GEMSTONES

User manual

Nightlovers Game Studio
Cyberstorm Interactive Ltd.

CONTENTS

INTRODUCTION

Gemstones is a freeware (freely distributable) puzzle game developed by Nightlovers Game Studio a division of Cyberstorm Interactive Ltd.

REQUIREMENTS

Operating system: Windows 7, 8, 10 (32 Bit)

RAM:	DirectX 9 – 210 MB RAM
	DirectX 11 – 90 MB RAM
Hard disk space:	15 MB
Graphics card:	DirectX compatible graphics card
Audio:	DirectX compatible sound card
DirectX:	versions 9 or 11 (not included)

Operating system:	Linux (64 Bit)
RAM:	210 MB RAM
Hard disk space:	15 MB
Graphics card:	OpenGL compatible graphics card
Audio:	System compatible sound card
DirectX:	-

INSTALLATION

Windows

Gemstones is available as an install package and as a zip archive.
Use the install package if you do not wish to copy the files manually. The package will install both the DirectX 9 and the DirectX 11 versions. By default the DirectX 9 version is started by the shortcut. It can easily be modified by changing the name of the file launched by the shortcut.
The Zip archive also contains both versions. Start the one you wish by double clicking on the desired filename.

Linux

Gemstones is available as a tar.gz archive containing only one version of the game for 64 bit Linux distributions with OpenGL support.

CONTROLS

The menu and the game can be controlled by using a mouse.

M	Turns the music On or Off during the game. This control is not active when you are in the Settings menu.
N	Turns the sounds On or Off during the game. This control is not active when you are in the Settings menu.
F1	Saves a screenshot into the directory where the settings are saved. Does not work in DirectX 11 mode.
ESC	Opens the menu panel when in game. Quits a given menu. Quits the game when in the main menu.
Num +	Increases the volume of the music and sounds.
Num -	Decreases the volume of the music and sounds.

THE MAIN MENU

START	Lets you start a game after selecting the game mode and the size of the board.
QUICK GAME	Starts a game with a randomly chosen game mode and a randomly chosen boardsize.
SETTINGS	Opens the settings screen and lets you modify the settings of the game.
LANGUAGE	Lets you change the language of the game. Currently English and Hungarian languages are available.
MUSIC	Turns the music on and off. You can also press 'M' during the game to toggle the music.
SOUNDS	Turns the sounds on and off. You can also press 'N' during the game to toggle the sounds.
SCREEN	Lets you choose the screen mode you want to run the game in: *Fullscreen*, *Borderless* and *Windowed*. If *Windowed* mode is chosen, the resolution selector becomes available. (See SCREEN MODES for more information.)
RESOLUTION	Lets you set the resolution for *Windowed* mode.
CREDITS	Shows the version number and the list of people who worked on or contributed to the game.
HELP	You can read about the aim of the game as well as some tips.
QUIT	Lets you quit the game.

THE INGAME MENU

RESUME	Continues the game that has already been started.
RESTART	Restarts the game with the current game mode and board size.
QUIT	Lets you exit the game and go back to the main menu.

SCREEN MODES

The game can run in three screen modes: *Fullscreen, Borderless, Windowed*. In *Fullscreen* and *Borderless* modes, you cannot change the resolution of the game. The resolution is always set to the desktop resolution.
The resolution of *Windowed* mode can be changed in the Settings menu. The game was designed the run best in Full HD resolution. The list of available resolutions only contains those with 16:9 aspect ratio.

Although the game runs on every resolution and aspect ratio, it is recommended that, if you can, run the game in 1920x1080 Full HD or 3840x2160 UHD resolution.

The default screen mode on Windows is *Borderless*, while on Linux it is *Fullscreen* mode.

KNOWN ISSUES

- Taking a screenshot does not work in DirectX 11 mode.
- On Linux there may be colour related errors in the saved screenshot.
- There may be issues with dual monitor setups.
- When changing the screen mode, it is possible that the game screen is not normalized.
- On Windows, ALT+TAB doesn't work properly when using *Fullscreen* mode.
- There could be graphical glitches on Windows 10 or higher, if the DPI setting of the screen is set to higher than 100%.

HOW TO PLAY

You need to place different shapes on the empty fields of the board in the game. If every single field of a row or column contains a gem, they are removed from the board. You get points for placing shapes on the board and for removing full rows or columns of gems. You can find three game modes in the game: *easy*, *normal* and *unpredictable*.

About the game modes

The three game modes differ from each other in the way how you get new shapes after placing them on the board. In *easy* mode, you get a new shape immediately after placing one on the board. In *normal* mode, you need to place all three shapes on the board in order to get new shapes. In *unpredictable* mode, once you have placed a shape on the board, you get three new shapes.

END-USER LICENCE AGREEMENT

Freeware – freely distributable software
version: 2.0

Before installing the software please read this End-User Licence Agreement carefully.

By continuing the installation You automatically accept the End-User Licence Agreement (hereafter the Agreement). The fact that You do not know the content of this Agreement, does not exempt You from keeping the obligations and conditions. If You do not agree with any point of the Agreement, exit the installation process.

Licence grant. Cyberstorm Interactive Ltd. (hereafter the Company) grants You a revocable, non-exclusive, non-transferable, limited license to download, install and use the Software in accordance with the terms of this Agreement. The Software can be copied, spread and installed on any number of computers without limitations, keeping each point of this Agreement.

Restrictions on use. You shall not: (a) use the whole or parts of the code in other Software; (b) modify or recompile the executable file; (c) make any modification, adaptation, improvement, enhancement or derivative work; (d) modify any of the data files used by the software; (e) decompile, reverse engineer, disassemble, attempt to derive the source code of, or decrypt the Software; (f) sell or rent the Software without the prior, written permission of the Company.

Copyright and property. Components used in the Software, such as, but not limited to: images, fonts, music, code segments are and stay in the property of their original owners. Any part of the Software such as, but not limited to, tests, graphics, pictures, images, sounds, music stay in the property of Company unless otherwise indicated. Reusing, modifying, archiving, duplicating any of the before mentioned material is prohibited.

Modifications to Software. Company reserves the right to modify, suspend or discontinue, temporarily or permanently, the Software or any service to which it connects, with or without prior notice and without liability to You.

Termination. This Agreement shall remain in effect until terminated by You or Company. Company may, at any time and for any or no reason, suspend or terminate this Agreement and the rights afforded to You hereunder with

or without prior notice. This Agreement will terminate immediately, without prior notice from Company, in the event that You fail to comply with this Agreement. You may also terminate this Agreement by deleting the Software and all copies thereof from your computer. Upon termination of this Agreement, you shall cease all use of the Software and delete all copies of the Software from your computer.

Amendments to this Agreement. Company reserves the right, at its sole discretion, to modify or replace this Agreement at any time and for no given reason.

Disclaimer of warranties. YOU ACKNOWLEDGE AND AGREE THAT THE SOFTWARE IS PROVIDED ON AN "AS IS" AND "AS AVAILABLE" BASIS AND THAT YOUR USE OF OR RELIANCE UPON THE SOFTWARE AND ANY THIRD PARTY CONTENT AND SERVICES ACCESSED THEREBY IS AT YOU OWN RISK. YOU INSTALL AND USE THE SOFTWARE ON YOUR OWN RESPONSIBILITY. COMPANY DOES NOT TAKE ANY RESPONSIBILITY FOR ANY, BUT NOT LIMITED TO, ERROR, MISTAKE, LOSS OF DATA, DAMAGE, ETC., CAUSED BY THE INSTALLATION OR THE USE OF THE SOFTWARE OR THE INABILITY TO USE THE SOFTWARE.

Company reserves the right to take legal steps, according to the rights declared in the law against those who violate the Agreement or cause any damage.

All Rights Reserved.

HISTORY

- 02.08.2023 – Gemstones v1.0.0.0 Initial release

SPECIAL THANKS

CONTACT & CREDITS

<div align="center">

Gemstones v1.0.0.0

Design and programming:

Csaba 'Neuronic' Bacsó

2023 © Bacsó Csaba

2023 © Cyberstorm Interactive Ltd.

Official company website:

www.cyberstorm.hu

Official nightlovers game studio website:

www.nightloversgamestudio.net

Official e-mails:

nightloversgamestudio: ngs@nightloversgamestudio.net

General enquiries: info@cyberstorm.hu

Product support (registered users only): support@cyberstorm.hu

Additional contributors:

Graphics:

CRAFTPIX / www.craftpix.net

Music and sounds:

GameMaster Audio / www.gamemasteraudio.com

Font:

Heliagon

</div>