



Santa's Test

User Manual

Version: 1.00



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Santa's Test

Free Skin

1. Goal

This game is developed for various age categories. It is very useful as a memory and concentration trainer. The game is date for Christmas time. The goal of **Santa's Test** is to remember the sequence of colours the ornament balls in Santa's box coloured into and then colour them accordingly. The player is timed. For each turn he is given 60 seconds.

2. Procedure

When the game has downloaded a player sees the picture containing the game title and three buttons: **Exit**, **Help**, **Play**. See Figure 1.



Figure 1

As soon as the player has clicked **Play**, appears Santa Claus holding a box of Christmas ornament balls. One of the balls is coloured in a particular colour. The player should be very attentive and remember not only the colour but the position as well. When the player is sure that he can cope with the task put by, he clicks **Play**. See Figure 2. The appeared picture displays the enlarged box with the blank ornament balls, paint set and jar with water. The cursor is turned into a brush. The player is timed. The countdown timer in a shape of an ornament ball is placed in the top left hand corner of the screen. See Figure 3.



Figure 2

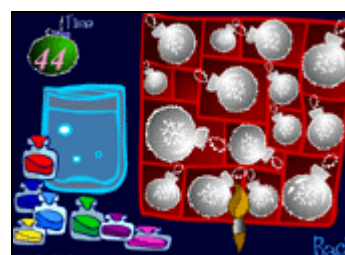


Figure 3

For the ball colouring, the player has to click the jars with paint. The brush tip will be coloured in to the paint the player plunged it into. The player touches with the brush the ball afterward. The ball acquires the chosen colour. If the colour choice and the ball position have been made correctly, the congratulating inscription appears. See figure 4. In case if the choice has been made in a wrong way, the player is shown another inscription. If the player has some time left, he is given one more chance to change the wrong colour into the correct one. See Figure 5.

For colour changing the player may simply click another jar with paint and then click the required ornament ball. This method is used when the mistake is in colour but not in the position of the ornament ball in the box. If the mistake is in the position, the player needs to wash the paint of the ball off. To perform a task the player clicks the bucket with water. The brush will be cleared off paint. The player touches the wrongly painted ball with the washed brush. The ball becomes to be blank.



Figure 4



Figure 5

The game finishes when the time (60 seconds) is over. The final picture of the game contains player's total score and total rounds. The player is given an opportunity to replay the game or to exit it. See Figure 6



Figure 6

3. Technical Details

Game Name	Type	File Size kb	Game Screen px	Colour Depth	Sound	High score function
Santa's Trip	Flash	253	550/400	16 bit	no	no

4. Contact

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