

SWEET MEMORIES

User manual

Nightlovers Game Studio
Cyberstorm Interactive Ltd.

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INTRODUCTION

Sweet Memories 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 – 160 MB RAM

DirectX 11 – 70 MB RAM

Hard disk space: 20 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: 160 MB RAM

Hard disk space: 20 MB

Graphics card: OpenGL compatible graphics card

Audio: System compatible sound card

DirectX: -

INSTALLATION

Windows

Sweet Memories 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

Sweet memories 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 you may also use the following keyboard shortcuts:

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	Pauses the game and opens the menu panel when in game. Quits the current 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	Starts the game.
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.
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. 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

Sweet Memories is a simple memory game. The aim of the game is to remove all the cards from the board. You choose two cards, if they are the same, they are removed from the board. If they are not the same, they turn back.

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

- 11.07.2022 – Sweet Memories v1.0.0.0 Initial release
- 25.11.2023 – Sweet Memories v1.1.0.0
 - Displaying the Menu has been modified.
 - Sounds can now be turned on or off in the Settings menu.
 - Volume can now be changed using the + and - keys of the numeric keyboard.
 - The font set is now stored in the main data file.
 - The Manual has been updated and corrected.
 - In some cases the text of the Help menu was displayed incorrectly.

SPECIAL THANKS

CONTACT & CREDITS

Sweet Memories v1.1.0.0

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2022 – 2023 © Bacsó Csaba

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