



Match three basic engine

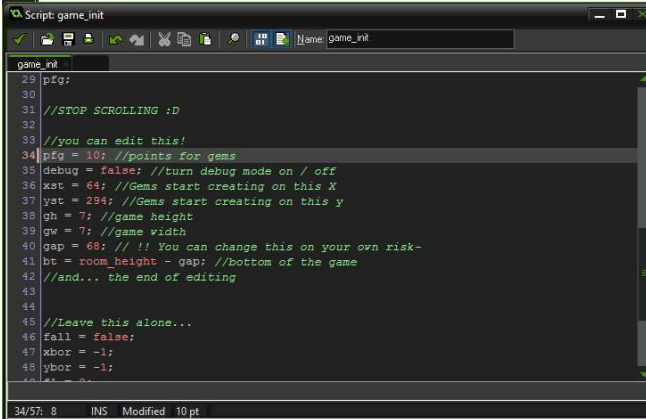
Features

- Simply customisable
- Working on Android / Win / HTML5 (others probably too, but untested)
- Beautiful gems for FREE !
- Simple combo system
- Commented code (well... just main parts :D)



Basic editing

You can set most of things in game_init script. Just open script and scroll down. You will see something like this.



```

game_init
29 pfg;
30
31 //STOP SCROLLING :D
32
33 //you can edit this!
34 pfg = 10; //points for gems
35 debug = false; //turn debug mode on / off
36 xst = 64; //Gems start creating on this X
37 yst = 284; //Gems start creating on this y
38 gh = 7; //game height
39 gw = 7; //game width
40 gap = 68; // !! You can change this on your own risk-
41 bt = room_height - gap; //bottom of the game
42 //and... the end of editing
43
44
45 //Leave this alone...
46 fall = false;
47 xbor = -1;
48 ybor = -1;
49
34/57: 8   INS   Modified 10 pt

```

PFG :

Points for one breaked gem. So, **if you match three, you will get this * 3**

Debug :

This will turn debug mode **on (true)** or **off (false)**

XST:

Starting X position of game

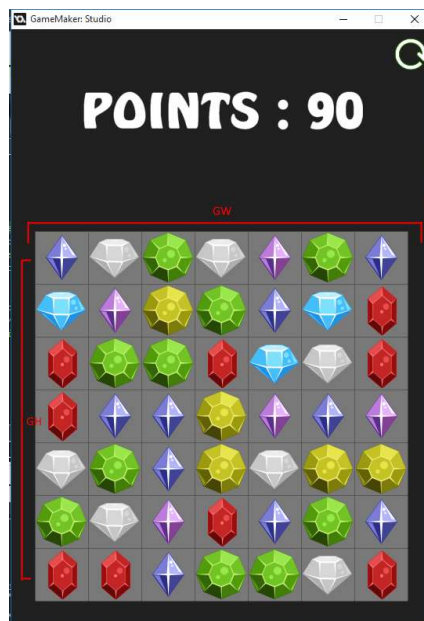
YST :

Starting Y position of the game.



GW and GH

Game width and game height.



BT

Bottom of game. (How far can diamonds fall);



FAQ

Q: Can i use your graphics for my match three game?

A: You bought it all so .. Yes :)

Q: How i change gem graphics?

A: Just upload your gif and replace those gems.

Q: Can i add more gems?

A: Yes, just add them like frames.

Q: How i can set points for gems?

A: Read documentation, damn! :D

