

MEMSCALE Game



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1 - Introduction

MemScale 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 repeat the played sound and light pattern.

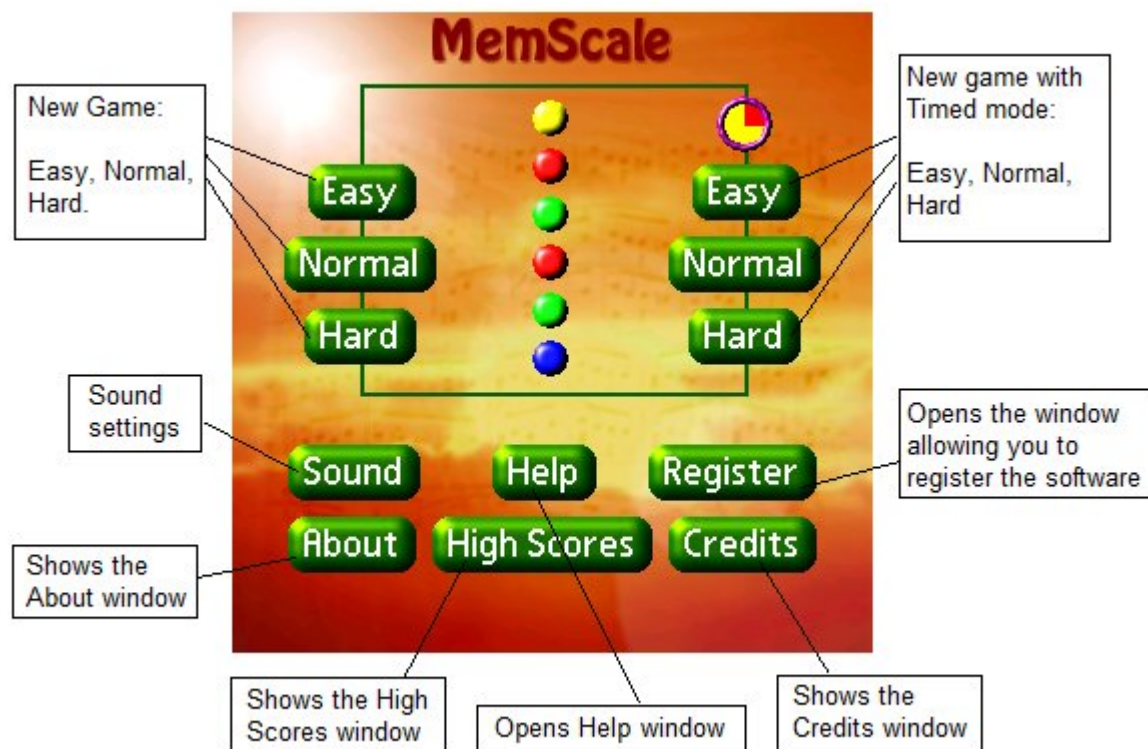
Features:

- Three difficulty levels (Easy, Normal, Hard).
- Timed mode for each difficulty.
- 2 to 8 buttons and sounds according to the selected difficulty.
- Ten soundfonts (Banjo, Clarinet, Electric Piano, Flute, Piano, Saxo, Trumpet, Violon, Voices, Xylophone).
- Human Voices for comments.
- Beautiful graphic interface.

The eight sounds are based on a C major scale.

2 - Main Menu

Before starting a new game, let's take a quick look to the main menu.

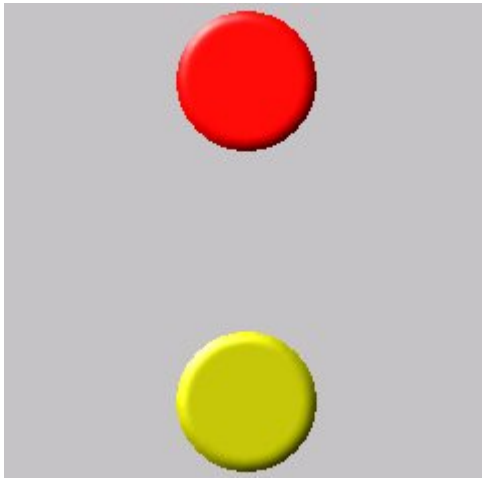


The eight sounds are based on a C major scale.

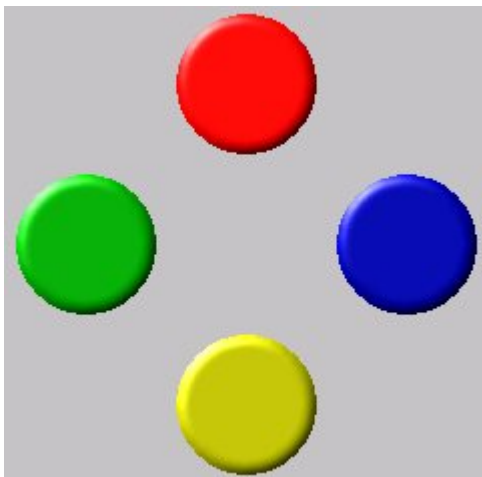
3 - Difficulty and modes

Starting a new game implies that you select a difficulty level:

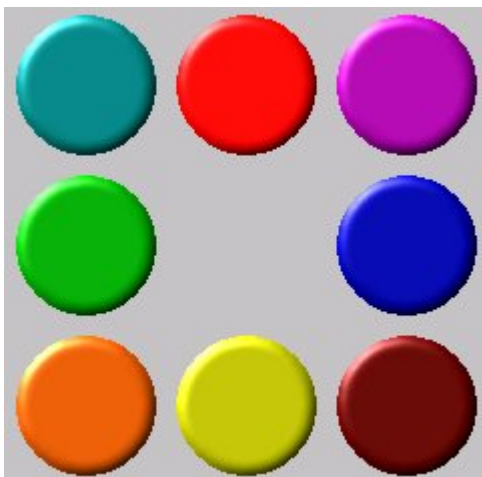
- Easy (2 notes or sounds)



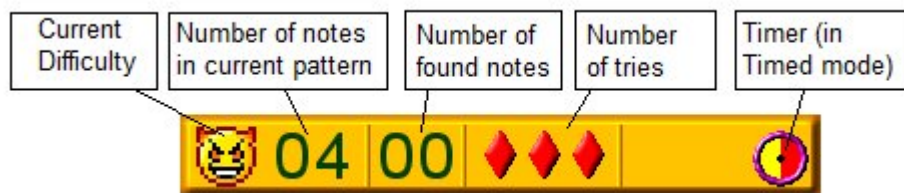
- Normal (4 notes or sounds)



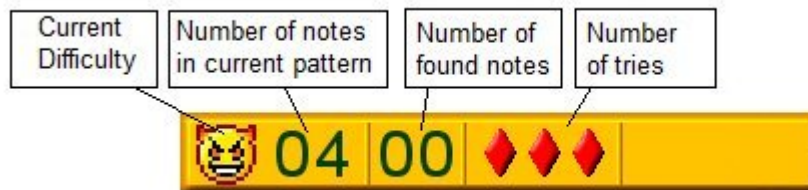
- Hard (8 notes or sounds)



Timed mode will show this status bar during game:



Normal mode will show this status bar during game:



The difficulty level is shown by an icon in this order: Easy, Normal, Hard:



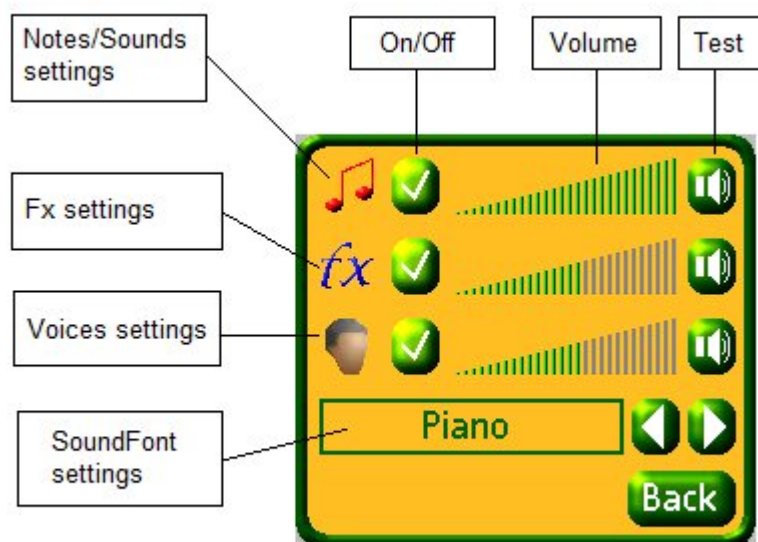
You've got three tries each time you have to find a note (sound/light). A good note will set the number of tries to three (and reset the timer in Timed mode) for the next.

The number of tries decrease if you enter a bad note (sound/light) or wait more than four seconds in Timed mode.

The game ends when you enter a bad note (sound/light) or wait more than 4 seconds (in Timed mode) and the number of tries is equal to zero.

4 - Settings

The only settings are related to sounds:



You can choose one of ten available musical instruments:

- Banjo
- Clarinet
- Electric Piano
- Flute
- Piano
- Saxo
- Trumpet
- Violon
- Voices
- Xylophone

5 - Let's go on!

The goal of this game is very simple: Listen and repeat a sound and light pattern.

The game starts with one note/sound/light.

Each time you retrieve the good pattern, another note/sound/light is added to the pattern.

The game is finished when you have found the full pattern which is composed by 99 notes/sounds/lights.

Whatever the difficulty or mode, you have got three tries per note/sound/light. In Timed mode, more difficult, there is a time constraint: You can't exceed four seconds between two consecutive notes/sounds/lights.

Over three tries or four seconds, the game is over!

Let's see some previews while game is running:



6 - Pause and menus

To pause the game or access to quick toolbar menu simply tap "MENU" key.

Then the quick menu bar will appear.



You can access to Sound setting, main menu or help.

To return to the current game, tap again the "MENU" key.

If you select main menu, you can return to the current game also with the "MENU" key.

If you select an other game difficulty or mode while playing, you will be prompted to quit current game. This one will be lost if you click YES and your score won't be added to the list.

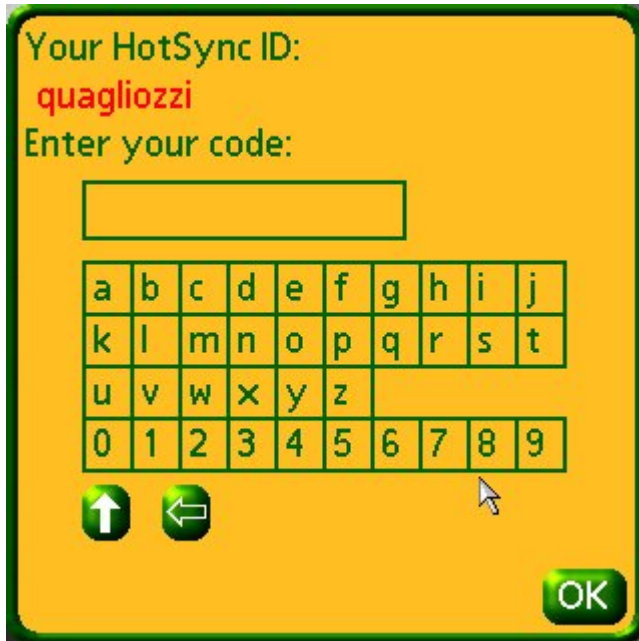


7 - Registration and Support

Unregistred version is limited to eight notes/sounds/lights

You can register MemScale at the site where you downloaded this copy. There you will also find the developer (CleverParrot Softwares) contact information which you can use if you need assistance with the game registration or have any comments or suggestions about this application.

To enter your registration code use the game registration window:



The registration window has a yellow background and a green border. It displays the text "Your HotSync ID:" in green, followed by the ID "quaglioizzi" in red. Below this, it says "Enter your code:" in green. There is a white rectangular input field for the code. Underneath the input field is a keyboard layout with letters a-z and numbers 0-9 in individual boxes. At the bottom left are two green circular buttons with white arrows (one pointing up, one pointing left). At the bottom right is a green rectangular button with the text "OK" in white.

Your HotSync ID:
quaglioizzi

Enter your code:

a	b	c	d	e	f	g	h	i	j
k	l	m	n	o	p	q	r	s	t
u	v	w	x	y	z				
0	1	2	3	4	5	6	7	8	9

↑ ←

OK

After registration process, this window will not be available.

8 - system requirement

To run this game your device must have:

- Palm OS version 5.0 or higher.
- Screen resolution 160x160, 320x320, 320x480.
- 256 colors or 65536 colors.
- ARM processor.
- Streaming sound support.
- 560kb of free heap memory.