

## About AmiBrixx

AmiBrixx is Copyright 2004-2024 Joerg Renkert.

AmiBrixx is a port of the Windows-game "Joemino", written by Joe Koperski in 2002.

Version 1.0 of AmiBrixx was already done in 2004.

Due to technical reasons, hugh updates of the Hollywood programming language over the years, and new ideas, AmiBrixx was totally rewritten and is now available in Version 2.0

New features of AmiBrixx V2:

Skins can be downloaded from within AmiBrixx itself.

Highscores will be saved online. So you can compete with other players all over the world.

AmiBrixx V2.1 got some small bugfixes. It now scales down on small screen (such as AmigaPAL screens).

The windows-version will no more move other windows to front/back.

V2.2 Got some changes, to speedup things a bit on slower systems.

For example, MUI was removed as GUI Toolkit.

Of course, again some small bugfixes.

Due to Serverupdates, AmiBrixx got some changes too, to sweet the server needs.

V2.3 Got some further improvements concerning speedup.

Again some small bugfixes.

AmiBrixx is available for the following platforms:

All Amiganoid systems

Windows

Linux

MacOS

Android

## Usage of AmiBrixx

The AmiBrixx playfield consists of 256 tokens, called Tiles. A group of tiles can be eliminated by leftclicking it. A right click (or a long leftclick for Android players) will undo the last step.

The buttons on the right side of the playfield:

NEW starts a new game

SCORE displays the global highscorelist.

MODE selects between 3-Tiles or 5-Tiles game mode.

SKIN Opens a window where you can download and install new skins.

HELP Opens this guide.

QUIT simply quits the game.

The displays

Also on the right side you find two displays.

The Top one shows the amung of tiles on the playfield.

The lower one displays your actual score.i

## The rules of AmiBrixx

The playfield consists, as already mentioned of 256 Tiles in different colors. Your goal is to remove all tiles on the playfield as often as possible. To remove tiles, you need to click group of tiles of the same color.

Single tiles cannot be eliminated. Only group of at least two tiles can be removed.

If a group is eliminated, overlying tiles will fall down and build new groups. If you eliminated whole columns, the leftside columns will move rightwards.

The score-display on the right will show you your actual score and the remaining tiles.

The score you get after removing a group of tiles depends its group. It will be calculated the following way:

The number of tiles you removed will be substracted by two. That result will be powered by 2.

Examples:

2 tiles removed:  $(2 - 2) \times (2 - 2) = 0 \times 0 = 0$  Points  
3 tiles removed:  $(3 - 2) \times (3 - 2) = 1 \times 1 = 1$  Point  
4 tiles removed:  $(4 - 2) \times (4 - 2) = 2 \times 2 = 4$  Punkte  
20 tiles removed  $(20 - 2) \times (20 - 2) = 18 \times 18 = 324$  Points...  
100 tiles removed  $(100 - 2) \times (100 - 2) = 98 \times 98 = 9604$  points..

So, a good hint is to eliminate large groups of tiles...

There are two playing modes: 3-tiles mode and 5-tiles mode

As the difficulty-level between those modes really differs, there are highscore-lists for each mode.

## About skins

As many other applications (eg. WinAMP, AmigaAMP...) AmiBrixx is skinnable, too. You can switch between them by clicking the button "Skins". A window will open which lets you choose all available Skins.

Simple select a skin from the list and you are done!

Alternatively you can install skins manually by copying a skindrawer into the drawer AmiBrixx/Skins/.

## Creating your own skins

To create your own skin, use your favourite Painting tool!

The easiest way, to do so, is to simply copy and change one of the existing skins. This way you will have less problems with picture sizes...

What does a skin consist of?

Firstly, you have to make a drawer in which all skin-files will reside. The name of the drawer is used as the name for your skin!

Next, you have to paint the differnt bitmaps of your skin. The image format you use, is not important: gif, jpg, png are commen formats and are supported by amibrixx. Also all of their suffixes can be used. So its possible to name a file like: Tile1.jpg or Tile1.png...

You need the following images:

Window

This is the backdrop image for the game. Resolution: 783 x 579 px.

Tile0

This is the backdrop of the playfield itself. Resolution: 512 x 512 px.

Tile1, Tile2, Tile3, Tile4, Tile5

These are the different tiles for the game. Tile1 - Tile 3 are used for 3-tiles-mode. 5-tiles-mode uses all 5 tiles, of course. Resolution: 32 x 32 px each.

ButtonHelp, ButtonMode, ButtonNew, ButtonQuit, ButtonScore

These images are displayed on the right side of the Display. Each image consists of three, vertical arranged parts of the same size. The topmost part is the normally displayed image. The one in the middle is shown, when the player clicks that button. The bottom one is used, when the display is disabled (eg. the highscore or this guide is opened).

Each part of these images has a resolution of 94 x 33 pix. Total resolution of these images is 94 x 99 px each.

CountFont, TilesFont

These images are used to display the score and the remaining tiles. They include horizontal arranged images of the following characters: 0 1 2 3 4 5 6 7 8 9 (Space) . - +

Each character has a width of 15 px. That gives those images a total size of 21 x 24 pix each.

Skin.txt You also should include a textfile called "Skin.txt". This file should contain your name as the author if the skin and will be displayed when the user changes or downloads skins.

Besides the images, you also can change the sounds of AmiBrixx. You should use wav-files for these sounds, as they are supported on all platforms, AmiBrixx runs on.

The following files are used:

klick.wav Played, when the user eliminates some tiles.

wrong.wav Played, when the user clicks tiles, which cannot be eliminated.

lost.wav Played, when the game ends, but the highscore was not reached.

highscore.wav Played, when the user reached the highscore.

If any of the images or sound-files is missing, they will be replaced by the ones from the default-skin.