



AdriaGames



AdriaMEMO Users Manual

“ A challenging memory game for all ”

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1. Requirements

Data space requirement: 2 k

Program space requirement: 150 k

Mobile phones that support this application are: Motorola T720, Audiovox/Toshiba CDM-9500, Samsung SCH-A530, Samsung SCH-A561 and Samsung SCH-A605.

For technical support, questions or feedback:

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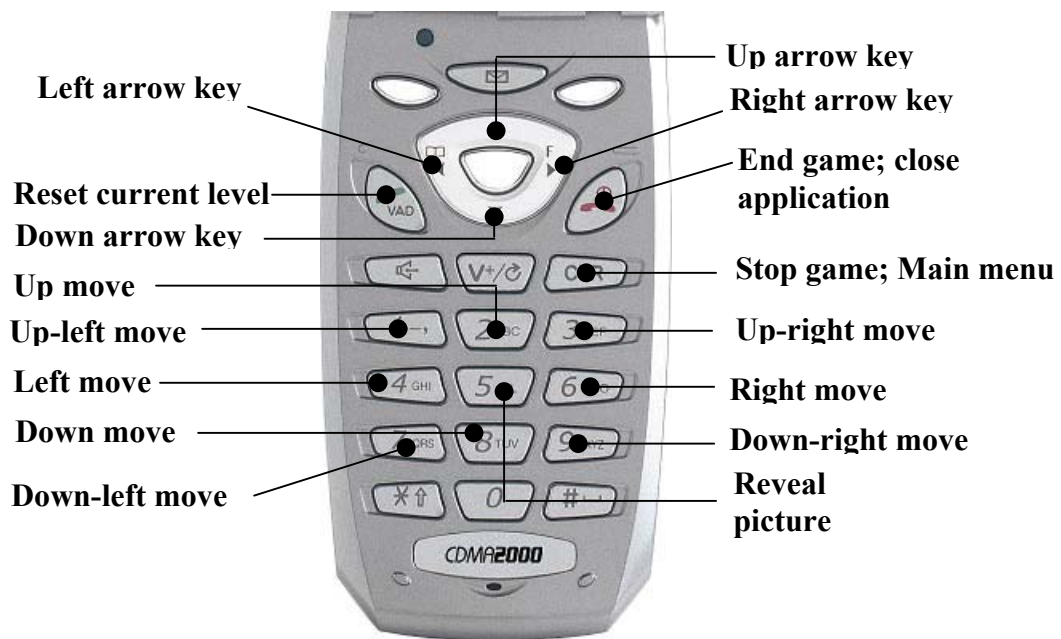
2. Getting Started

This is a classic memory game, the goal of which is to find and uncover all the pairs of the same picture by revealing pictures one at a time. Once you match a pair, they stay revealed. Unmatched pictures will return to being hidden so you must remember the first picture's position when you find its match later. There are three levels with increasing number of pairs to match. At the first level, you can choose one of three offered picture categories: faces, traffic signs or flags. At the higher levels, there is only one set of pictures from different area, so "category icon choice" doesn't exist at those levels. You can make the game even more challenging by turning off the color and the game can be continued from the current position with numbers instead of color pictures. The picture order changes randomly each time you restart a level.

3. Game Controls

Game controls are straightforward (**Picture 1**). You use up, down, left, and right arrow keys to move the cursor from picture to the picture. You can also use the corresponding number keys (2, 8, 4, 6 keys) on the phone keyboard. Move the cursor in diagonal directions by using the number keys 1, 3, 7, 9. Pressing the 5 key will reveal the picture placed at the cursor position. Pressing the SEND key will restart the current level and the picture order will change randomly. To pause the game and exit to the main menu, use the CLEAR (CLR) key. If you continue the game, you will return to exactly where you left off.

In the Main Menu under Options, you can turn the game Sound and Music on or off. You can turn the color off by choosing «off item» in the color submenu. If color is turned on and you are at level 1, you can choose the picture category. These settings will be saved after you terminate the game.



Picture 1.

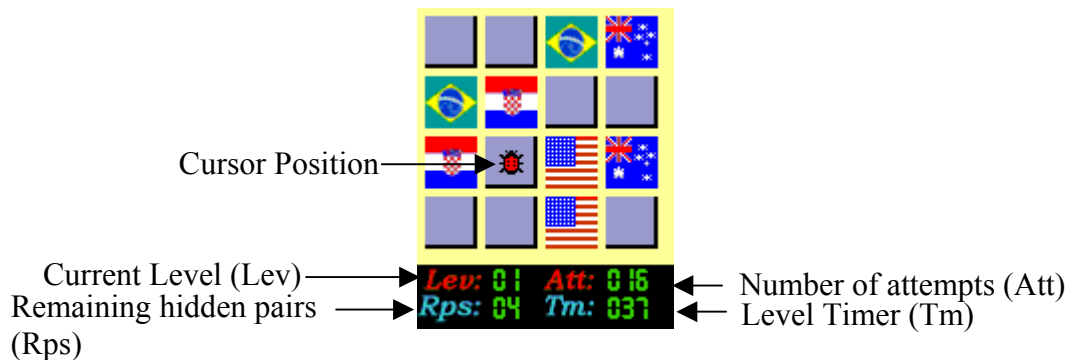
4. Scoring

The game score depends on the number of the attempts to match a pair and the time spent at that level. The lower the value of these parameters, the better the score will be. If you are successful enough to have one of the top 5 scores, you will be asked to type your name for the high scores list.

5. The status field

At the bottom of the game screen is the status field (**Picture 2**) showing the following indicators:

- **Lev:** current level;
- **Att:** number of attempts;
- **Rps:** remaining hidden pairs;
- and **Tm: level timer** showing total time spent on the current level.



Picture 2.

6. Levels

AdriaMEMO has three levels. You can choose the level that you want to play in **the level selection screen (Picture 3)** by moving the cursor (bug) to the left or right and pressing the SELECT key or 5 key.



Picture 3.

The number of pairs at particular level depends on the handset screen size. At the first level there are 6 or 8 pairs, at the second level there are 15 or 18 pairs and at the third level there are 28 or 32 pairs.

On the Motorola T720 (LCD resolution: 120x130 pixels), the second level has 15 pairs (**Picture 4**),



Picture 4.

while on the Samsung SCH-A530 (LCD resolution: 128x146 pixels), the second level has 18 pairs of identical pictures (**Picture 5**).

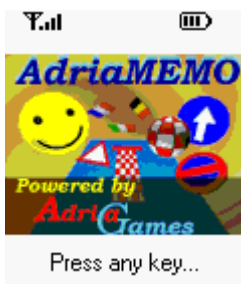


Picture 5.

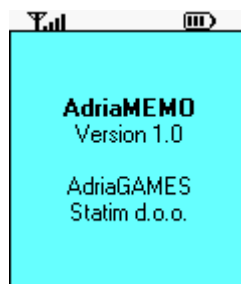
7. Automatic Saving and Loading

You can terminate the application during a game by either pressing the CLR (CLEAR) key twice or by pressing the END key. Game options, such as the high-score list, are saved.

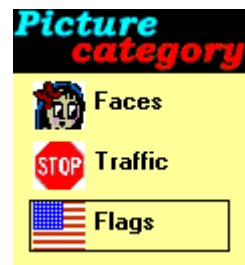
8. Screen Shots



Start



About



Picture category selection