to start at stage 1, 10,20 or 30.

The time limit will change depending on the level you have reached..

There are 4 levels of 10 stages. In each level, when you finish stage 4,8 and 10, you get the reward you deserve for such a level of concentration

Be careful, those rewards can annihilate all your concentration. If you are good enough to finish stage 40 , you will reach the ending part.

HOW TO PLAY MATCH MANIAC

To select the stones, move the cursor to the first stone and click on it.
Its colour will change. To select the second stone, proceed as for the first one.
Now click one more time to validate your choice.
If you want to unselect, press shift (or right mousebutton)

If nothing happens when you validate your choice, this could be for two reasons

1. The stones are not identical.
2. There is no free path between the two stones with a maximum of two corners

In this case, unselect the stones (shift or right mouse button) and try again.
Once you have cleared the stage, you will go to the next one.

THE CONTROLS

In the menu

Cursor keys or Mouse : Move the cursor.
Spacebar or left mousebutton: Select an option

In the game

Cursor keys or mouse : Move the cursor
Spacebar or left mousebutton : Select a stone and validate a selection of two stones.
Right mousebutton : Unselect stone(s)

TIPS

When you are blocked you can click on the ? icon to ask for a hint. The computer will look for two stones that are matching eachother. If there are no possibilities left, you will loose a chance. Use this option only when it's really necessary because you have only five attempts.

The game area is not limited by the size of the screen so keep in mind that there is a virtual empty row above the first one on the screen and also another under the lower one.

STAFF

Martial Benoit and Olivier Hustin : Coding & Testing
Rob van den Bragt and Philip Bezon : Graphics
Rodolphe Carrion : Music

PDF-Manual : Rob Hiep (Sunrise Foundation)

This game and manual have become freeware as respect to the wish of the makers.
If other websites will publish this also on their site they are invited !