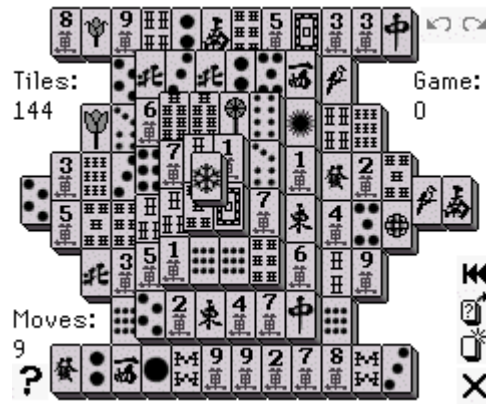


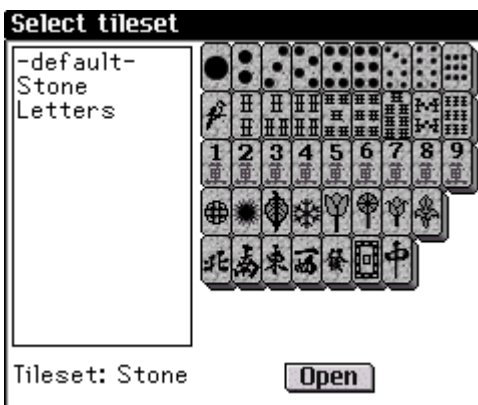
# Mahjongg

My first game for the ebm.

Mahjongg is a deceptively simple game: The aim is to remove matching free tile pairs until all are gone. A tile is free to be removed when the top, and either the left or right side is not blocked by another tile. If a tile is not free, taps are ignored, so you can't cheat.



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The "Select Tileset" window. You can load your own custom tilesets. **NEW** Tilesets can now also be stored on MMC. [Download tilesets](#)

Tiles come in a number of suites, and of each tile face there are four matching tiles. The matching ones may be removed from the pile in any combination. There are two exceptions, the seasons (fourth row, first four tiles) and the flowers (fifth row, first four tiles). In these two cases, there is only one of each tile face, but they may still be removed in any combination of season tile pairs or flower tile pairs.

Not all boards are playable to the end; for example, all four tiles of one tileface might be stacked on top of one another. There are almost endless board combinations, and in my version of the game the limit is 65535 boards. I think this will be enough even for the most addicted player.

The game program resumes exactly where you left off the previous time, so you can quit the game at any stage and carry on playing next time when you start the game. There is a Hint button to help you if you get stuck. You can "rewind" a game back to the start and step forward with the redo button, or play it again.

When there are no more moves, peeking mode will activate. Tiles can then be removed one by one. Undo and redo will be disabled, but you can still rewind and step forward through the game and resume play at any point.

You can save a game at any point, load it at a later stage and resume play at that same point.

**NEW** You can activate a timer to play a timed game. The ten best scores and the respective board numbers are saved. Turn this option on in the menu.

I chose a traditional suite of tiles; it's a pretty big job to design and draw different tile faces, and more so for these tiny tiles. The default suites are Circles, Bamboo, Numbers, Seasons, North, south east and west, Flowers and Dragons. I spent a fair amount of time drawing the tiles, but they are still quite grotty, mainly due to the tiny size. The seasons images are supposed to be a stylized flower (spring), a sun (summer) a leaf (autumn) and a snowflake (winter). The flowers are tulip, daisy, lotus and iris.

You can make your own tilesets and read them from file on your eBookMan. If you make a tileset, please send them to me for publishing on this web page, so that other can enjoy them also.

[How to make your own tilesets.](#) You can use PDAREF's **excellent** Windows version image conversion utility to convert from .bmp to ebm format. Remember to rename the final file extension to .tile. Get this utility at [PDAREF's](#) site or download it from my PicDraw page.

## Release history:

### **V 2.3: 2 Jan '03**

- Added game number to 10 best scores (suggested by PDAREF)
- Fixed bug that caused the game to crash on exit under some conditions

### **V 2.2: 9 Dec '02**

- Added timed game option with 10 best times
- Fixed bug that caused a single tile to be highlighted using hint button under some conditions

### **V 2.1: 22 Nov '02**

- Added MMC support for external tilesets - these can now be stored on MMC.
- Added peeking mode.
- Added save and load games.
- When quitting after finishing a board, the next time Mahjongg is loaded the next board will be loaded.
- Removed the Cancel button in the tileset load window - it was causing confusing image behaviour.

### **V2.0: 3 June '02**

- Load external tilesets from file.
- Added Rewind button.
- Changed other stock buttons to icons.
- Small speed improvements.
- Tapped tiles highlight face only.

### **V1.2: 8 May '02**

- Fixed the shuffle routine - tiles had a definite non-random pattern.
- Undo/Redo buttons will auto-repeat if held.
- Jogwheel down and jogwheel up will also undo/redo continuously until released.

### **V1.1: 30 Apr '02**

- Added 'Removed Tiles' display screen.
- Zapped the irritating 'No More Moves' message.
- Fixed buggy undo/redo functions.
- Zapped a bug that doubled game response time.
- Implemented 'Change Tileset' function.
- Added 'Letters' tileset (Ugly).

### **V1.0a: 27 Apr '02**

- Number of moves always displayed now.
- Deleted Moves button.
- Moved hint button to more convenient spot.
- Fixed non-fatal bug that trashed the end of game message.
- Added 'No more moves' message.

### **V1.0: 26 Apr '02**

- First release.