

# 1- MemScale Halloween Edition v 1.1

This new version of MemScale has been improved to be faster and more beautiful than the first release.

Efforts have been made to provide a beautiful and interesting game including a nice graphical interface, special effects, background sounds and music, a lot of cool sounds for the musical instruments.



MemScale Halloween Edition is an easy to play memory game, like SIMON game, which will help you to improve your memory while you will take pleasure to play. Your purpose is to listen and repeat a sound pattern.

## Features:

- Three difficulty levels (Easy, Normal, Hard).
- Timed mode.
- Rotate mode **NEW**
- 2 to 8 buttons and sounds according to the selected difficulty.
- Seven soundfonts (cool sounds, some of them generated with SciLab).
- Beautiful graphic interface.
- Halloween atmosphere!

The eight sounds are based on a C major scale.

## 2- System requirement

To run this game your device must have:

- Palm OS version 5.0 or higher.
- Screen resolution: 320x320, 320x480.
- Display: 65536 colors.
- ARM processor.
- Streaming sound support.
- 590kb of free heap memory.

Important note:

- 1) This game does not run on:
  - Devices using 256 colors, whatever the screen resolution.
  - Screen resolution other than 320x320 or 320x480.
- 2) If your device does not support streaming sound, you will not hear the music and the ambience sound (played in loop).
- 3) This game makes intensive use of ARM codes for streamed sounds and special effects.
- 4) The average frame rate is about 8fps on a Tungsten E2.

Application information:

Title	MemScale Halloween Edition
Version	1.1
Database name	MemScaleHalloweenEdition
CreatorID	MeS1

The Creator ID has been reserved on the official site:

<https://www.developerpavilion.com/palmos/>

Therefore this software should not have any kind of conflict with other Palm OS applications.

### 3- Main Menu

The main menu, the most animated window, provides all available commands.

If no game is running, the main menu window looks like this:



If a game is running and is paused, the main menu window looks like this:



## 4- Starting a new game

Before starting a new game you must select the game mode by choosing a combination of timed mode and rotate mode.

### Timed mode:

To select this mode, click on this animated button:



When the timed mode is selected this button is animated, otherwise the button remains as static button.

With timed mode you have got a delay of four seconds to play each note.

### Rotate mode:

To select this mode, click on this animated button:



When the rotate mode is selected this button is animated, otherwise the button remains as static button.

With rotate mode, each time you press a sound button, all sound buttons randomly rotate.

*Both Timed mode and Rotate mode can be activated simultaneously, that provides the hardest game mode, if none of them is activated, the « classic » game mode is selected (the default mode).*

### Starting a new game:

Three difficulties are available:

Easy difficulty:



Two sound buttons appears, so the musical pattern is a set of two notes.



Normal difficulty:

**Normal**

Four sound buttons appears,  
so the musical pattern is a set of four notes.



Hard difficulty:

**Hard**

Eight sound buttons appears,  
so the musical pattern is a set of eight notes.

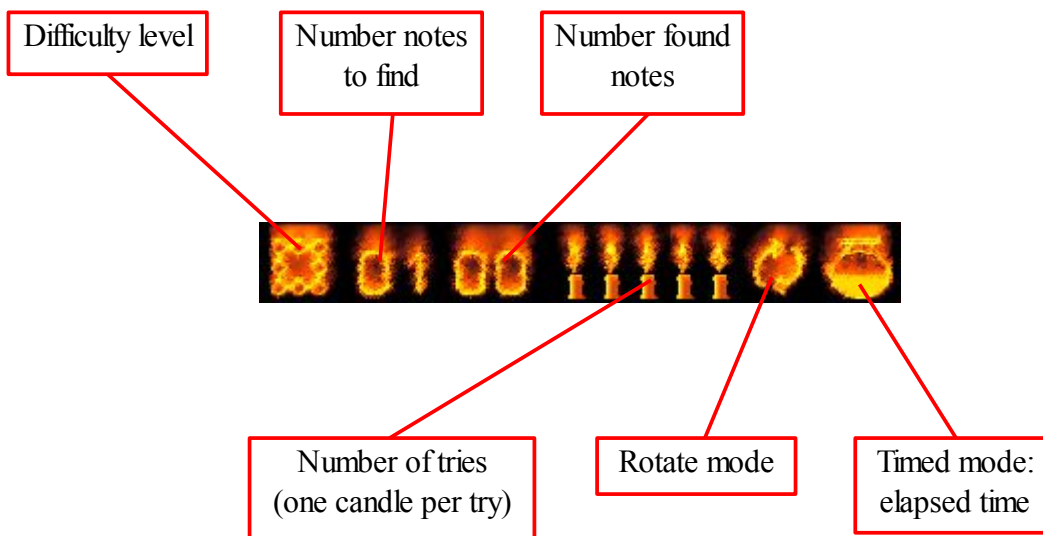


Whatever the selected difficulty and mode, you can play this game using colors only, sounds only or both colors and sounds by the use of sound settings and game settings.

## 5- Status bar

During the game, a status bar let you see the game state:

- The difficulty level.
- The number of notes (sounds) to find.
- The number of found notes (sounds)
- The remaining number of tries.
- The game mode.



With timed mode, the cooking pot is animated and progressively filled with a boiling water. When it is full, this means the four seconds delay is elapsed.

## 6- Abandon and Pause

### Pause

To pause the game, simply tap the MENU button of your device:



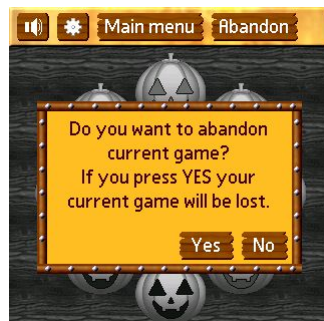
The menu bar will appear to let you go to the main menu window or directly abandon the game:



If you select the main menu, the main menu window will appear, showing the paused state and additional buttons to let you go back to the running game or abandon it. (see chapter 3).

### Abandon

From the menu bar or the main menu window, if you choose « Abandon » a confirmation window will appear for abandon confirmation:



From the main menu window, if you start a new game, an other confirmation window will appear for abandon confirmation:



## 7- Sound settings

The sound settings window looks like this:



For ambience sounds, notes and music you can enable/disable the sound (check/uncheck), set the sound volume and ear a sample with the given settings.

This game embed seven different sounds for the musical instruments, at anytime you can replace the current selected one by another one, also during a game.

### Extra feature: Headphone mode

To make possible playing this game with a headphone, I have added a « headphone mode ».

When this mode is selected (by checking it), all sounds are attenuated with an about 20db value (so an attenuation of -20db).

**So, at anytime you can easily swap between speaker and headphone mode without using your device settings.**



## 8- Game settings

The game settings window is useful for performing some personal settings.

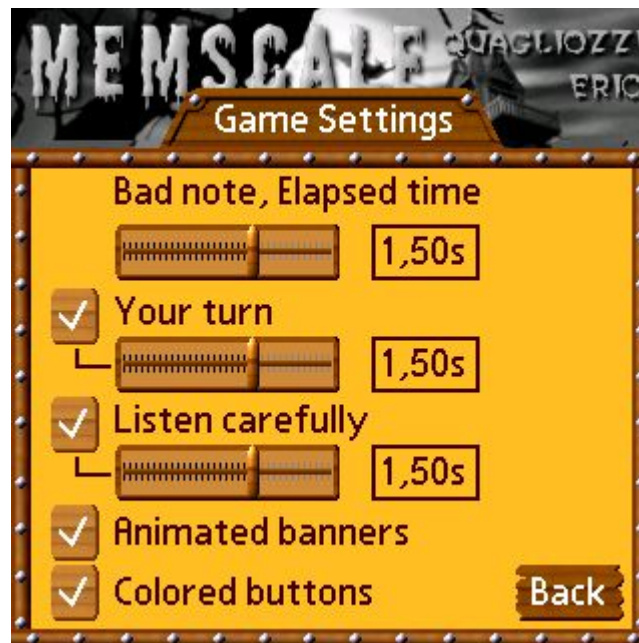
During the game, the game state is displayed with graphical icons on the status bar and with some animated banners showing messages such as « your turn », « listen carefully » and so on.



By default, all banners are animated (sliding from right to left) and visible with a default speed and duration.

This settings window lets you define some of the most important options:

- The duration while these banners are visible.
- The visibility of some banners (by checking/unchecking them).
- The animation of banners (if unchecked, the banners appear without sliding).
- The appearance of sound buttons.



If you disable colored buttons, you will make the game harder to play.

If you intend to diminish the visibility time of banners, I advise you to disable the animation of banners for better reading of messages.

## 9- High scores

The high scores window looks like this:



To see high scores for a given difficulty and game mode simply click on game mode buttons (a grayed button means that the corresponding mode is not selected) and select the difficulty level with the arrow buttons.



## 10- Known bugs

Currently no bugs have been found.

A strange behavior may rarely occur:

Sometimes a small part of the background music is played twice, this appears in some critical time circumstances (destructions of a lot of objects such as bitmaps and windows ressources while the background music player is loading the next music part, in this case this new part is simply ignored and the old one still remains until the next music part is loaded).

## 11- Acknowledgments

Thanks to all beta testers who helped me to provide the first release of this game in 2007, and therefore who indirectly helped me to make this new version.

Thanks to my daughter Manon who asked me to make this Halloween edition and tested a lot this game (by playing with ;-))

This software has been developed with HB++ : <http://www.handheld-basic.com/>



Thanks to all HB++ Team members at Peter Holmes Consulting for their great help, special thanks to Jean-Philippe Amaré and Olivier Gillet who taught me so much things!

I hope you will have fun with this game.

## 12- Contact

Contact: [eric.quagliozi@orange.fr](mailto:eric.quagliozi@orange.fr)

website: <http://pda-fx.net/>

This website is regularly updated, the various resources are always accessible and you will find a video that shows the MemScale Edition Halloween game running.

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