Super Ice Qube Hopper V2.2 Table of Contents **About this Game**

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* NOTE *
Super Ice Qube Hopper for Windows is minimized when HELP is running. After exiting Help, you must manually maximize SIHWIN. The game is paused when it is minimized.

Game Information

Super Ice Qube Hopper 16-Bit Windows Edition
Version 2.2 for Windows

Head Programmer:
Patrick J. Barrett III

Music Conversion from DOS Version:
Radames John Murphy

Voice Provided By:
Jeffrey C. Akers

Special Thanks to::
Mike Scott
For translating the WinG Graphics System for the original Super Qube
Hopper, Though this version does not use his code, his PASCAL code made
the first version possiable. Thank you for all your help.

Based upon previous editions on the Commodore 64, Atari 400/800 series,
Commodore Amiga 500/2000,and MS-DOS.

An Introduction

Super Ice Qube Hopper is based upon the style game started by Q*BERT.Q*BERT appeared in the early 1980's, a time considered by some to be the high point of video game design.   The graphics and sound may not have been anything to write home about, the memory may have been limited but we did a lot with what we had.

In 1983 SGN (Star Gaming Network) brought home two versions of Qube Hopper, one for the Commodore VIC=20 and the Atari 400/800 series. Programmed by Patrick J. Barrett III and Glen Merrill, these early versions were quite limited.   Like Q*BERT every screen was a pyramid. While you played, balls fell from the top of the screen and you had to avoid them.   In 1987 the Commodore 64 version was written.   This version added other characters and the balls bounced down the pyramids.

In 1990, Star Gaming Network (SGN) became SGN/Starline.   In the line of first titles under the SGN/Starline Banner was Qube Hopper for the Commodore Amiga.   This version is the closest relative of the current Windows Edition. The capabilities of the Amiga added much to the original design including background music, colorful backgrounds, fluid animation, different shaped qubes, different boards for different levels, and most important, a construction set to make your own levels.   In 1993, Super Qube Hopper Version 2.0 was written for the Commodore Amiga.   Though never released, this is the version Super Qube Hopper for the PC has been modeled from.

In 1994 a PC version first arrived.   Versions 2.1 through 2.4 were identical to Super Qube Hopper for the Commodore Amiga only without the background music.   Versions 3.X added Multimedia support, including digital voice. Finally Version 4.0 added the capability of playing a music CD as background music. (This feature *NOT* available in the Windows version). The Windows version was changed to Super Ice Qube Hopper and given a snow theme.

In 1995, Radames John Murphy became a contributing member of SGN/Starline.   His ideas can be seen in the final product. Patrick and John are computer science majors at Monmouth University in West Long Branch, NJ. *HTTP://WWW.Monmouth.edu*.

Now SGN/Starline proudly presents the Microsoft Windows Version of Super Ice Qube Hopper Multimedia Edition.

Play Game

- [Starting the Game](#)
- [Object](#) The object of Super Ice Qube Hopper.
- [Enemies](#) Qubey's Arch Enemies.
- [Secrets](#) Qubey's Survival Secrets.

Using the Menu while playing the game:
    File Menu:
        Load Game
        About
        Exit
    Select:
        Play Game
        Use Construction Set
        High Scores
        Exit to Main Menu
    Configuration:
        Game Speed
        Sound Effects
        Voice
        Background
        Scrolling
        Options
        Properties
        Volume
        Center Game

Setting the Options

Set the options you want for Super Ice Qube Hopper for Windows. If you change any of these options, you will not be allowed to post a high score.

Unlimited Lives:
Select ON for unlimited lives, OFF for the usual amount.

Left Icy:
Select ON to allow Left Icy to appear, OFF to disable him.

Right Icy:
Select ON to allow Right Icy to appear, OFF to disable him.

Jump On Qubes Twice:
To allow Qubey to have to jump on Ice Qubes twice on levels that require it. Selecting OFF will make it so you only have to jump on each Qube once on all levels.

Changes Qubes Back:
To allow Qubey to change the Ice Qubes back on levels that allow it. Selecting OFF will make it so you jumping on a finished Ice Qube will not change it back.

 Sammy the Seal:
On will allow Sammy the Seal to appear. OFF will disable him.

Starting Amount of Lives:
Select the amount of lives to start with. By default the game starts with four.

Select ON to enable animated background effects,
OFF to disable animated background effects.

Select Center Game to center the game in the middle of the current windows screen. SQHWIN automatically centers the screen when run. You may want to do this if you have moved it and want it back into the center.

Setting the Volume

Select Volume to set the volume of Waves and MIDI Music. Super Ice Qube Hopper automatically restores the previously set volumes when exited. You may want to do this if your normal window volume settings do not sound well in Super Ice Qube Hopper.
Use the sliders to set the percentage of the volume you want. Click the Test Wave Volume button to hear a Wave Sound to adjust the Wave Volume.   If you are in the Construction Set, a song will play automatically to adjust the MIDI volume.   Your settings will be saved for the next time you play.

Select ON to enable Voice effects,
 OFF to disable Voice effects.

Select ON to enable scrolling effects,
 OFF to disable scrolling effects.

Some sets of levels may require scrolling to be on and it will be turned on automatically.

Select to show the set of level's properties such as who made it, the name of the set and if it needs scrolling on.

Select ON to enable sound effects,
 OFF to disable sound effects.

Selects the size window the game is played with. The smaller the window, the faster and clearer the game is. Choose from Small, Medium, Large. It is not recommended that Large is used on slower systems. Medium is not recommended at lower resolutions (use 800x600 mode!).

Setting the Game Speed

Select the screen size you want to change by selecting Small, Medium, or Large.

Select a speed from one to nine. One is the slowest and nine is the fastest.
 The default values are 5 for small, 6 for medium, and 7 for large.

Shows you the top five high scores.

Play Super Ice Qube Hopper for Windows.

Use the Construction Set.

Exit to the Starline Title Screen.

Tells you about Super Ice Qube Hopper for Windows.

Click on YES to Exit Super Ice Qube Hopper for Windows. Click on NO to cancel.

Starting the Game

When the Starline Title Screen appears, select Play Game from the Selection Menu. The Super Ice Qube Hopper Title Screen will appear. Press any key to enter the options screen. Press M or click the mouse on the Ice Qube next to the word MOUSE to play Super Ice Qube Hopper with the mouse.   Press J or click the Qube next to the word JOYSTICK to use the Joystick to play Super Ice Qube Hopper.

If mouse is selected, move into each of the four corners of the screen to go in that direction, the mouse pointer will show the direction Qubey will go.   Press the left mouse button to make him hop.

If joystick is selected, You can move in each of the four diagonal directions by press the joystick. The button will pause the game.

Click on <u>Load Game</u> to load a different set of levels to play.
Click on <u>level</u> to start the game on a different level. (default is level 1)
Click on START to Start the Game.

Selecting a Level

Click on the Level number you want to start on. Select OK when ready or CANCEL to exit without changing the level.

The Object of the Game

Each player begins with 4 Qubeys to their credit. Your goal is to bounce the hapless penguin Qubey up, down, and around the mazes of Qubes, changing the shape of each Ice Qube as you go(Usually by cracking them). The upper-left corner of your screen shows you which shape the Ice Qubes in a round should be changed to. (* <u>Note</u> *)

Your challenge is to guide Qubey through all rounds of each <u>Level</u>. After 5,000 points you receive one extra life.   You earn another every 5,000 points thereafter.

Some stages require you to change the shape of each Ice Qube twice. In later levels you will change them back to the orginal shape by jumping on them a third time.

All told, there are 8 levels, each consisting of 4 rounds.   At the start of each level, Qubey will show you what to do.

Qubey's Arch Enemies

Watch for bouncing Snow Balls.   If you get squashed, you will lose a life! The balls are harmless once they fall off the edge.   If you use a pelican, they will be removed from the board.

Snowy the Snowman begins as a regular Snow Ball.   If this Snow Ball lands on an Ice Qube on the edge of the maze, Snowy hatches! Snowy will chase you around the maze. If you jump onto a <u>Pelican</u>, he may jump off the edge in an attempt to catch you. If he does, he will fall off.

Icy will travel the maze hopping from Ice Qube to Ice Qube, but in the wrong way.   If you go near them, you will perish.

Sammy the Seal is perhaps your greatest enemy. He will hop through the maze, changing the shapes back to the original.   Just hop on top of him to remove him from the maze.

Qubey's Survival Secrets

Use Birdy (white) to escape from stickey situations. If you survive the round without using them you receive bonus points for each one not used. Snowy will attempt to catch you while you are on the Pelicans. He can not catch you, but if he falls off the edge trying, you will earn bonus points

Use Birdway (Brown) to get across gaps. It will return to where it came from after you use it.   Snowy will attempt to catch you while you are on the Pelicans. He can not catch you, but if he falls off the edge trying, you will earn bonus points

Using Load Game

To Load another set of levels to play, select LOAD from the FILE menu (FILE|LOAD) or click on LEVEL on the Options Screen in the game. Click on a directory to look in other directories.   Select a filename by clicking on it. Select OK to load or CANCEL to exit with the file dialog without loading.

If the Set of Levels is from Version 1 of Super Qube Hopper for windows

you will be asked if you want to convert it to a Version 2 Super Ice Qube Hopper set of levels.
If you select yes, a Save As box will appear to save it as a different name.

Use the Construction Set

- [Starting the Construction Set](#)

- [Making your own Levels](#)

Using the Menu while in the Construction Set:
    File Menu:
        New
        Load
        Save
        SaveAs...
        Exit
    Select:
        Play Game
        Use Construction Set
        Exit to Main Menu
    Configuration:
        Game Speed
        Sound Effects
        Voice
    Construction Set:
        Level
        Round
        Clear
        Background Color
        Background Style
        Ice Qube Style

Clear the round that is currently selected.

Choose the round you want to edit.
Select OK when ready.
Select CANCEL to exit without
choosing a new level.

Choose the color you want the current round's background.
Select TEST to see what it would look like.
Select OK when ready.
Select CANCEL to exit without choosing a new color.

Choose the style you want the current round's background.
Select TEST to see what it would look like.
Select OK when ready.
Select CANCEL to exit without choosing a new style.

Choose the shape you want the current round's Ice Qubes.
Select TEST to see what it would look like.
Select OK when ready.
Select CANCEL to exit without choosing a new shape.

Choose the level you want to edit.
Select OK when ready.
Select CANCEL to exit without
choosing a new level.

Saves the current round you are editing to the current file.

SaveAs...

Saves the set of levels you are editing to the file of your choice.

Enter the filename you want to call the levels in the Filename box. You are only allowed eight characters then .SIH. To change the directory, use the directory box. Select OK when finished.   Select Cancel to exit without saving the set of level.

New

Select new to create a new set of levels. The levels will be set to blank.

Enter the filename you want to call the levels in the Filename box. You are only allowed eight characters then .SIH. To change the directory, use the directory box. Select OK when finished.   Select Cancel to exit without creating a new set of level.

Load Levels to Edit

To Load another set of levels to edit, select LOAD from the FILE menu (FILE|LOAD). Click on a directory to look in other directories.   Select a filename by clicking on it.   Select OK to load or CANCEL to exit with the file dialog without loading.

Starting the Construction Set

Select Construction Set from the Select Menu.

Select <u>NEW</u> to create a new set of levels.Select <u>Load</u> to load a set of levels to edit.Select Current to edit the currently loaded set of levels.Move the screen by using the cursor controls.

Select Properties from the Construction Set Menu.

Enter your name, the levels name, and check the Must Scroll box if this set of levels requires scrolling.

Making Your Own Levels

Menus:
- Load
- Save
- New
- Level
- Round
- Clear
- Exit
- Edit Properties

Objects:
- Qubey
- Starting Block
- Middle Block
- End Block
- Birdy
- Birdway
- Left Icy
- Right Icy
- Snow Ball Start

Starting Places for the Snow Balls

 Use this to select the place the Snow Balls can start from. The Snow Balls travel down the maze. You can have up to nine places per screen for the balls to start from. Sammy the Seal will also Start from these locations.

The mouse will change to a ball pointer:

Click on the Ice Qube you want them to start on. The location number will appear.

 * WARNING *
To delete a Snow Ball starting location, select Snow Ball start, highlight the qube the ball starts on and press the delete key. The construction set will delete it, then it will renumber the remaining locations.

Select this to select the place the Right side Icy will start from. Remember Right Icy travels from the Lower-Right to the Upper-Left.

The mouse will change to:

Select this to select the place the Left side Icy will start from. Remember Left Icy travels from the Lower-Left to the Upper-Right.

The mouse will change to:

Select this to place a Birdy (white). Click the Left Mouse button to put down a Birdy.

The mouse will change to:

Press the delete key to delete a Birdy. Birdy can only go where an Ice Qube can go. Next Select the Ice Qube the Birdy will land Qubey on.

The mouse will change to:

Select this to place the Birdway (brown). Click the Left Mouse button to put down a Birdway.

The mouse will change to:

Press the delete key to delete a Birdway. Birdway can only go where an Ice Qube can go. Next Select the Ice Qube the Birdway will land Qubey on.

The mouse will change to:

Remember Birdway will not disappear when used, they will return from where they started from.

Select this to place the Ice Qubes that are the final color.

The mouse will change to:

 Click the Left Mouse button to put down a Qube. Press the delete key to delete a Qube.

Select this to place the Qubes that are the second color (only for levels that make you jump on each Qube twice.).

The mouse will change to:

Click the Left Mouse button to put down a Qube. Press the delete key to delete a Qube.

Select this to place the Qubes that are the first color.

The mouse will change to:

 Click the Left Mouse button to put down a Qube. Press the delete key to delete a Qube.

Select this to select the block that Qubey will start on. Click on the block that you want Qubey to start on in this round.

The mouse will change to:

Technical Support

There are three ways to contact us:

- **CompuServe**: - SGNStarline by E-Mail ()

- **Microsoft Network**: - SGN_Starline by E-Mail

- **America Online**: - contact STARLINE95 by E-Mail

- **Internet**: - support@elpin.com

See our **WEB Page** at: *http://www.cris.com/~STARLINE*

Also see Elpin Systems' **WEB Page** at: *http://www.elpin.com*

Trouble Shooting

The following does **NOT** apply to Windows95!Super Qube Hopper for Windows Version uses the WING graphics system and the IBMJOY device provided by *MicroSoft*.

After installation, SQH will add a joystick calibration program to the Windows Control Panel.   Go there first to calibrate the joystick.   If for some reason the Joystick does not work properly after a while, you will need to go here to re-calibrate.   *MicroSoft* does **NOT** claim that the driver will work on all systems.   You will have to use the keyboard or mouse if yours is one of these systems. (Usually a different Joystick will work, we recommend the Gravis Game Pad.   It works well and is easier to play with anyway!)

The WING graphics system has it's own problems.   The first time you play SQH you will have to go through the WING tests. (If you have never used a WING application before) It doesn't take very long, and only has to be done once. The WING graphics system does **NOT** work with many older video drivers for Windows. If the game locks up during the test or the graphics do not display properly, you will have to upgrade your video driver for windows.   Updated video drivers are available at many sources including CompuServe and America Online. Contact your video card manufacturer or computer manufactor for more information.

      If you do not hear the background music, or instruments seem missing, you need to adjust the **MIDI MAPPER**.   Open the control panel. Select **MIDI MAPPER**. Make sure all channels read **FM SYNTH** and that **ACTIVE** is checked.