

Polataa

COLLABORATORS

	TITLE : Polataa		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		August 16, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Graphics	- Mopz
Icons	- Tomas Amsrud
Music	- Mopz
	Twilight
Sound fx	- Mopz
Levels	- Mopz
	Peter Fischer
	Tomas Amsrud
	Damir Arh
Documentation	- Mopz

Software used:

Blitz Basic	- programming
Personal Paint	- graphics
Pro Tracker 3.61, OctaMED 2.0	- music
PS3MRec	- sound fx
BED	- documentation

You play this game at your own risk! We don't take any responsibility what so ever!

I, Mopz, love breakout games. They're the most wonderful things ever invented. This version is not much different from any other, but I tried to make it a bit more puzzlish than regular breakouts. The name Polataa, btw, was made up by my good old friend Mikael "Nihao" Martinsson, and I think he did a good job :)

If you have something to say about this game, please send me an e-mail!

... and, well...

Be =>

=> to eachother!!!

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1.3 Sort of ware

* SORT OF WARE *

This game is now mailware. If you send me an e-mail, you get the keyfile for free. But if you send me a snailmail, you've got to add a disc and money for stamps; don't expect me to pay YOU for the game!

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1.4 A jolly good story

* A JOLLY GOOD STORY *

The atoms on earth got pissed off, because the humans wouldn't stop cleaving them (a way of extracting energy). So, those little round and jolly things mutated into dangerous macho-macro-atoms (mamas).

The atoms didn't realize tho' what a totally stupid move that was; all of a sudden ANY man with a saw - or a hammer - could cleave the jolly things and build nukes.

Your mission, as an excellent world rescuer, is to dismutate all mamas. As you may already have guessed, the only way to do that is with a bat and a ball.

The world is counting on you!

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1.5 The title-screen

* THE TITLE-SCREEN *

Use cursorkeys to move up and down in list of options.

START GAME - Press Return to start game.

LEVEL: - Press left/right key to change level.

VIEW HISCORE - Press Return to view hiscore.

CLEAR HISCORE - Press Return to clear hiscore.

QUIT GAME - Press Return {gasp} to quit game and save hiscore.

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1.6 How to play

* HOW TO PLAY *

What to do:

Mamas and other things are hidden inside bricks. To release hidden things, you must therefor break bricks. When all mamas on a level are dismutated,

you'll be transported to the next level.

Control:

Mouse up/down	- Move bats (one on each side of the screen) up/down
<P>	- Pause
<Esc>	- Quit
<F1>	- Next level
Left mousebutton	- Unpause/Shoot
Right mousebutton	- Aim
<SPACE>	- Tilt - good if the ball gets stuck...

Shoot:

The first thing you need to do when you're at a new level, is to shoot away the ball. Until you press left mousebutton you may move the ball up/down in line with the bat with right button. This way, you can aim pretty good. The more centered on the bat the ball is, the lower will the shooting angle be.

Bricks:

A normal brick is in a clean colour, while special bricks (often hidden) look like, uhm, other things. You'll have to figure the symbols out for your self; I'll only tell you what there is. You loose all your specials when entering a new level.

Big bat - Makes bat bigger.

Speed up - Speed up for ball.

Speed down - Speed down for ball.

Gravity - The ball's vertical direction will constantly increase towards the 'ground'. Gravity disappears if you get Magnetic.

Magnetic - The bat's center will work as a magnet vertically. Magnetic disappears if you get Gravity.

Hard - All bricks will take no more than one hit.

Ice - Makes ball blue (purple if you've got Fire), so that you can kill ice-mamas.

Fire - Makes ball red (purple if you've got Ice), so that you can kill fire-mamas.

Black hole - Won't be destroyed when you hit it. It moves the ball back to the bat.

Red lock - Will only be destroyed if you've got Red key.

Green lock - - Green key.

Blue lock - - Blue key.

Red key - With it you can destroy Red locks.

Green key - - Green locks.

Blue key - - Blue locks.

Score 50 - Gives ya 50 points.

Score 100 - Gives ya 50 points.

Mamas:

They all take two hits, but some of 'em demands special balls. Mamas starts moving around when you find them. They can be a bit tricky to hit, but learn how to aim, and it'll work fine :)

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1.7 The full version

* THE FULL VERSION *

New versions will be spread out as they come. The keyfile you get when you register will always work (I hope...). The only difference between the registered and the unregistered version is that you can never play more than 8 levels in the unregistered. The keyfile, however, must NOT be spread out!

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1.8 History

* HISTORY *

98-07-10: Started working on P5

98-07-26: Released v.00b

98-07-31: Sent v.01 to CU Amiga Magazine (together with lots of other games, for their disk). Also uploaded it to Aminet, but without the CUAM exclusive keyfile. Better bounces against bricks, one more ingame-tune, tilt-funktion, keyfile-support.

98-10-25: V.02. No improvements really. Just converted the music to MED-format and added some levels that had been sent to me by a few players. No plans for further releases.

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