

Christmas Memories

User manual

Nightlovers Game Studio
Cyberstorm Interactive Ltd.

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INTRODUCTION

Christmas Memories is a Christmas themed, freeware (freely distributable) game developed by Nightlovers Game Studio a division of Cyberstorm Interactive Ltd.

REQUIREMENTS

| | |
|-------------------|---|
| Operating system: | Windows 7, 8, 10 (32 Bit) Linux (64 Bit) |
| RAM: | 128 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) |

INSTALLATION

Windows

Christmas 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

Christmas 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 game can mainly be controlled by using the mouse. However, there are some keys that can also be used.

| | |
|-------------------|---|
| Left mouse click | Selects a card in game Controls the menu options in the menu |
| Right mouse click | Opens the menu during a game |
| M | Turns the music On or Off during the game. This control is not active when you are in the Options menu. |
| S | 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 the game when in menu |

MENU

| | |
|-------------|--|
| Start | Starts the game. If a game has already been started, you are asked if you want to start a new game. |
| Continue | Continues a game that has already been started. This option is only available if a game has already been started. |
| 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, German, Hungarian and Italian are available. |
| Music | Turns the music on and off. You can also press 'M' during the game to toggle the music. |
| 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.) LINUX: This value cannot be modified! |
| Screen mode | Lets you set the resolution for windowed mode. LINUX: This value cannot be modified! |
| Credits | Shows the version number and the list of people who worked on or contributed to the game. |
| Quit | Lets you exit the game. |

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 desktop resolution.

The resolution of *Windowed* mode can be set in the Settings menu. The game lists all the available resolutions your graphics card supports. As the game was designed to run in Full HD resolution we recommend using a resolution that has 16:9 aspect ratio.

The Linux version always runs as a *Fullscreen* application.

KNOWN ISSUES

- Taking a screenshot does not work in DirectX 11 mode.
- There may be issues with dual monitor setup.
- 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.

END-USER LICENCE AGREEMENT

Freeware – freely distributable software
version: 1.2

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

1. By continuing the installation you automatically accept the End-User Licence Agreement. The fact that you are not aware of the contents of the End-User Licence agreement, does not exempt you from keeping the obligations and conditions. If you do not agree with any point of the End-User Licence Agreement, do not install the game/application.
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HISTORY

- 23.12.2017 – Christmas Memories v1.0.0.3
added: Linux version
added: Italian language
- 09.04.2017 – Christmas Memories v1.0.0.2
fixed: the game didn't play the music again if it was started by pressing 'M'
added: Hungarian manual
updated: English manual
- 08.03.2017 – Christmas Memories v1.0.0.1
fixed: the game didn't load the required language file properly
updated: manual has been updated with two new sections:
HISTORY and SPECIAL THANKS
- 18.12.2016 – Christmas Memories v1.0.0.0 Initial release

SPECIAL THANKS

Szilvia Bodó – Italian translation

CONTACT & CREDITS

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Christmas Memories v1.0.0.3

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Christmas tree sticker icon: Delarco / delarco.deviantart.com

Music: Vinny Falcone / PremiumBeat.com

Cards graphics: Ekler / Shutterstock.com