

Rainbow Balls Help Index



Rubin MicroSystems

presents a new game:

Rainbow Balls **for Windows 95!**

This game is a kind of logical game and is enough interesting for people in age 5 and upper. To read rules of this game, click at [Rules of Rainbow Balls](#). To read about purchasing and distributing, click to [Purchasing](#).

Hardware and software requirements:

- Windows 95 build 347 or newer;
- Video mode should be High Color (16 bits per pixel) or better.

This is a test version and the main task for author is to learn if it is interesting to play and what to do to make it interesting. This version does not support the following features:

- [Records Table and Best Results](#);
- [Sound and Music](#);
- [Customized Background](#);
- [Customized Field size](#);
- [Game Save and Restore](#).

Author will be very grateful for any comments and proposals. Your responses please E-mail to address:

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Enjoy the game!

See Also:

[Rules of Rainbow Balls](#)

[Purchasing](#)

Rules of Rainbow Balls

This game in fact is very simple. You have a square field 9x9 cells. When started it have 5 balls of different colors, drawn on field. After each move on the desk will appear 3 more balls. The task is to build a line of more than 5 balls of the same colors. It can be diagonal, vertical or horizontal line. When you build the line all balls in line will disappear. Better score you can get if you will build a cross of two or more lines.

[Scoring](#) depends of number of balls that you have placed in line or cross and can be presented by the following table:

<i>Number of balls / crossed lines that have been placed</i>	<i>Result (per ball)</i>
Just one line with 5 balls	1
One line with more then 5 balls	2
Cross of two lines of 5 balls each	4
Cross of two lines of more then 5 balls each	6
Cross of three lines	16
Cross of four lines	32

[The game will end](#) when all the cells will be filled. If your result is better then the last one in Records Table, you will be prompted about your name and information about your name, current date and elapsed time will be placed in Records Table.

[To move the ball](#), first click on it. Cell will change its color - ball becomes active. Then click the place you want to move this ball. If the way exists, ball will be moved and cell will become inactive. If not, cell will remain active and ball will stay on this cell. In this case you should try to move another ball.

[To clarify the record table](#), just delete file **[Record.rtb](#)** from the Rainbow Balls home directory.

See Also:

[Help Index](#)

Purchasing of Rainbow Balls

ATTENTION: This version of game or any part of it cannot be resold as a particular product or a part of package.

This version of **Rainbow Balls** is a test version and qualified as a freeware. This game is distributed AS IS and author do not think it needs any technical support.

You can re-distribute it freely. If you like it, please, tell your friends about it!

All your comments and proposals about this game will be welcome. See **Help Index** for E-mail address of author.

See Also:

[Help Index](#)

