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## Playing Endorfun

Endorfun is a game of color and music, rhythms and patterns. It is also a game of speed, patience and strategy. In less time than you might initially imagine, playing Endorfun will become virtually instinctive. Move the Light Body cube over the Unified Field (the board) and merge with enough Life Force squares to transcend to the next level of play. Don't let the Blocks trap you; merge with them to clear the way, to gain more time, or to earn more points.

To merge with Block and Life Force, roll your Light Body cube onto them with the same color that is on the square on the top-facing side of the cube.

You can move the Light Body cube with either the mouse or the cursor (arrow) keys on the keyboard. Try both to see which you prefer. The most basic skill required to play Endorfun is the ability to move the Light Body cube over Blocks and Life Force squares with the matching color on the top-facing side of the cube. If you try to move it over a colored square with the wrong color on the top of the cube, your movement is blocked. Practice moving the Light Body until you can easily maneuver it into any position. You'll find some of the basic moves, in the section titled The Gambits.

You'll find more details about Endorfun in the sections listed below.

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## Changing Game Settings

### To change the sound settings

- > From the Options menu, choose Sound. The Sound submenu lets you choose whether you will hear music, sound effects, or no sound when you play an experience. The currently active choice is indicated with a check mark.

To change the volume, use the adjustments on your sound card or speakers.

### To turn animation on or off

- 1 From the Options menu, choose Display.
- 2 From the submenu, choose Color Animation.

A check mark beside the option indicates when it is active.

### To add or remove the texture from the Light Body

- 1 From the Options menu, choose Display.
- 2 From the submenu, choose Cube Texture.

A check mark beside the option indicates when it is active.

**Note:** Turning off the cube texture may improve cube animation performance on slower machines.

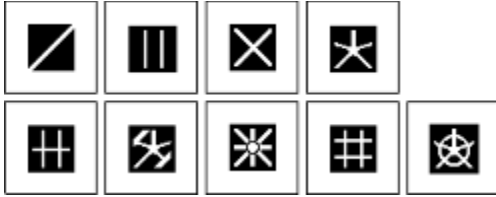
### To change the game window size

- 1 Click the left mouse button to pause the game
- 2 Click on the size box in the upper right corner of the window to reduce the window size
- 3 Move the cursor to the lower right corner of the window--where the cursor becomes a diagonal double-arrow cursor--and stretch or shrink the window to the desired size.

When you change the window size, the Status Bar will reconfigure itself to fit as best it can. In some cases, it will drop the name of the game experience from the display. In other cases, it will become a two-line Status Bar. In extreme cases, where the window is very small, the Status Bar will not be displayed at all.

**Note:** Reducing the window size may improve cube animation performance on slower computers.

## The Timer Blocks





## Saving Games/Playing Saved Games

### **To save a game in progress**

- 1 From the Game menu, choose Save As
- 2 Enter a name for the game in the Save As dialog and select OK

If the game has already been saved, you can save the new state of the game by choosing Save from the Game menu. When you choose Save, the game will be saved under the same filename. You can choose to save the game again under a different name by using the Save As option again.

### **To play a saved game**

- 1 From the Game menu, choose Play Saved Game. The Open dialog appears.
- 2 Select a game file in the Open dialog and choose OK



## Pausing/Resuming an Experience

### **To pause a game, do any of the following**

- \* Press any of the Esc, Space Bar, or Enter keys
- \* Click the left mouse button

### **To resume a paused game, do any of the following**

- \* Press F3 or Enter on the keyboard
- \* Click the left mouse button with the cursor inside the game window.



## Optimizing Performance

If Endorfun appears to play sluggishly on your computer you might try the following:

- \* Turn off the texture on the Light Body cube (From the Options menu, choose Display and then choose Textured Cube.)
- \* Reduce the size of the game window.

Also, while it will not speed overall performance, if you are playing Endorfun with a mouse, we recommend that you ensure that its mechanism is clean. Being able to smoothly and predictably roll the Light Body is a critical factor in advanced game play.

### **See also:**

[Changing Game Settings](#)



## Uninstalling Endorfun

To completely uninstall Endorfun from your hard drive and Windows 3.1 setup, do the following: (For details on any of these Windows procedures, please consult your Windows documentation.)

- 1 From the Program Manager, delete the Endorfun Program Group and its contents.
- 2 From the File Manager, delete the Endorfun directory and all of its contents. The files in the directory are the high scores and best times tables and any saved games. If you chose the "Quick Install" option, the Endorfun directory is named "Endorfun" and is in your Windows directory. If you used a custom install, the directory may have a different name or be in another location.
- 3 Delete the ENDORFUN.INI file from the Windows directory.





## Game Menu Commands

### **Select New Game...**

Opens the Select Game Experience dialog where you can choose a new game experience.

The radio buttons on the left side of the dialog let you filter the list of games according to the type of experience. The three types of game experience are Quickening, Longevity, and Abundance.

The experience names in the dialog are also color coded to indicate their approximate difficulty level: blue indicates easy games, red indicates harder games, and black indicates very difficult games.

### **Replay Game**

Restarts the currently selected game experience.

### **Resume Game**

Restarts a paused game. You can also restart a paused game by pressing F3 or Enter, or by clicking the left mouse button with the cursor in the game window.

### **Save Game**

Saves the current game. If you haven't yet saved the game using Save Game As, this option is dimmed in the menu.

### **Save Game As...**

Displays the Save Game dialog where you can save the current game under a new filename.

### **Play Saved Game...**

Displays the Open Game dialog where you can open a saved game.

### **Exit**

Exits Endorfun.



## Options Menu Commands

### **Sound**

Lets you choose whether the experiences play with music, sound effects, or no sound.

### **Display**

Lets you choose whether the background images animate and whether the Light Body cube is shown with a texture. Background animation is a purely aesthetic option; though it was also an intended part of Endorfun's dynamism. Turning off the texture on the Light Body cube may improve the performance of the game on slower computers.

### **Show Game Status**

Lets you choose whether the Game Status Bar is displayed at the top of the game window during play. The default is to show the status, since it provides valuable information for completing the experiences successfully. Note: if the game window has been re-sized to be very small, the status bar will not be displayed.

### **Save Game Alert**

Lets you turn off the alert box that appears each time you abort play before a game experience has ended. This option is checked on by default. If you don't expect to save your games, you may want to turn this option off.

### **Quick Play Buttons**

Lets you turn off the buttons that appear near the bottom of the game window with the Replay Game and Select New Game options. This option is turned on by default, since the buttons provide a quick way to play again without going to the menu bar.

Note: You can also replay, select a new game, or play a saved game by pressing r, n, or p on the keyboard respectively when the menu bar is show at the top of the game window.

### **Show Best Times...**

Displays the Best Times board. In this dialog you can view the best times for any games that have best times. If the board is not already filled with times from completing the game, it displays the highest level achieved before the game was lost and no time is displayed.

The Best Times board indicates in the title bar whether you are looking at scores for a Quickening or Longevity experience.

### **Show High Scores...**

Displays the High Scores board. In this dialog you can view the high scores for any games that have high scores recorded. The board also shows the highest level achieved in the game to earn the listed score.

### **Set Mouse Sensitivity**

Displays a dialog for adjusting the sensitivity of the Light Body cube to movement of the mouse.

**Note:** Some game experiences are designed with a Light Body cube that rolls very quickly or very slowly. We suggest that you not attempt to compensate for this by adjusting the Mouse Sensitivity, since the speed of Light Body movement and mouse sensitivity are not directly related.

Also, while it will not speed overall performance, if you are playing Endorfun with a mouse, we recommend that you ensure that its mechanism is clean. Being able to smoothly and

predictably roll the Light Body is a critical factor in advanced game play.

### **Set Keyboard Control**

Displays a dialog for setting which keys on the keyboard move the Light Body cube.

To change the settings, click on the drop-down lists for each of the directions of movement and select the key assignment you want. When a drop-down list is active, you can go to an alpha-numeric key by pressing that key on the keyboard. For example, if you want the letter "E" assigned as the key to move the cube up, you could click on the "Cube Up" drop-down list to activate it, press "e" on the keyboard (e will appear as the highlighted item in the list), and then click on "e" in the list to select it.

**Note:** the cursor (arrow) keys, which are the default setting, are listed in the drop-down lists as Left, Right, Up, and Down. You will find these and the keys Home, End, Page Up, and Page Down, at the bottom of the lists. You cannot reach these key assignments by pressing them on the keyboard, because they are used by the dialog to navigate the drop-down lists when they are active.



## The Philosophy of Endorfun

Our intention was to create more than a game, more than a diversion.

We wanted Endorfun to be  
beautiful, uplifting and inspiring,  
to enrich your consciousness,  
to open your heart,  
to touch your soul.  
And to be  
fun.

We hope we have succeeded.

We make this offering to you in the spirit of

Peace to all the Sisters and Brothers  
Love to all the Mothers and Fathers  
Light to all the Daughters and Sons  
Freedom to all the Friends and Lovers  
Joy and Abundance to the World  
Utmost Gratitude to the Life Force

oneLove  
oneTribe  
oneWorld

We wish you the best.  
We have given you ours.

onesong!

### **Subliminal Messages in Endorfun**

Subliminal messages exist everywhere. As you wash dishes, do your homework, talk on the phone or care for the kids with the TV on in the background, you receive subliminal messages. Your mind subconsciously registers the images and ideas that you glance at and overhear.

Every entertainment that can hold your attention -- TV, music, movies, video games -- insinuates messages into your subconscious whether by design or not.

We have intentionally used the power of subliminal messages for a positive and uplifting purpose in a video/computer game which has the potential to hold your attention for hours on end.

The music in Endorfun contains subliminal messages designed to help you feel good about yourself and the world around you, to help you enhance your state of well-being and personal abilities. In addition, after every time you play, a positive message appears on the screen to reinforce these thoughts.

[List of the Subliminal Messages in Endorfun](#)

**Note:** If you prefer to play Endorfun without the benefit of the subliminal messages, you can turn them off by playing the game with sound effects or no sound instead of music. To do this, open the Options menu and choose the Sound option. Then choose your preferred setting from the submenu.



## The Object of the Experiences

There are three distinctive types of game experience in Endorfun. All of the experiences use the same basic game pieces, but the specific game objectives are different.

**Quickening** experiences challenge you to complete the game as quickly as possible by capturing Life Force. Your goal is to score the fastest time. Speed and precision are everything.

**Longevity** experiences challenge you to play for as long as you can. You want to achieve the longest time. You'll need to complete each level before the Unified Field fills up or the Timer runs down.

**Abundance** experiences challenge you to score as many points as you can within the time allowed. In many of these experiences, you'll have a lot of mobility in the Unified Field; however, the Timer will force you to move from level to level. In others you'll need to pay attention to how quickly the Unified Field is filling with Blocking Squares. You'll want to move on to the next level before you're blocked in, no matter how much time is left on the Timer.



## Beginning an Experience

### **To begin a new game experience:**

- 1 From the Game menu, choose Select New Game.
- 2 Choose an experience from the Select Game Experience dialog.

The radio buttons on the left side of the dialog let you filter the list of games according to the type of experience: Quickening, Longevity, and Abundance.

The experience names in the dialog are also color coded to indicate their approximate difficulty level: blue indicates easy games, red indicates harder games, and black indicates very difficult games.



## The Game Pieces



Click on the areas of the illustration for a description of each of the game pieces.





## The Gambits

This section explains some of the basic maneuvers the Light Body cube can use to merge with a square on the Unified Field. This is not a complete list, but it's a good place to start toward mastering Endorfun. Each gambit here is described as a maneuver toward merging with a colored square (Life Force or Blocks), but try to think of them as a method of moving onto any square. As you master Endorfun, you'll find that you use these gambits and others in many combinations.

### The U

Any time the Light Body cube is beside a square with the same color on the top face, you can merge with the square by moving in a U shape in either direction around the square. This gambit is perhaps the most basic, and is often used in combinations with itself and other gambits to merge with squares.

### The Fence

The Fence is a logical extension of the U. Any time your Light Body cube is on a straight line with a square with the same color on the top face of the cube, you can merge with the square by tipping the Light Body one square off the line, rolling it to beside the square and tipping it back up onto the square.

### The Double-U

Another extension of the U is the Double-U. Any time the Light Body cube is catty-corner with a square and the same color is on the top face, you can merge by performing two U gambits in succession. The first U puts the Light Body beside the square and the second U merges the two.

### The 3-Space

Perhaps the most obvious gambit but the one least used by beginning players. You'll need this one to become a master at merging in tight spaces. Any time the Light Body cube and a square are separated by three squares in a straight line, moving directly toward the square will result in a merge.

### The L

Any time the Light Body cube is diagonal to a square that is the same color as its top-facing side, and the two are separated by one square, they will merge if you roll the Light Body two squares to one side and then toward the colored square.

## **Light Body**

The cube shaped Light Body represents the Player, seeking Life Force on the Unified Field. You move the Light Body by moving the mouse or by pressing the cursor (arrow) keys on the keyboard.

## **Life Force**

The pulsing squares on the Unified Field are Life Force the Light Body cube seeks. There can be several Life Force squares per level, but there is only one Life Force square on the Unified Field at a time. Each time the Light Body cube merges with a Life Force square another Life Force appears on the Unified Field. When the final Life Force on a level is absorbed, the Light Body cube transcends to the next level. The Light Body merges with Life Force by landing on it with the same color that is on the square on the top-facing side of the cube.

## **Unified Field**

The playing field over which the Light Body cube seeks Life Force. The Unified Field is a mosaic of squares (sometimes transparent, other times opaque) that usually transforms its basic shape whenever the player transcends to a new level.

## **Blocks**

All of the colored squares on the Unified Field that are not Life Force are Blocks. There are two basic types of Blocks: Simple Blocks and Bonus Blocks. The Light Body cube merges with either type of block by landing on top of it with the same color as the square showing on the top-facing side of the cube.

**Quickening** experiences challenge you to complete the game as quickly as possible by capturing Life Force squares. Your goal is to score the fastest time. Speed and precision are everything.

## **Bonus Blocks**

There are three types of Bonus Block in Endorfun: Multiplier Blocks, Timer Blocks, and Global Blocks.

## **Merge**

To land on a Block or Life Force square with the same color on the top side of the Light Body cube This removes the Block or Life Force from the Unified Field.



**Longevity** experiences challenge you to play for as long as you can. You want to achieve the longest time. You'll need to complete each level before the Unified Field fills up or the Timer runs down.

**Abundance** experiences challenge you to score as many points as you can within the time allowed. In many of these experiences, you'll have a lot of mobility in the Unified Field; however, the Timer will force you to move from level to level. In others you'll need to pay attention to how quickly the Unified Field is filling with Blocking Squares. You'll want to move on to the next level before you're blocked in, no matter how much time is left on the Timer.

## **Global Blocks**

Remove all of the squares that are the same color as the Global Block, including Multiplier and Timer Blocks. When you merge with a Global Block, you receive the points for all of the Simple, Multiplier, and Global Blocks that are removed from the Unified Field. BUT, you don't receive the time from Timer Blocks. So, if you need to get some time back, merge with the available Timer Blocks before you merge with the Global Blocks.

## **Multiplier Blocks**

These blocks give a multiple of the number of points assigned to the Simple Blocks. The number of spots on the Multiplier Blocks indicate the multiplier, so you can quickly see the relative value of the block. For example, if a Simple Block is worth 100 points, a Multiplier Block with five spots on it will be worth 500 points (100 x 5). [\[Illustration of Multiplier Blocks\]](#)

## Simple Blocks

The solid colored squares on the Unified Field. In Abundance game experiences, these blocks have a point value. Otherwise, they merely block the way to Life Force squares.

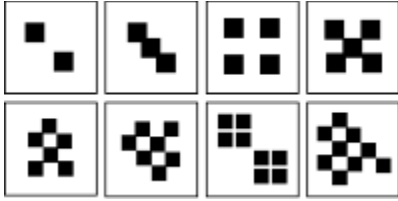
## Timer Blocks

Put time back on the Timer so you can stay on the level longer. If the rate of Block appearance has been increasing, they also have the effect of slowing down the rate at which Blocks are added to the Unified Field. In the Longevity and Abundance games, this slowing down of Blocks is sometimes more important than adding time to the Timer.

The number of divisions on the Timer Blocks give a hint as to how much time they may be worth. The more divisions, the more time you receive. Each division is worth 5 seconds, so the blocks are worth between 10 and 50 seconds of time. You don't receive points for merging with Timer Blocks. Also, you won't receive the time from a Timer Block if it is removed from the board by a Global Block.

[Illustration of Timer Blocks.]

## The Multiplier Blocks





## About onesong partners, inc.

onesong partners, inc. is composed of artists from a wide range of disciplines: designers, composers, musicians, computer programmers, graphic artists, writers and entrepreneurs.

We are dedicated to the creation of powerful and beautiful life-enhancing, life-affirming products including: multi-media CD-ROMs, video games, music CDs, books, film, live entertainment and events.

Every onesong entertainment product is intended to uplift the heart and mind of its user.

The mission of onesong partners, inc. is to benefit humanity with each of our products and to demonstrate that consciousness and good will are, in every way, the most profitable business practices.

onesong partners inc was founded in 1994 by Michael Jai Feinberg, Noah Clemence Zim, Onye Onyemaechi and Paul Coleman.





## The Status Bars

The Status Bar at the top of the game window displays valuable information while you are playing Endorfun. There are actually three slightly different Status Bars, and which one you see depends on the type of game experience you've selected.

### **All of the Status Bars show:**

- \* The name of the current game
- \* The number of Life Force squares remaining in the current level
- \* The level number. (This area will display "Bonus" or "Challenge" if you are in a special Bonus or Challenge level.)
- \* The Timer, which shows the maximum time you can spend on a level before you must transcend to the next level or lose the game. The Timer area of the Status Bar will blink when there are less than 30 seconds remaining in a game. If the level you are playing has a Challenge round associated with it, the Timer displays an asterisk (\*) beside the time when completing the level will take you to the Challenge round.

### **Quickening Status Bars also show:**

- \* The number of Levels in the game experience
- \* The Elapsed Time (how long you've been playing the game experience)

### **Longevity Status Bars also show:**

- \* The Elapsed Time (how long you've been playing the game experience)

### **Abundance Status Bars also show:**

- \* The number of Levels in the game experience
- \* The current score.  
If a game Level has a Bonus Level associated with it, the score area of the status bar will show an asterisk (\*). When you've achieved the score required to earn the Bonus Level, the score area reverses (highlights).



## List of Subliminal Messages in Endorfun

Below is a list of the uplifting and empowering messages that are "quietly" repeated while you play Endorfun. We hope that you will approve of, enjoy, and benefit from these messages.

I am safe  
My heart is filled with joy  
I am loved  
I am healthy  
I am strong  
I can do anything  
I am powerful  
Riches flow into my life  
I am in control  
My life is full of meaning and pleasure  
I feel joyful now  
My body heals itself  
I know what I want  
I am free of dependency  
I am a winner  
Riches flow into my life  
I am in harmony  
I am at peace  
I am strong and secure  
I create the life that I want  
I feel joyful now  
I am beautiful  
I achieve my highest goals  
I am divinely guided  
Rivers of riches are flowing to me  
I create my own reality  
I create what I want  
I want joy and expansion  
I create joyous relationships  
I create joyous abundance  
I create joyous health  
I create joyous safety  
I create joyous love  
I create joyous fun  
I create joyous comfort  
I create joyous work  
I create joyous thoughts  
I create joyous creation  
I create joyous life  
I use my power wisely and well  
I do what feels right  
I have everything I truly want

In my own way I am a genius  
I love myself  
I receive everything I need  
I am unique and special  
I am free  
Today I expect the best  
All is well  
What I desire is already mine  
I create miracles  
I trust in myself  
Money is flowing abundantly into my life  
I deserve the very best in life  
I am a beautiful perfect spirit  
I am the master of my life  
I am now attracting everything I need  
I expect pleasure and satisfaction  
I choose life  
It is safe for me to be powerful  
I forgive myself completely  
There is enough of everything for everybody  
I love life  
I am a wonderful person  
I am now in perfect health  
I honor my self  
My life is unlimited  
I am naturally enlightened  
I am the master of my life  
I love doing my work  
It's OK for me to have everything I want  
I am relaxed and centered  
Abundance is my true state of being  
I am now prosperous and happy  
I am rich, well, and happy  
I am beautiful and lovable  
I am talented, intelligent and creative  
I deserve the very best in life  
I love the world and the world loves me  
I don't have to try to please anyone else  
I am free and healthy  
I love myself completely as I am  
I am glad I was born  
I love being alive  
I love myself  
I am good and I do good things  
The world is a beautiful place to be  
I love it the way it is  
I love myself the way I am  
There is no opposition

It is easy to control my existence  
I forgive myself  
I intend joyous survival  
I am free



## The Endgame

An Endorfun game experience can end one of three ways:

- \* You win the game! In which case you are rewarded with a special "win screen" which lauds your accomplishment.
- \* You lose the game because the Light Body cube became trapped by blocks. A moment after the Light Body becomes trapped, the Unified Field rapidly fills with blocks and you see a "lose screen" which presents you with a positive message. You then click the left mouse button (or press the space bar) and see the "Quick Play" buttons and menu bar. Play again!
- \* You lose the game because the Timer ran out of time. The Unified Field rapidly fills with blocks and you see a "lose screen." Play again!

**Note:** On Bonus rounds, the Unified Field rapidly disappears if the Timer ran out of time.

## **Timer**

The Timer in the Status Bar sets an overriding limit to the amount of time you can spend on a level in a game experience. This is true for all three types of experience (Quickening, Longevity, and Abundance). If there are Timer Blocks in the level, you can merge with them to put time back on the Timer, and thus stay on the level longer.



