



Pearl Mania

Platform: Series 60 (Symbian)

Tested on: Nokia 3650

Should also work on: Nokia 7650, Nokia 3660, Nokia 6600, Nokia N-Gage, Sendo X, Siemens SX1, Samsung SGH-D700

How to play



It is a clone of a classical "bejewelled" game. There are 7 types of pearls. You can play the game by clicking on some pearls on the game board. You have to make legal moves to earn scores. Illegal moves include: two pearls not adjacent, the swap does not make a match. Clicking on a pearl the first time will flash it up. Then the next click should make some match or clicking on the same pearl a second time cancels the selection of the pearl. The game ends when there is no more possible matches that can be made by swapping pearls.

A statistics board is continuously summarizing your performance in this game, including longest chain reaction, longest match (number of matching pearls in one row), total score, current score and highest scoring move.

When you don't know how to make next move you can select "Hint" from the menu and two small dots, representing pearls on the board, will be displayed for a while on a small board in the right top corner of the screen.

Controls

Use arrows to move the cursor to all directions and "Fire" to select and a pearl.

Support

Further information can be obtained from <http://kuca.webzdarma.cz> or through e-mail: sopta@post.cz

About author

Author: Tomas Kucera, an independent developer from the Czech Republic. Recently working in C++ on applications for smartphones running Symbian OS.