Project informations:

Project: GpSplash
Version: ADIC Edition
Platform: GP32
Copyright: Slubman DevSoft
Date: 02/01/2005
Site: http://www.slubman.net/gp32/GpSplash

File informations:

Name: ReadMe.pdf
Description:Read this before everything:)

Informations auteur:

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INSTALL

Use PC-Link to install the program on your GP32 !!!
You can use your customs background mods. Put them in gp:\gpmm\gpsplash\mods\.

LICENSE

The program is released under the GNU GPL terms.
Source code is available at: http://www.slubman.net/gp32/GpSplash

Objectives

1°/ Make a way for the water.
2°/ Make the longest way.
3°/ Make the highest score in 20 turns.

KEYS

There are the different keys in the program:

MAIN MENU:

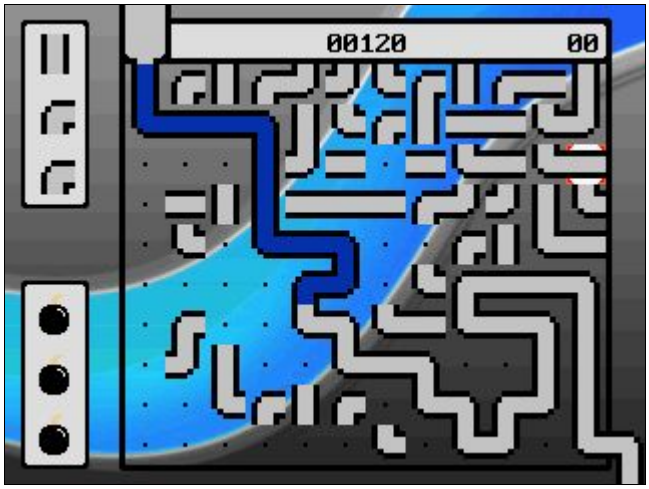




[START] = Select.
[LEFT,RIGHT]= Navigate into menu.

INTO GAME:






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[A]          = Place the block.
[B]          = Delete a block.
[Cursor]     = Move block.
[L + R]      = Improve water speed (the way is complete ;)
[START]      = Pause the game.
[SELECT]     = Return to main menu.
```

TO DO...

Convention:

* = To do (not implemented function).
~ = Work in progress.
¤ = Done (implemented and activated function, working well).

* Improve graphics in game.
~ Add sounds, and background music.
~ Something when the player “win” the 20 turns.
* High-scores.

GREETINGS

Taking part in development

chn : library to play mods files.
Falken80 : graphics improvement.
Mr.Spiv : b2fxec.

HISTORY

ADIC Edition (02/01/2005):

Background music (mods).
Source code cleaning.
About screen.

(01/01/2005):

new graphics by Falken80.

(31/12/2004):

Project start.