



AdriaROYAL Users Manual

“Poker meets falling blocks in this challenging card game”

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1. Requirements

Data space requirement: 2 k
Program space requirement: 116 k

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

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2. Getting Started

This game combines the addictiveness of falling blocks and the challenges of poker. The objective of the game is to align the falling cards so that they make one of the following combinations: 3, 4 or 5 cards of the same suit (card color); 3, 4 or 5 cards in ascending or descending sequential order; 3 or 4 cards of the same rank (card number). Once you align a combination, either horizontally or vertically, these cards will disappear making room for incoming cards. If you are not able to clear the screen and there is no more space for incoming cards, the game will end. There are 5 levels, consisting of 5 decks with 52 cards (4 suits) each. The game can be played starting from any level you choose.

3. Game Controls

The game controls are straightforward (**Picture 1**). You can use left and right arrow keys, as well as keys 4 and 6, to move the falling card to the left or right, respectively. By using the down arrow key or the key 8, the card descends immediately. You can pause the game by using the key 0, up to three times during a game. The stopped card can then be moved to the left and right. In addition, if a hidden card is stopped and moved to the left or right, it is unhidden until the key 0 is pressed again to continue the game. Use the CLR (CLEAR) key to stop the game and exit to the Main menu. You will then have the option to Continue the game and you will return to exactly where you left off.

In the Main Menu under Options, you can turn the game Sound and opening Music on or off. These settings will be saved after you terminate the game.



Picture 1.

4. Scoring

The game keeps track of two scores. The **Summary Score (Sum)** is the sum of the point values of the scoring combinations. The **Criteria Score (Scr)** is the Summary Score minus the number of unmatched cards remaining at the end of each deck multiplied by the card value for each deck. The card value is 20 for the first deck, 40 for the second, 60 for the third, 80 for the fourth and 100 for the fifth deck at every level. If the Criteria Score is positive you will continue to the next deck, otherwise the game will be over. In other words, the more unmatched cards you leave at the end of the deck, the lower your Criteria Score will be.

Scores for each valid combination type are given in *Table 1*. Notice that the point values depend on the difficulty of the given combination. That is, the less likely the combination is, the greater the point value will be.












	3 cards of the same suit	10 points
	4 cards of the same suit	20 points
	5 cards of the same suit	50 points
	3 cards in sequence (ascending or descending)	30 points
	4 cards in sequence (ascending or descending)	70 points
	5 cards in sequence (ascending or descending)	100 points
	3 cards of the same suit in sequence	100 points
	4 cards of the same suit in sequence	300 points
	5 cards of the same suit in sequence (AdriaROYAL)	500 points
	3 cards of the same rank	100 points
	4 cards of the same rank	200 points

Table 1.

You can get a higher number of points by fulfilling two or more combinations at once. E.g. The combination given in **Picture 2** is worth 150 (100 + 50) points. This combination has 3 cards (5, 6, 7) of the same suit in sequence (100 points) and 5 cards of the same suit (hearts; 50 points).



Picture 2.

5. The status field

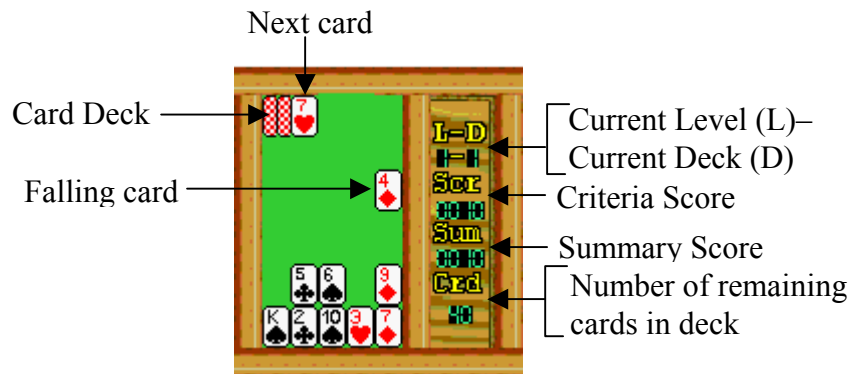
At the right side of the screen there is **the status field** (see **Picture 3**), which consists of the following indicators:

- **L-D...** Current Level and Current Deck
- **Scr...** Criteria Score
- **Sum...** Summary Score
- **Crd...** Number of cards remaining in the deck

6. Levels

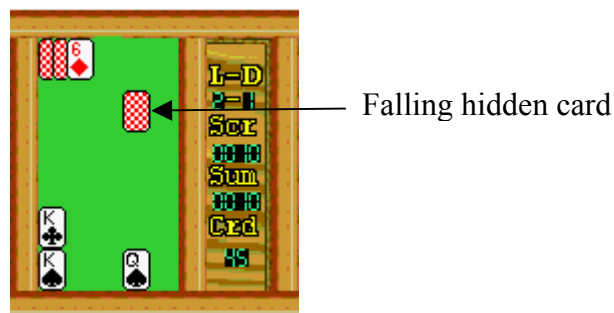
Each level presents a different challenge and they are in ascending order of difficulty.

Level 1 is pretty straightforward; you will see cards falling down in random order (see **Picture 3**).



Picture 3.

Level 2 has **hidden cards** (red checkered pattern). Every 6-th card will be hidden in the first deck, every 5-th in the second, and so on (see **Picture 4**). When the card is the next card in the card deck, its suit and rank can be seen. But after it starts falling down, the suit and rank are hidden. You must remember the face of the card or get it unhidden. To unhide the card, delete the cards in the row below the hidden card. The card will fall and become unhidden. Hidden cards can be used in scoring combinations. You can also "peek" at the card by stopping the card by using the 0 key and moving the card to the left or right. To resume the game, press the 0 key again, and the card will be hidden again. Remember you get only three pauses per game.



Picture 4.

Level 3 instead of hidden cards, it has **blocking cards** (red and blue checkered pattern) (see **Picture 5**); these cards have no other purpose then to bother you and get in your way. The first deck has 1 blocking card, the second has 2, and so on. The blocking cards cannot be used in scoring combinations and come in random order, so you cannot anticipate them in any way.

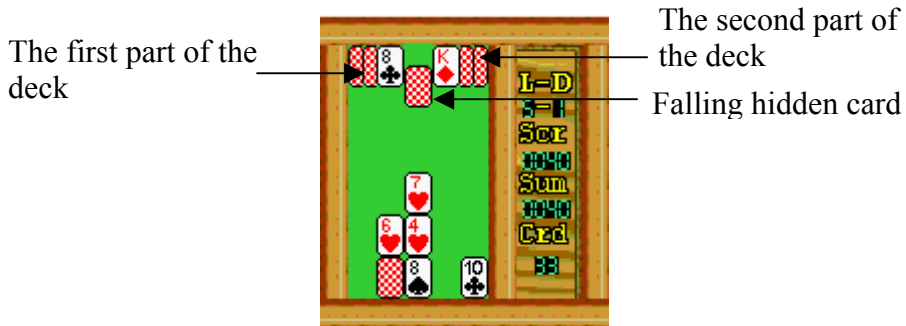


Falling blocking card

Picture 5.

Level 4 has hidden card and blocking cards, just as if it were a combination of the levels 2 and 3.

Level 5 splits the deck in two so that two "next" cards are facing up. Which card actually falls next is chosen randomly. There are hidden cards but no blocking cards (**Picture 6**).



The first part of the deck

The second part of the deck

Falling hidden card

Picture 6.

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. Once you return to the application, the Continue option in the Main Menu will let you restart your previous game from the beginning of the deck you were last playing. Both Summary and Cumulative scores will be reset to the values you had at the beginning of the deck. Game options are also saved.

8. Screen Shots



Start



About



Level Selection