

Manual for Peron

Menus, options ... the framework

If you want to play at once skip to the next chapter. The few menus et cetera pretty much explain themselves. For those who like to know before doing ... have a look at the title menu. Here are the buttons you find:

Start Game

Obviously clicking here starts a new game. What are you waiting for?

High Score

Want to see how good you are? Then have a look at the high score. But you won't find your name if you haven't played yet.

Options

Here are some controls to customize Peron to your personal preferences.

Sound

On/Off

This will toggle the sound effects on/off.

Music Song to 4th Song]

[1st

On/Off

Here you may select one of four atmospheric songs. Or decide to have no music at all.

Mouse Set

1/2

The mouse set determines which way the rings - more about them later - turn when you press the left or right button. With mouse set 1 the left button turns the rings counter clockwise and the right button turns them clockwise. If you select mouse set 2 the behavior is just the opposite, i.e. the left button turns clockwise and the right button counterclockwise.

Guest Game

On/Off

Activates the guest game if you have a visitor who wants to play with your Peron. Don't forget to turn it off afterwards.

High Score

In/Out

This function imports / exports Perons high sore list. With High Score Out Peron creates a file called **PERON.EXP**. You'll find it in Perons folder. Copy it to a friends Peron folder and use High Score In to import it there. Both high score tables are then merged.

Exit

Even the best things eventually have to end ... This way you leave Peron immediately and return to Windows.

Ready, set, ... go for your Score!

Armed with your mouse and a little skill you are ready to tackle Peron for a lot of Points. To be even better equipped you should learn a few things about the game screen and how to deal with its different parts.

Big wheels keep on turning ...

In the center of the game screen are 4 concentric rings. The 3 outer rings have a set of troughs while the small inner ring is empty. Click the inner ring and all 3 outer rings will turn clockwise or counter clockwise. Click on one of the outer rings and only this ring will turn - all the other rings stay as they are. Which way they turn depends on the button and your selection of Option/Mouse Set.

Knock, knock - Who's there?

No, we're not talking about lame jokes ... we are talking about the small marbles running around on the 4 diagonal tracks anxious to get in. Click on one of the green

gates at the inner end of a track and it opens. The marble runs to the next empty trough in one of the rings and stays there. The gate will then close automatically.

How to turn marbles into points ...

It's easy! Just make sure that the rings aren't randomly populated but nice and properly ordered. Well, there are 4 kinds of marbles: red, green, blue, and yellow. The easiest way to score is getting 3 marbles of one kind in a row.

You need 3 marbles of the same color sitting in each one of the rings. Now turn the rings so that all 3 marbles are aligned. And - just like magic - they all disappear and you get your well earned points. (If you are concerned about the poor marbles, rest assured, they are alright. They were just totally painless teleported to dimension Peronia where they stay a while before they return to the tracks. For the marbles its like a slide for little children ... they love it!)

How to gain even more points ...

Try to fill a whole ring with marbles of only one color! It's a little bit harder, but when you think about it there are some quite promising strategies. Filled rings will gain you much more points than simple triplets. When you have reached 60,000 points you are on your way to become a professional peroneer. And you won't go for anything less, would you?

Jackpots, bonus, go for it!

If you have eyes like an eagle and are quick as a cat you may try to earn some bonus points. As soon as they appear in the upper left corner it is your call to complete a ring or triplet and cash in when they disappear!

Bonus points disappear fast but they'll be back - soon. And they increase each time. If you have reached more than 1.000 bonus points comes your chance to really score big in the special bonus game. After the bonus game is finished the bonus points are reset to 0 and you must start bonus hunting from scratch. So make good use of this rare occasion!

The special bonus game is displayed in the upper right corner. There you see a small display showing the three rings partially filled with marbles. Your mission, should you accept it, is to reproduce this pattern. You only have a limited amount of time to complete it. Where there are no marbles shown in the display you may put any marble you want or none - it doesn't matter. Just make sure you reproduce every marble shown in exactly the same position!

If you are sure that you won't make it click on the pattern display to abort the special bonus game. All rings are cleared and resume the normal game - and you have to collect another 1, 000 bonus points before you can try the special bonus game again.

Want to lose your marbles? (At least some of them)

It may happen. Almost all spaces on the rings are occupied but you have no decent chance to get rid of them. Or you didn't close the gate in time and now that pesky marble is ruining all your plans. But don't fear, the solution is near!

On the fringe of the outermost ring there are 4 parking lots looking like green domes. Click on a free dome and it attracts the nearest marble. Click on an occupied dome and it will spill its marble to the nearest free trough on a ring. Use them wisely as there are only 4 of them. When the marbles are pressing your luck, you'll welcome the opportunity to temporarily lose a few marbles.

No strings attached? Sure ...

Actually there are two strings you may trip over if you don't watch out. From time to time the innermost ring starts to flicker warningly and is then framed in a certain color. Now is the time to react especially calm and collected: The teleporter will remove only marbles of the displayed color. This state will end only when you have completed a triplet or ring of marbles of this color. All other marbles stay where they are. So act fast to resume the normal action.

But your worst enemy is time! Watch the marbles as they run in their tracks. After some time small points of light appear near the outer end of the tracks. They will be turned off as soon as a marble leaves its track. Some time before the whole track is lit you'll hear a warning sound. If you don't act quickly and the whole track is lit the game is over and all your dreams of even higher scores are shattered.

The longer you play the faster the lights are turned on. Constantly check the marbles. Especially if they already running in their track for some time. One of them might be your last.

Enough said ... let's have a good time! We wish you lots of fun with Peron, loads of points, and an overflowing high score list and ...

Registration, Shareware, Licence agreement ...

The shareware version of Peron is limited in two ways: First, each game is limited to 10 minutes. Second, your score won't be entered into the high score list.

For the unlimited version of Peron you need a so called "key file". This file contains especially coded your registration number and your name which will appear in the Options menu designating you as rightful user of Peron. You'll get it as soon as possible after you have registered and payed for Peron.

You can give away or copy the shareware version of Peron, but you are not allowed to copy the registred version.

How and where to register

- Send us the amount of US\$ 15.00 or equivalent as international money order or cash or transfer the amount to our banking account with the comment "PERON" and your valid e-mail address and how you want the "key file": either as "BINARY" attachment or "UU"-encoded. We'll send you the "key file" via internet mail as soon as the money transfer is completed.
- Send us the amount of US\$ 25.00 or equivalent as international money order or cash or transfer the amount to our banking account with the comment "PERON". We'll send you the full version including the "key file" via mail as soon as the money transfer is completed.

Necessary customs declarations and applicable sales taxes remain your responsibility.

For registration please write to:

**An
freelance DEVELOPMENT
z.H. Herrn Thomas Scholl
Grossenbaumer Strasse 46
45479 Muelheim/Ruhr
Germany**

Our banking account in Germany is:

**Bank name : Postbank Essen
Bank id number : 360 100 43
Account owner : Thomas Scholl
Account number : 510 926 432**

Please don't forget to write us with your return address. Otherwise we won't be able to complete your order!

If you haven't heard from us within 3 weeks after your order please write us again. Sometimes an order gets lost in the mail. We usually try to respond within 3 days after reception of the order.

Updates

Please visit our "virtual-home" to inform you about updates and other products.

Home : <http://www.sri.de/freelance/>
E-mail :
freelance@sri.de

The user licence

Please read the following chapters carefully before playing either the shareware or the full version of Peron. This is a licence agreement whose content you agree to implicitly by playing Peron. In the following chapters the game Peron and all included files form an inseparable unit and are referenced as "the software".

- You are granted the right to test the shareware version of the software without any time limit. The shareware version may be distributed only unmodified and free of charge. Professional shareware distributors may charge the usual copying fees.
- With the registration you are granted the right to copy the full version of the software unlimitedly for backup purposes.
- With the registration you are granted the right to install the full version of the software on several computers provided only one installation is used at any given time. This clause is included for the typical case that you want to install it at work and at home.
- You agree to distribute, install, and use the software completely at your own risk.
- You agree that the author has clearly and unmistakably stated that even the intended use of the software may cause direct or indirect damage to your computer system.
- You completely accept the following disclaimer: The author of the software can not be made liable for any kind of direct or indirect damage caused by the intended or unintended use of the software even if he has previously been informed of possible damage. This is also applicable if the damage includes financial loss, endangerment of human health or human life. Should you live under a legal jurisdiction that won't acknowledge a clause like this the use of this software is not permitted at all.

