

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. We have created it for your fun and hope you will enjoy it!

To find out how to customize sounds and your desktop picture, how to save and restore your game, click at [Game Options](#). 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:

Video mode of your display should be High Color (16 bits per pixel) or better. If you are using 256 - or 16 - colors mode, game will be not so colorful (you should not see desktop bitmaps - desktop will be just gray).

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

ref@gambit.msk.su

Enjoy the game!

See Also:

[Game Options](#)

[Rules of Rainbow Balls](#)

[Purchasing](#)

Rainbow Balls Game Options

You can customize your desktop size, picture on it and sound scheme by clicking the **Game Options** button. This will start **Game Options Dialog**, that contains following control panels:

Field Size

This control allows you to set up your desk size: 9x9, 1x1 or 13x13 cells. Minimum number of balls that you should put in one line to remove it, is 5 for 9x9, 6 for 11x11 and 7 for 13x13.

Play Sounds

This panel shows all events that cause different sounds. You can enable or disable any sound event.

Sound Scheme

In this control you can choose any sound scheme from available list.

Background

In this control you can select any background picture from available list. You also can add new pictures to this list by placing corresponding Windows BMP file to Bitmap folder.

Save Game

You can save your current game by clicking to this button. You will be prompted for the name of saved game. The default name is Rainbow.

Restore Game

You can choose any saved game from available list

See Also:

[Help Index](#)

[Rules of Rainbow Balls](#)

[Purchasing](#)

Rules of Rainbow Balls

This game in fact is very simple. You have a square field 9x9, 11x11 or 13x13 cells. When started it has 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 balls with the same colors, that has to contain more than minimal number of balls, defined for current size of desktop. 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](#)

[Game Options](#)

[Purchasing](#)

Purchasing of Rainbow Balls

This version of Rainbow Balls is a freeware test program. You may use this program freely for any time you want. If you like this game, show it to your friends and give it to them. To get a shareware game and register it, please contact with author.

Copyright & Distribution

RnbBalls.zip ("the package") includes the following software and documentation:

In core directory:

| | |
|-------------|-----------------|
| RNBALLS.EXE | Executable file |
| RNBALLS.HLP | On-line help |
| README.TXT | Manual |

In AVI subfolder:

| | |
|------------|----------------------------|
| FRWRKS.AVI | AVI file for demonstration |
|------------|----------------------------|

In BITMAP subfolder:

| | |
|------------|-----------------|
| MOSCOW.BMP | Desktop bitmaps |
| CLOUDS.BMP | |

In SOUND subfolder:

| | |
|-------------|-----------------|
| DEFAULT.WLB | Sound libraries |
| TECHNO.WLB | |

The package is copyright (C) 1995 by Vyacheslav A. Lebedev and Loubov A. Kolbasova, ***Rubin Microsystems*** Corp., Moscow, Russia.

You may copy and distribute the package through BBS and FTP sites. Only the unmodified RNBALLS.ZIP may be distributed or copied.

You are prohibited from:

- charging a fee or requesting donations for the package;
- distributing/including the package in commercial products;
- modifying the package.

The package may be distributed on CDROM in the case where FTP sites issue CDROMs of their collections.

See Also:

[Help Index](#)

[Game Options](#)

[Rules of Rainbow Balls](#)

