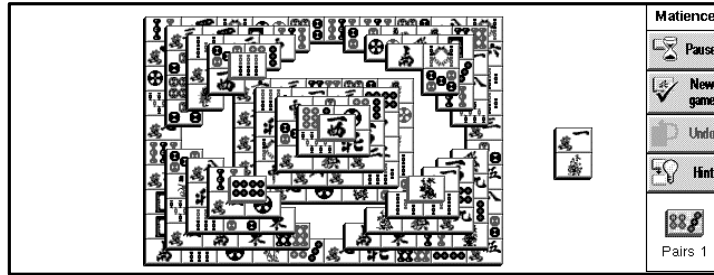


# Matience



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## Neuon



You can learn more about our dynamic company, and expanding EPOC software portfolio, from Neuon's web site at [www.neuon.com](http://www.neuon.com)

If you are a visionary C++, Java or OPL32 developer, motivated by doing something different, excited by challenges, relish the prospect of working with kindred spirits, and recognise the value of a dedicated support team, Neuon would like to hear from you.

**Neuon** - where innovation and quality are principles, not an afterthought.

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## Matience Introduction

Matience is an implementation of Mah-jongg patience.

The aim of the game is to remove all of the tiles. This is achieved by repeatedly removing a pair of matching tiles. You can only select a tile if it is not directly covered by another tile and it has at least one horizontal side empty.

**You can use the Hint menu** item to show you a valid pair to make the above clearer.

The tile pictures are grouped into seven families:

- Bamboo's
- Craks
- Dots
- Dragons
- Flowers
- Seasons
- Winds

The Seasons and Flowers can match any other member of their family and only appear once, all the other tile pictures occur four times and match only themselves.

**You can view the pictures for each family** by using the Select tile menu item.

I hope you enjoy the game.

*al*

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## Licence Conditions & Limited Warranty

Matience is Copyright (c) 2000 Kevin Crate & Neuon. All Rights Reserved.

By installing Matience you are agreeing to the following terms and conditions. Please read them carefully.

This is an evaluation version. An evaluation version lets a person try out a program before buying it. While evaluation versions are copyrighted and the copyright holder retains all rights, the author specifically grants the user the right to evaluate and distribute the program with limited exceptions.

After using the evaluation version for a defined trial period, the user must purchase a licensed copy of the program or remove the evaluation version from their EPOC device.

The trial period for Matience is 30 days from first use.

You are encouraged to:

1. Upload this evaluation version to any electronic bulletin board or www site.
2. Demonstrate the evaluation version and its capabilities.
3. Give copies of the evaluation version to potential users, so that others may have the opportunity to obtain a copy for use in accordance with the licence conditions.

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### How to Register

Matience is not free software. For full details of the licence conditions, see the topic **Licence Conditions & Limited Warranty**.

In accordance with the **Licence**, once the 30 day evaluation period has expired, Matience must either be licensed by registration, or be removed from the EPOC device.

Licensing of Matience simply requires the input of a registration code (**Tools | Register**). There is no need to re-install Matience.

Registration of Matience will unlock the following features which are disabled in the evaluation version:

- Highscores will be remembered
- Undo will allow moves to be taken back
- The Splash screen can be turned off

To register Matience and receive your personal code, you can use one of two methods:

#### 1. ONLINE Registration

For speed of use, this is the recommended registration method. Using a secure, reliable online registration contractor, NEUON will provide you with your unique registration details with minimal fuss, and minimal delay. To register online, go to <http://www.neuron.com/>

#### 2. OFFLINE Registration

Merlin can be registered via conventional mail. A choice of registration addresses is listed below.

Please ensure that any cheque / international money order is sent in the correct denomination according to the address you register at. We ask that you include:

- an email address, or
- a stamped addressed envelope. If you are not able to provide this, please add an additional 1USD (dollar) or 1UKP (UK pound) to the application registration cost. Failure to include either the handling charge, or a stamp, may result in a processing delay.

**To maximise the efficiency of registration by post**, you have three options:

- A UK sterling cheque (made payable to **Alex Wilbur**) or money order to:  
Neuron Applications Registration,  
13 Warminster Road,  
Westbury,  
Wiltshire.  
BA13 3PA  
UK
- a US dollar cheque (made payable to **Ben Vaisvil**) to:  
Neuron Applications Registration,  
632 Concord St.  
Aurora,  
IL 60505  
USA
- an International Money Order (made payable to **Gary Belcher**) drawn on a US bank:  
Neuron Applications Registration,  
11 Derwent Road,

Marlborough,  
Harare,  
Zimbabwe

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## Game menu

The following is a list of the menu commands and their function.

### Game | New

Start a new game.

### Game | Replay

Start a new game using the same tile order as the previous game.

### Game | Pause game

Pauses the game in progress.

### Game | Surrender

Give up playing the current game.

### Game | Close

Close the app.

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## Edit menu

### Edit | Hint

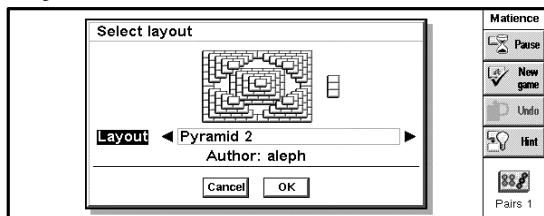
Randomly highlight a pair of tiles.

### Edit | Undo

Undo last move, all moves are stored (Registered Version).

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## Layout menu



### Layout | Select...

Select a new tile layout, the five items below are your most recent played layouts, which you can select to quickly change to.

### Layout | Edit

Toggles edit mode for creating your own layouts.

### Layout | Import...

Import a text file containing a list of X Y Z co-ordinates. The total number must be a multiple of 4 and no greater than 144. The range for the tiles is as follows.

X:0 - 32 Y:0 - 18 Z:0 - 4 Inclusive.

Each tile covers two squares across and down.

### Layout | Export...

Exports the current layout as a list of XYZ co-ordinates.

### Layout | Save...

Save current layout.

### Layout | Tile | Add

Edit mode, use to add tiles to your layout.

### Layout | Tile | Delete

Edit mode, use to remove tiles from your layout.

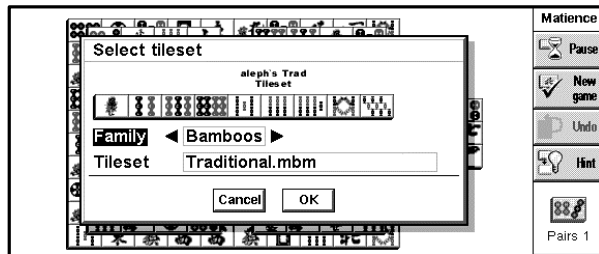
### Layout | Tile | Move

Edit mode, use to move tiles around your layout. Z axis is locked.

### Layout | Tile | Clear all

Remove all tiles.

### Layout | Tile | Change tileset...



Change the pictures on the tiles.

### Layout | Tile | Up

Move all tiles up.

### Layout | Tile | Down

Move all tiles down.

### Layout | Tile | Left

Move all tiles left.

### Layout | Tile | Right

Move all tiles right.

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## View menu

### View | Best times...

View the best times for the current layout.

### View | Preview | Tile

View the currently selected tile in the clock window.

### View | Preview | Timer

View the game time in the clock window.

### View | Preview | Both

View the game time in the clock window and display the selected tile briefly.

**Preview option can be toggled** by tapping on the sidebar Zoom in/out icon.

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## Tools menu

### Tools | Preferences...

Always winnable The tile order is winnable in at least one way.

Show splash screen Turn the start-up splash screen on/off (Registered Version).

Background Image to tile over board, you can create your own by saving the .mbm file in the backgrounds directory.

Sound The current volume level.

### Tools | Register...

Use to enter your registration key.

### Tools | Help on Matience

This document

## **Tools | About Matience...**

About Matience.

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### **Keypresses (Matience)**

Select tile	Space
Select next tile	Down cursor
Select previous tile	Up cursor
Game   New	Ctrl+N
Game   Replay	Ctrl+R
Game   Pause	Ctrl+P
Game   Surrender	Ctrl+S
Game   Close	Ctrl+E
Edit   Hint	Ctrl+H
Edit   Undo	Ctrl+Z
Layout   Select...	Ctrl+L
Layout   Edit	Shift+Ctrl+Z
Layout   Import...	Ctrl+I
Layout   Export...	Ctrl+X
Layout   Save...	Shift+Ctrl+S
Layout   Tile   Add	Ctrl+A
Layout   Tile   Delete	Ctrl+D
Layout   Tile   Move	Ctrl+M
Layout   Tile   Clear all	Shift+Ctrl+C
Layout   Tile   Change tileset...	Ctrl+T
Layout   Tile   Up	Shift+Ctrl+U
Layout   Tile   Down	Shift+Ctrl+D
Layout   Tile   Left	Shift+Ctrl+L
Layout   Tile   Right	Shift+Ctrl+R
View   Best times...	Ctrl+B
View   Preview   Tile	Shift+Ctrl+T
View   Preview   Timer	Shift+Ctrl+I
View   Preview   Both	Shift+Ctrl+B
Tools   Preferences	Ctrl+K
Tools   Register...	Shift+Ctrl+R
Tools   Help on Matience	Shift+Ctrl+H
Tools   About Matience...	Shift+Ctrl+A

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### **Customising**

Matience allows you to create your own tilesets, backgrounds and layouts. If you have any you are proud of feel free to email them to me and I'll create an additional .sis distribution with the good ones in. Tilesets and layouts have methods of declaring the author.

#### **Layouts**

You can edit a current or create a new tile layout, this can be 4 to 144 tiles but must be a multiple of 4. The layout is stored with the game settings and can be saved out to a layout file when you have finished it.

### **Tilesets**

The tileset is a 16 grayscale epoc mbm image (261x95). It is made up of 45 tiles (29x19). The following list specifies which tiles relate to which family. The list counts from left to right and top to bottom, i.e. tile 1 is in the top left hand corner and tile 45 is in the bottom right hand corner.

- 1 - 9            Craks(9)
- 10 - 18        Bamboo's(9)
- 19 - 27        Dots(9)
- 28 - 31        Winds(4)
- 32 - 34        Dragons(3)
- 35 - 38        Seasons(4)
- 39 - 42        Flowers(4)
- 43 - 45        Author Info(3)

To create a tileset you will probably want to use a program like paint shop pro, design it in 256 greys then map it down to 16 (dithering) then use bmconv to turn the bmp file into an mbm. Feel free to email me if you need help with this.

Epocs grey scales are not an obvious reduction of 8 bit greys, email me for a palette file if you have problems.

Once you have created your masterpiece store it in the Matience tiles folder.

### **Backgrounds**

Backgrounds are stored as epoc mbm files in the backgrounds directory, the image is tiled over the board, if you wish to have an image that is not tiled it must be the same size as the board

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## **Future Releases**

Who knows ?! Probably support for Series 7 and NetBook if there is any demand.

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## **History**

Version 1.0 - 30\1\2000

- Bug free - honest!

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## **Author**

Well you want to know about me or comment about the software?

If you have any suggestions / bugs / praise / layouts / tilesets / backgrounds then feel free to email me at [al@neuon.com](mailto:al@neuon.com).

Also you may want to check out [www.neuon.com](http://www.neuon.com) for other EPOC software written by me and the Neuon group.

You might also like to pop to my website to see what else I'm interested in at [www.narnia.freeseve.co.uk](http://www.narnia.freeseve.co.uk).

This product was brought to you with the help of TEA and NOODLES.

K.Crate (al to everyone)

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