Game 15 v1.0

Megasoft2000 Ltd. 1999-2000
Pocket PC Software Division (PPSD)
Russia

TITLE
Game 15

Category
Game

Genre
Puzzle

Description in brief
The objective of this game is to order blocks on the playground according to the increase of their numbers from the top left to the right **bottom.**

Features:
Changeable size of the playground (from 3x3 to 6x6), changeable number of fixed **blocks** from 0 to 4, demonstration of the problem being currently solved with the possibility to interrupt the process, saving of the current task, loading the current task, table of records, sound, hi-color graphics.

Platform
Windows CE 3.0 or higher SH3, MIPS and ARM CPU's

Device support
Pocket PC (SH3, MIPS and ARM CPU's)

License type
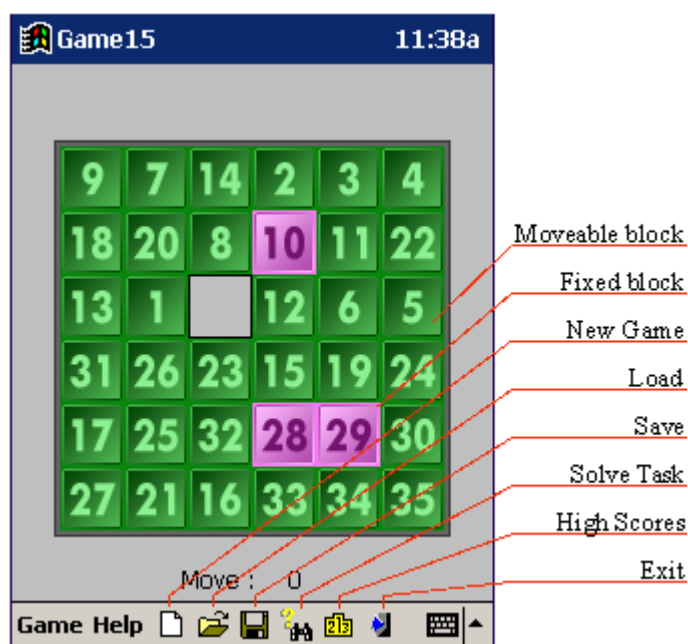Shareware

Size (RAM usage, kb)
356 KB

Installation
Click the program sign on your desktop and follow the common instructions. Installation will be done automatically.

Description
Game objective: Moving blocks on the field, you should order their **arrangement according to the increase of numbers, beginning from the top left.** You can move several blocks at a time. If you think that it's too difficult and you can't solve the problem, change your point of view! Choose <Solve current task> from the menu <Game> or press the icon [icon] and you are sure to succeed! If it's too easy for you – make the task more difficult: increase the size of the playground or add the number of the fixed blocks. Good luck!

The "Game 15" is a shareware. Its usage duration is limited by a 7-day trial period.

If you want to buy it, address to:
http://www.megasoft2000.com

We will appreciate all your remarks and comments that can be addressed to:
ppc_support@megasoft2000.com