



User manual

Nightlovers Game Studio
Cyberstorm Interactive Ltd.

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INTRODUCTION

Pick And Match is a freeware (freely distributable) memory game developed by Nightlovers Game Studio a division of Cyberstorm Interactive Ltd.

REQUIREMENTS

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

RAM: DirectX 9 – 200 MB RAM
DirectX 11 – 130 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: 200 MB RAM

Hard disk space: 15 MB

Graphics card: OpenGL compatible graphics card

Audio: System compatible sound card

DirectX: -

INSTALLATION

Windows

Pick And Match 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

Pick And Match 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, but some function can be accessed using the keyboard.

M	Turns the music On or Off during the game. This control is not active in the Settings menu.
N	Turns the sounds On or Off during the game. This control is not active 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	Open the Level select screen.
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: <i>Fullscreen</i> , <i>Borderless</i> and <i>Windowed</i> . If <i>Windowed</i> mode is chosen, the resolution selector becomes available. (See SCREEN MODES for more information.)
RESOLUTION	Lets you set the resolution for <i>Windowed</i> 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 level.
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 to run best in Full HD resolution therefore 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

Pick And Match is a traditional memory game, in which you need to select two cards at a time. If the images on the two cards match, the cards are removed from the board. The aim is to pick up all the cards before the time given runs out. Once you have finished the level, you may move on to the next, more difficult level. Once you have finished all the 12 levels, you have completed the game!

The level select screen

Clicking on the Start button in the main menu opens the level select screen:



You can find the following signs on the screen:



This level is not available to play. You need to successfully finish the previous level in order to open it.



This is the current level, which is also shown by an arrow moving up and down. You need to finish this level in order to open the next.



You have already finished this level. You can come back and try the level whenever you want to.

END-USER LICENCE AGREEMENT

Freeware – freely distributable software
version: 2.0

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

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HISTORY

- 11.11.2023 – Pick And Match v1.0.0.0 Initial release

SPECIAL THANKS

CONTACT & CREDITS

Pick And Match v1.0.0.0

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