

BLACK HOLE v1.1
and Black Hole Screen Saver
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ATTENTION! ATTENTION!! ATTENTION!!!

A hostile galaxy in the abyss of space has directed deadly radiation at Earth. The protective shield of the Superfield is now broken into Energy Balls. Every living creature is doomed if you fail to rebuild the Superfield.

You can use your computer to control the Energy Balls. If you are good at directing them and making them collide, you can accumulate energy, rebuild the Superfield and repulse the enemy attack.

The very existence of our civilization now depends on only you!

PLEASE REGISTER

Black Hole v1.1 is shareware. You can register in CompuServe by accessing shareware registration (GO SWREG), ID number 4199. Please read license.doc for further registration instructions. Registration fee is \$10.00.

A BRIEF DESCRIPTION OF THE GAME

Starting the Game

From the Game menu, choose New (F2), then select a speed and press <Enter>.

In the left part of the screen you see a board with numbers and words DEMO and EXIT. Numbers stand for the speed of the Energy Balls' movement. For each value of speed there are 16 skill levels. Shift the SPEED bar to one of the numbers (for instance, to the number 1) and press <Enter>. The game will start with the value of speed selected and at the zero skill level.

Now you are in the Playing Zone. On your left is the Starry Sky. Along the edges of the Playing Zone you see the Energy Balls emerging, rolling out into the Playing Zone and proceeding straight.

Whenever two Energy Balls collide, a Tile is born. This is a good thing.

You can change the direction of an Energy Ball. To do this, install a Reflector in one the squares on the Energy Ball's path. The Energy Ball will rebound from the reflector and move off at a right angle. By installing the Reflectors correctly, you control the direction of each Energy Ball and make them collide. Your aim is to

make the Energy Balls collide in a manner that makes Tiles which touch each other.

The Object of the Game

The object of the game is to fill up the Starry Sky to the left of the Playing Zone. To do this, place cursor on one of the Tiles and click the mouse. This Tile and all other Tiles that it touches will be gone from the Playing Zone and will line up in one row on the Starry Sky. When you do it again, another group of Tiles will be placed in the Starry Sky on top of the previous row. Try and transfer multiple Tiles at a time. If their number is more than 9, they fill up empty space at the bottom of the Star Sky leaving new lines intact.

Bad Things

If an Energy Ball rolls up against a Tile it will transfer this Tile to the Starry Sky. This is a bad thing. It destroys your group of Tiles, and you end up with an almost empty line and do not score any points.

Scoring Points

Points are scored for each Tile transferred. The higher your initial speed, the more points you score for each Tile.

End of a Round

A round is over when the cluster of Tiles in the Starry Sky reaches the upper bar. At this point the bar starts moving down and compressing the Tiles.

It will stop when all space beneath it is full. The bar now indicates your new skill level. If the bar stays on top (you've filled up all space on your own) the game will continue at higher speed.

The Prize

If you skip several skill levels (eg, you switch from level 0 to level 5, you get a prize for the levels you skip (ie, levels 1,2,3 and 4).

The End of the Game

If the bar goes down below the current skill level, the game is over.

A Small Tip

Before playing watch the demo version. For that, shift the SPEED bar to the word DEMO and press <Enter>. You will observe many correct and powerful strategies.

DETAILED INSTRUCTIONS

Setting the Speed of the Energy Balls' Movement

Shift the SPEED bar to one of the figures by using your mouse and clicking any button.

Each speed allows 16 skill levels (from 0 to 15).

The game begins at selected speed at 0 skill level.

Your Mission

Your mission is to transfer as many Tiles as possible to the Starry Sky.

Cursor Control

Use cursor control keys or mouse to move cursor (arrow) about the Playing Zone.

How the Energy Balls Move

On entering the Playing Zone an Energy Ball will roll along a straight line until it runs into an obstacle. If an Energy Ball hits:

- * The Playing Zone border, the Energy Ball rebounds and rolls back;
- * A Tile, the Energy Ball rolls over it without changing direction, and transfers the Tile to the Starry Sky;
- * A Reflector, the Energy Ball rebounds and changes direction at a right angle;

Installing a Reflector

First, place cursor into the desired square. A Reflector is installed diagonally right to left or left to right. You can't install a Reflector in squares occupied by a Tile or an Energy Ball.

To install a Reflector diagonally right to left, click left button on the mouse.

To install a Reflector diagonally left to right, click right button on the mouse.

To remove a Reflector, click any button on the mouse once again.

A Reflector disappears on its own when it is touched by a Ball.

Changing the Direction of an Energy Ball

Install a Reflector in one of the squares in the path of the Energy Ball's movement. When the Energy Ball hits the Reflector, the Energy Ball changes the direction of its movement by 90 degrees.

Where Tiles Come From

When two Balls collide they turn into a Tile. This is a good thing.

Transferring a Tile to the Starry Sky

In one move, you can transfer to the Starry Sky all Tiles which touch each other with their sides or corners. To do this, place cursor at any Tile you are about to transfer, and click any button on the mouse.

You score points for each Tile you transfer. Their number is indicated at the bottom of the Starry Sky next to the word SCORE. All Tiles you transfer will line up in one row on the Starry Sky. When you do it again the new cluster of Tiles will be placed in the Star Sky above the previous one. Therefore, it is worth trying to transfer multiple Tiles at a time. If their number exceeds 9 they will fill up the Starry Sky (where blank space is available) up from the bottom, leaving a new line intact.

An Energy Ball Rolling against a Tile

An Energy Ball that rolls against a Tile, it will automatically transfer it from the Playing Zone into the Starry Sky, where the Tile will occupy a whole row. This is a bad thing.

Compressing the Tiles

When the top of the Tiles stack that you have collected touches the LEVEL bar, the bar will start moving down and compressing the Tiles. It will stop when all space beneath is filled up.

Now, the LEVEL bar has stopped. If the bar:

- * Points at one of the figures on the ruler, press <Enter> and keep playing at a new skill level;
- * Stays in the upper position, press <Enter> and keep playing with a new speed;
- * Points at the option END, the game is over.

Press <Enter> to see the table of records.

Scoring Points

You score points for each Tile you transfer to the Starry Sky. You do not score anything for a Tile that was hit by an Energy Ball. The number of points per each Tile is set at the beginning of the game and does not change in the course of playing. The higher your initial speed, the more points you score per each Tile. Therefore, you are better off if at the beginning of the game you choose the highest speed.

Keeping the Table of Records

You see the table of records. If blank line appears in the table, use the keyboard to enter your name and press <Enter>. If there is no blank line, your score is too low. Press <Enter> - and the game will resume.

Quitting the Game

If you want to quit and start a new game, select New (F2) from the Game menu. The game will stop and you will be taken to the speed setup screen. You can start a new game. If you want to exit Black Hole II, select Exit from the Game menu.

Shortcut Keys

<F1> - help screen on/off.

<F2> - new game
<F3> - pause on/off.

Other keys are not active in the game.

SUPPORT (also see file license.doc)

Questions? You can reach ParaGraph International by writing:

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