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Since I've been busy doing the things I normally do, I haven't been able to finish this game on time (as I said I would) and I don't think I'll have the time to finish it in the near future either. Therefore I've decided to release this almost-finished version instead of sitting on the program for some time. This means that the program do lack some features I'd originally planned it to have, but it's certainly no beta-release and all vital game features are there.

How to play the game is described in the built-in help. It is a compact help and you might have to reconsult it a few times before you'll get the hang of it. The best way to learn the game is play it and the first few scenes (levels) are designed to introduce all concepts of the game, one at a time.

If you like the game, please send me a postcard (unless you have a spare 25-year old female around :-)) and tell me so!

Enjoy the game!

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