BallMaster

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COLLABORATORS			
	TITLE : BallMaster		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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Chapter 1

BallMaster

1.1 Contents

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1.2 Introduction

This is a puzzle game with a simple basic idea and (hopefully) addictive
gameplay. You can easily learn how to play it without long manuals and
instructions.

It is based on an old game, named Logical, which works only on Amigas with 68000 processor and Kickstart 1.3. My game tries to bring the idea of this old game onto today's hardware and also tries to extend the original game with some new ideas.

There are two versions of the game (AGA and ECS), each available in their own archive on Aminet. They differ only in quality of graphics so that this guide file is the same.

1.3 Main menu

You can choose among:

START GAME – Starts the game at the very beginning.

ENTER PASSWORD – You can enter password here and continue playing from a later level. (Not available in unregistered version.)

OPTIONS – Brings you to the options screen. (Not available in unregistered version.)

ABOUT – Shows the credits screen with info on the game version.

QUIT GAME – Quits the game. (What else?)

1.4 Options

Following options are available:

Sound on/off – Turns sound effects on or off.

Music on/off – Turns music on or off.

Profi mode on/off – Turns profi mode on or off.

   Explanation: In profi mode you can fill every wheel only once (after the green light is turned on, a full wheel won't be emptied any more), whereas in normal mode you can fill every wheel as often as you want, but at least once.

1.5 Instructions

The gameplay is really simple. On the top of the screen there is a tube with a small ball running left and right. This ball leaves the tube as soon as there is an "empty" wheel right below it. You can rotate the wheel using the right mouse button. With the left mouse button you can send the ball out of the whell into a tube. (You can't send it back to the top tube.)

The aim of the game is to fill every single wheel with four balls of the same colour. Once you fill a wheel, these balls will disappear and the red

light in the middle of the wheel will turn green. As soon as you turn all the lights green, you will proceed to the next level.

There is one more important thing – there are two different time limits:

– the first one is the time limit for the whole level (diplayed in the information panel)
– the second one is the time limit for the ball to leave the top tube (it's displayed as a bar above this tube)

You can get additional information about the gameplay in the game elements section.

1.6 Information panel

The information panel is situated at the bottom of the screen. From left to right it contains following information:

TIME – time available to finish the level

LEFT – number of wheels, you still have to fill to complete the level

ORDER – the order of colours you have to fill the wheels with (read it from left to right)

   Explanation: If the five black holes are filled with balls of different colours, it means that only the wheel filled with balls of the same colour as the leftmost ball in the order panel will be regarded as full (ie. will be emptied).

CODE – the combination of colours that is required to fill a wheel (bonus time award is shown as a bar under it)

   Explanation: If this display is active the wheels with four balls of the same colour will not be regarded as full. First you have to make the combination shown (It means that you have to fill a wheel with the balls in the same colour manner as it's shown here.) and first when you do that, you can proceed with regular game. If you make the combination required fast enough you get additional time to complete the level.

NEXT – the next ball to appear in the top tube

1.7 Game elements

In this section you can read about all the elements that are present in the game:

BALLS – There are balls of four basic colours in the game: red, yellow, green and blue. Everything else regarding the balls has already been explained in previous sections.

JOKER BALL – In some levels a special white ball (joker) appears from time to

time. This ball can take place of any ordinary ball. It is
regarded as red, yellow, green or blue – whatever is most
suitable in current situation.

TUBES – The place, where the balls are moving.

WHEEL – A place for storing the balls. It was already axplained in previous
sections. It rotates clockwise or counter-clockwise. That depends on
its sort.

AUTO-WHEEL – The same as wheel, only that it rotates by itself and you can't
rotate it yourself.

ARROWS – They are placed on tubes and specify the way in which the balls can
move through the tube.

COLOUR FILTERS – They specify balls of which colour can move through the
tube.

COLOUR MACHINES – They change the colour of balls that move through such tube.

TELEPORT – There are always two of them in the level. The ball that enters
one of them, appears in the other one and continues to move in the
same direction.

1.8 Distribution

This game is distributed as Shareware. It means that you can freely distribute
the game as long as you keep complete and unmodified game archive and you
don't make any own profit out of it.

You may use the game for a 14 days test period to evaluate it. After that
you should either register it or delete it from your disk.

The game may be included on CD compilations (Aminet, Fred Fish and the like),
the same goes for magazine cover CDs and cover disks, but in this case I would
be glad if you let me know about it and maybe even send me a free copy of the
magazine.

1.9 Registering

As you will soon notice (or probably already have), this version of the game
contains only ten levels. To get access to all 100 levels, you have to
register.

Upon registration you will receive a personal keyfile that allows you to play
the whole game and will also enable options and password entering.

The keyfile will work with all future updates unless there's going to be a
huge upgrade to the game (v2.0) in which case there will be an upgrade offer
for all registered users.

To register you should send 10 USD (7 GBP or 20 DEM) in cash (no coins) to my
home address together with your full name and e-mail address. I will then
send you the keyfile via e-mail.

If you send me 15 USD (10 GBP or 30 DEM) together with your full name and
home address, I'll send you the keyfile together with the latest version of
the game on a disk via common mail.

1.10 Support

The latest version of the game is always available from Aminet:

game/think/BallMasterAGA.lha
game/think/BallMasterECS.lha

The game also has an official support web page, where you can find all the
latest info on the game. You can visit it at:

http://www2.arnes.si/~gkrjes12/ballmaster/

1.11 Feedback

You can contact me:

E-mail: damir.arh@guest.arnes.si

S-mail: Damir Arh
        Titova 89
        4270 Jesenice
        Slovenija

My personal homepage: http://www2.arnes.si/~gkrjes12/

1.12 History

v0.05-v0.1:
     - internal testing versions

v0.2 (05.05.98):
     - first public release

v0.21 (27.05.98):
     - ECS version of the game added
     - some file renaming

v0.3-v0.8:
     - internal testing versions

v1.0 (08.09.98):

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    - first full game release
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1.13 Future of the game

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Future plans for the game are:

- better level graphics
- more sets of pictures, levels and sound effects
- support for higher screen resolutions
- level editor
- your own ideas

But it all depends on your response and the number of registered users.
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1.14 Credits

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And the people responsible for existance of this game are:


Credits:

  DAMIR ARH     - leader of the project, code, levels and sound effects

  UROS BOGATAJ  - graphics, music


Thanks go to:

  Gregor Kavcic
  Marcus Johansson
  Curt Esser
  Vinko Arh
  Peter Elzner
  Jon Aslund
  Michael Taylor
  Simon Kempster
  Pieter Frenssen
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