

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

AUTUMN DESIGN

presents

BALLMASTER

Demo Release 1

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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 present in the archive (AGA and ECS version). Choose the one that suits your hardware.

Unfortunately the game isn't yet finished and this is just a short demo version which shows how the

full game

will look like when it's finished.

1.3 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 all the 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.

1.4 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

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

1.5 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.

TUBES - The place, where the balls are moving.

WHEEL - A place for storing the balls. It was already explained in previous sections.

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.

More elements to come in the full game.

1.6 Full game

As you will soon notice (or probably already have), this version ↔ of the game contains only five levels. That's because the game isn't yet finished.

The full game will include:

- 100 levels
- password access to every level
- new elements:

- * joker ball
- * colouring crystals
- * reversed wheels
- some music
- more graphics
- AGA and ECS (maybe even GFX card) support
- etc.

This demo is distributed as FreeWare. These won't be the case with the full game. Probably it will be released as ShareWare, but I don't exclude a commercial release (interested distributors may contact me).

In fact everyone should contact me telling me one or more of the following

things:

- your opinion about the game
- bugs found in the game
- new ideas for the game
- positive and negative critics
- how much you would be ready to pay for the full game (I need this info to set the price for the full game - you're not obliged to buy the game if you send me this info)
- anything else regarding the game

Everybody who will contact me, will be informed about all the future releases and important news regarding the game.

You can get some info on the game from my home homepage, too, but don't expect very regular updates:

<http://www2.arnes.si/~gkrjes12/autumn.html>

1.7 Feedback

You can contact me:

E-mail: damir.arh@guest.arnes.si

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My personal homepage: <http://www2.arnes.si/~gkrjes12/>

1.8 History

DEMO RELEASE 1:

v0.2 (05.05.98):

- first public release

v0.21 (27.05.98):

- ECS version of the game added
- some file renaming

1.9 Credits

And the people responsible for existence of this game are:

Credits:

DAMIR ARH - leader of the project, coding, level design, sfx editing,
additional graphics editing

KAVCIC GREGOR - 3D graphics rendering

Thanks go to:

MARCUS JOHANSSON - for providing me with lots of sound samples for
additional editing

CURT ESSER - for helping me out with a nasty bug

PETER ELZNER - for giving me some new ideas that are already
implemented

JON ASLUND - for giving me some details about the original game
Logical and suggesting some fresh ideas

MICHAEL TAYLOR - for suggesting ECS and GFX board version and extensive
feedback
