

BallMaster

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COLLABORATORS

	<i>TITLE :</i> BallMaster		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

BallMaster

1.1 Contents

BallMaster V1.2

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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 in-game 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 wheel 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 (displayed 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 explained 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

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1.9 Contact information

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1.10 History

v0.05-v0.1:

- internal testing versions

v0.2 (05.05.1998):

- first public release

v0.21 (27.05.1998):

- ECS version of the game added
- some file renaming

v0.3-v0.8:

- internal testing versions

v1.0 (08.09.1998):

- first full game release

v1.1 (27.09.1998):

- improved the music
- implemented the possibility of playing in-game music and sound effects at the same time
- minor change in unregistered version

v1.2 (29.12.2000):

- removed all shareware related game parts
- released the game under the terms of GNU General Public Licence

1.11 Credits

And the people responsible for existence of this game are:

Credits:

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

UROS BOGATAJ - graphics

MARCUS JOHANSSON - music

Thanks go to:

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