

JEWEL MASTER

Version 1.1

Copyright 1992, Peter Siamidis

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Sound driver (DSOUND.DLL) created by Aaron Wallace.

General rules

Jewels are introduced three at a time into the play field. The object is to rotate and position the Jewels so that when they land they create matches of three or more either horizontally, vertically or diagonally. The jewels that helped create these matches are removed from the play field, and the remaining jewels fall down to fill in the gaps. Play goes on until the play field becomes filled and a jewel is forced to stay in the top-most row, after which the game ends. The LEVEL indicates the speed of the falling threesomes of jewels, which becomes fairly quick by level 10. Occasionally you may see a threesome composed of the same flower jewel. This is the magic set. It eliminates all occurrences of the jewel that it lands on. Its appearance is totally random; some games you may see it, others you may not. Scoring is based on two things; the level, and if you drop the jewels or not. The level acts as a multiplier so that higher levels have much higher scoring. Also, if you force the jewels down by pressing the down arrow on the numeric keypad, you'll receive additional points. In contrast, letting the jewels fall down on their own gives you no bonus points.

Setup

Jewel Master can be installed in any directory on your hard disk. Copy all the files in any directory you wish as long as they are kept together. The files required by the game are the following:

JEWELS.EXE	(Main program)
JEWELS.WRI	(The file you're reading now)
JEWELS.HI	(High score table; if not included, Jewel Master will create a new one.)
DSOUND.DLL	(Sound Driver)
LAND.SND	(Included sound file)
GAMEOVER.SND	(Included sound file)
SIGNAL.SND	(Additional sound files; not included, see 'Sound Notes')
PAUSE.SND	"
START.SND	"

Changes in Version 1.1

- Jewel Master now keeps track of the 10 best scores.
- Support for digitized sounds added (playable through PC speaker or Sound Blaster card; see below).
- Screen size bug when running in 1024x768 mode fixed.
- User settings are now stored in WIN.INI, and loaded on startup.
- 1.0 wasn't freeing up all its system resources: bug fixed.
- Addition of the JEWELS.WRI file.
- Hockey symbols jewel set replaced by another set (due to potential copyright/licensing problems).
- Internal improvements.
- Version 1.0 was not released to the general public.

Sound Notes

Digitized sounds are played back using DSOUND.DLL, which was created by Aaron Wallace. It offers support for both the PC internal speaker as well as the Sound Blaster audio card. By default, Jewel Master plays back all digitized sounds through your PC's internal speaker. For those whose PC is equipped with a Sound Blaster card, the following additions to the WIN.INI file will reroute all sound through it:

```
[DSOUND]
SoundDev=2
Port=544
```

The 'Port' option specifies the I/O address setting for the card, and is specified in decimal format. The factory default is 220H (544 decimal), but can be also set at 240H (576 decimal) if you have made such a change on your card. 'SoundDev' options are the following: A value of '0' indicates that sound should be played through the PC internal speaker, while a value of '2' specifies the Sound Blaster as the audio playback source.

The current version of DSOUND.DLL suspends all other operations while digitized sounds are being played back, so its not a good idea to have the sound on if you are doing a background download as it may be affected.

For the digitized sounds, Jewel Master looks for 5 different files to playback at certain occasions during the game. These are the following:

LAND.SND	Sound made when a piece lands.
SIGNAL.SND	Sound made when the level changes.
PAUSE.SND	Sound made when the game

is paused.

START.SND Sound made when a game is started.

GAMEOVER.SND Sound made when the current game ends.

I've included LAND.SND and GAMEOVER.SND which I plucked off of an FTP site on the Internet. They seemed to be appropriate sounds for the required events. Alas I couldn't find anything that I liked for the other three events so I'm leaving that up to you. To include your own sounds during the game simply copy your sound files into the directory that you installed Jewel Master into, with the same file names as show above. Note that if Jewel Master doesn't find a particular sound file it will default to playing nothing for that event. The sound file must be in the SND format created by SoundTool for Windows. If you don't have any sounds in that file format simply use SoundTool to convert it.

Shareware

If you find Jewel Master enjoyable and want to encourage me to create more games, please register your version by sending \$10, along with comments, bug reports and suggestions for future games to:

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