



# SWEET TILES

User manual

Nightlovers Game Studio  
Cyberstorm Interactive Ltd.

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## **INTRODUCTION**

*Sweet Tiles* is a freeware (freely distributable) puzzle game with 25 unique levels and a Quick Game option developed by Nightlovers Game Studio a division of Cyberstorm Interactive Ltd.

## **REQUIREMENTS**

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

RAM:                   DirectX 9 – 250 MB RAM  
                              DirectX 11 – 120 MB RAM

Hard disk space: 30 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: 30 MB

Graphics card: OpenGL compatible graphics card

Audio:                 System compatible sound card

DirectX:               -

## INSTALLATION

### Windows

*Sweet Tiles* 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 Tiles* 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.<br>Quits a given menu.<br>Quits the game when in the main menu.        |

## THE MAIN MENU

START	Opens the level selector screen.
QUICK GAME	Opens the Quick game menu. You have 4 difficulty levels to choose from.
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 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. 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

The aim of the game is to remove all the tiles from the playfield by selecting three of the same kind at the same time. After selecting the three tiles, they disappear from the screen. Any tiles above the selected ones, if there are any, slide down. The game ends if you remove all the tiles from the playfield, or the tiles moving upwards reach the upper edge of the screen. You get stars based on the number of tiles you remove from the playfield. If you manage to get at least one star on the current level, you unlock the next level. The goal of the game is to get all the stars.

Selecting the quick game option, you can choose from four difficulty levels. The difference between the levels is the size of the playfield, so the number of tiles.

Some tips:

- The location of the tiles and the images used are randomly selected every time you start a level. Only the size of the playfield and the number of tiles are the same.
- If you cannot complete a level, just try again, maybe you will be lucky this time.
- Some levels are easy but as you move forward they get harder and harder.
- Some images are more colourful than the others. They can be seen more easily.
- Do not ignore any part of the playfield. You may have removed a lot of tiles from the left side of the playfield while the right side is getting closer to the upper edge of the screen.

- Try to remove tiles from different columns.
- Do not hesitate! If you see three matching tiles, pick them up!

## 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

- 26.12.2021 – Sweet Tiles v1.0.0.0 Initial release
- 16.07.2022 – Sweet Tiles v1.0.1.0
  - It was not possible to complete level *Insane* in *Quick Game* because of a bug.
  - The drawing of the menu has been improved.
  - Loading of the assets is now more secure.
- 17.06.2023 – Sweet Tiles 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 keypad.
  - The font is now stored in the main data file.
  - The manual has been updated and corrected.

## **SPECIAL THANKS**



## CONTACT & CREDITS

**Sweet Tiles v1.1.0.0**

**Design and programming:**

Csaba 'Neuronic' Bacsó

2021 – 2023 © Bacsó Csaba

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**Sounds:**

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**Font:**

Ek Type / [www.ektype.in](http://www.ektype.in)