



MANUAL

v. 1.0

Warnings and precautions

The following indications should be read carefully before adults and especially children use the game.

Persons who suffer from photosensitive epilepsy are susceptible to epileptic seizures or disturbances of consciousness if they are exposed to certain flashing lights or light effects. Those persons may suffer an attack when playing a computer or video game.

In most cases those who suffer from epilepsy are not exposed to any danger when playing those kinds of games. If you or a family member has ever had symptoms that could possibly be associated with epilepsy (such as seizures or impaired) you should take advice by a medicine before playing the game. Should an adult or child whilst playing a computer or video game suffer from dizziness, impaired vision, twitching eyes or muscles, loss of consciousness, disorientation or any kind of involuntary movement or convulsion, the game should be quit immediately and a physician should be consulted.

- In case of photosensitive epilepsy a few precautions should be considered. However, the use of computer and video games is not prohibited in such case.
- The gamers should not sit too close in front of the monitor or TV but be located as far as possible from the screen.
- For the reproduction a possible small display should be used.
- If a person has not slept enough or is overtired playing the game is not advisable.
- Sufficient lightening in the room where the game is being played is needed.
- Every hour in front of the screen, requires a minimum of 10 minutes break.

Menu

Starting

When the game starts you will reach the main menu. Here you can find the following buttons:

Play

Takes you to the level packages from where you can select the levels for playing. In order to unlock level packages, you will have to solve the previous level in previous level packages.

Settings

Here you can modify the settings such as language or music, sound and volume. The size of the HUD and the buttons can be set here.

Credits

Developers, testers and all those who have worked on this game will be happy if you come along.

Exit (only PC)

Exit the game.

Game

When started the level your goal is to solve it. Therefore you are to move the ball from the starting ramp to the goal. Later in the game, you must do that with up to three balls. That's often easier said than be done. Figuring out this is one of the tasks of the game.

The first few levels are easy and explain the game. All tools and new features will be explained in the game process.

Let's have a look on the level packages:

In a level package, you can see the number of the levels and when you finished it, you see a medal on it. That's the medal you earned for this level. To unlock new level packages, you must reach a minimum of medals.

Let's get to the controlling system in the level and the HUD:

On top of the level you can see the menu bar.



In the middle you see the current level as well as the available budget to use for your tools.

To the left, you see later in the game three blue buttons, where you can (de-)select a layer. When you hit run, all layers will automatically be shown.

Other than in "One Hundred Ways", there's no chance to set a camera to follow the ball, because in "Two Hundred Ways" there are up to three balls! You can't switch between the layers when the level was start playing, then all layers will be shown automatically.

Next of the layer buttons, there is a green info button. When you select it, you see the detailed info screen of the level. Here you find details like the name of the level, maybe a description, the start budget as well as the medal targets. Note: If you select this button, the level will be stopped. In this info screen you can also hit a button which shows the controls.

In the middle you see the medal, which you would earn, if you finish the level with the used budget. This medal changes if you spent more and more of your budget. If you didn't see a medal there, you can finish the level, but then you spent too much money to earn a medal.

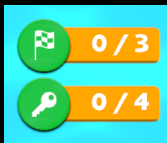
The next button is a red button for play and stop the level. Note: If a ball falls out of your platforms, the level will be stopped automatically. If a ball is broken, the level still runs until you stop it. If the level is still running, you can't place any tools in it.

Next of this button a yellow button with nine dots appears. This opens the inventory on the right side, where you can select the different tools.

The next button is a button to reset the level. If you hit this, all placed tools will be deleted.

The last button is the menu button. If you hit this button, you will come to the menu.

On the top left you see, based on your level two info panels.



The first show, how much of your balls must reach the goals and how much of them did already reached the goals!

The second show, how many keys your balls must collect to unlock the barrier and how many of them, were already collected.

On the bottom left, you see a speedo of how fast you ball(s) roll currently.



If you have more than one ball, there are for each of your balls one speedo in his color.

The size of the complete controlling system and the HUD can be changed in the settings. It can be adjusted to fit on your screen resolution.

Here are a few tips:

In the game you can find a few tools which accelerate or slow down the ball. For accelerating there is one tool which you can place yourself.

Therefore you can find objects which you can only surround if your ball is fast enough.

The standard-speed of the ball is:	20
The mud reduced the current speed by:	-7
The broken tile reduced the current speed by:	-5
The water reduced the current speed by:	-3
The speed Up 1 raises the current speed by:	+10
The speed Up 2 raises the current speed by:	+20
The speed Up 3 raises the current speed by:	+30

The ball must be faster than:

50	to rollover the grill
80	to pass the looping
20	to pass a fan

If the ball is faster than a speed of 40:

- he will thrown out of a rail curve
- he can't enter the crane!

If the ball falls out of the level he will be destroyed. If it doesn't move or is broken, the level don't stops automatically and you will not have to change the position of the tools until you stop it.

Controls PC

Enable / disable layers	1, 2, 3
Inventory	I
Delete object	ESC, Del, right mouse button
Rotate object	Home, End, mouse wheel
Zoom camera	Page up, Page down, -, +, mouse wheel
Rotate camera	Q, E
Move camera	W, A, S, D + cursor keys
Start / stop	Space
Place object	Left mouse button

Controls Consoles

Due the limited number of buttons on the gamepads of all current consoles we've set a few commands on the same buttons. Because of that there are different modes.

All different buttons on the different modes can be viewed in the info-tab of each level at the button "Controls".

Support

Due to the variety of hardware components and system configurations on the market, problems with installation and the operation of software products can never be entirely avoided. Therefore we would like to offer you assistance. Please visit problem-solving / Support/ FAQ's on our website. Answers to many problems and questions can already be found in the Online Forum and on the websites of Sunlight Games.

All questions related to the game are gladly answered by the technical support team.

You can contact them via the Sunlight Games' website (<https://www.sunlight-games.com>)

Please provide the support team with the following information:

- Exact description of the error and detailed description of the problem
- platform

OR:

- Manufacturer of your processor and its speed
- Size of the user memory
- Manufacturer and description of the graphic card
- Operating system used

<https://www.sunlight-games.com>

Here you can find product information and additional info regarding the games of Sunlight Games, as well as updates and much more.

Supported by:



Federal Ministry
of Transport and
Digital Infrastructure

on the basis of a decision
by the German Bundestag

Credits

Idea

Marco Sowa-Israel

Executive Producer

Marco Sowa-Israel

Lead-Programming

Sebastian Engfer

Programming

Jannis Romes

Marco Sowa-Israel

Graphics

gnodab2

Michael Keutmann

Carola Sochiera

Sound & Music

Alon Kaplan

Level-Design

Sebastian Engfer

Marco Sowa-Israel

Tester

Christian Heinemann

Stefan Hengstmann

Franziska Heyn

Markus Hintz

Julia Lienemann

Leander Pieters

Liron Voormann

Marvin Voormann