# Roly Poly User guide

MAIN MENU

From the main menu you can go to the "MY BALL" menu to customize your marble or the "PLAY" menu to start a game. In the top right you have the option to turn music, sound and tilt controls on and off.
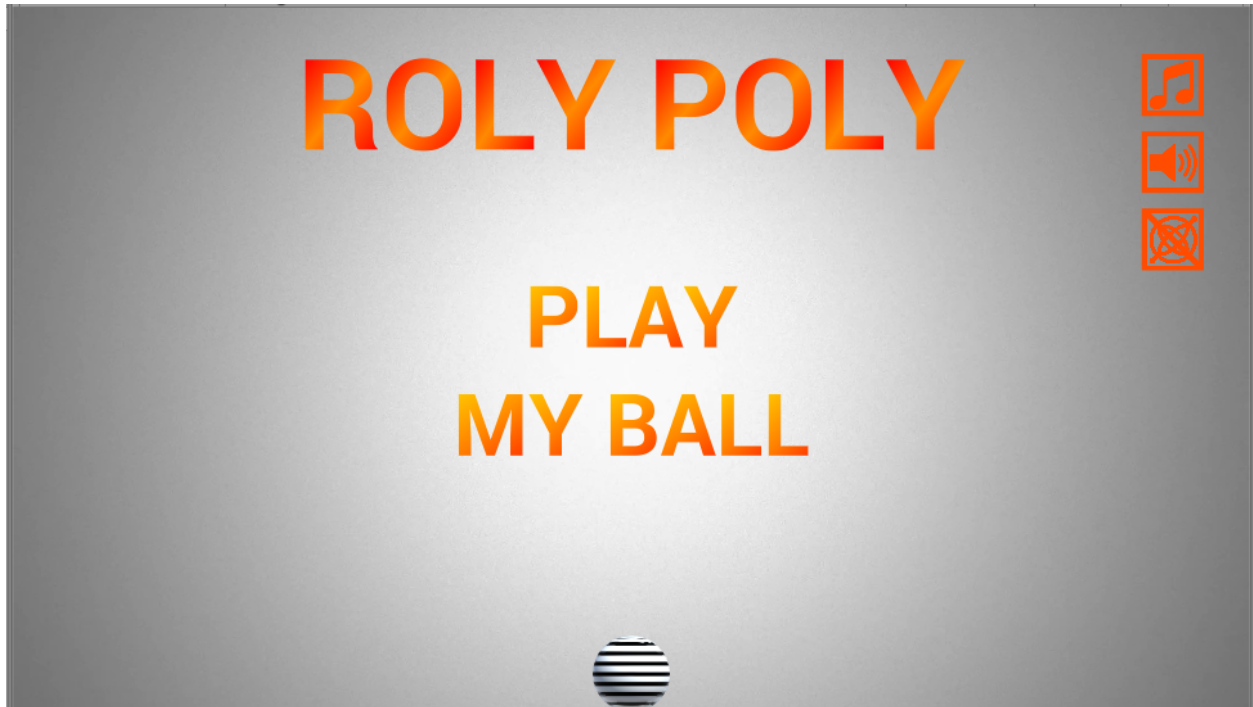
MY BALL

From this menu players can customize the size and mass of the marble.
- Heavier marbles have a slower acceleration but can reach a higher maximum speed and are less susceptible to being knocked off course by other marbles
- Lighter marbles have a faster acceleration but have a slower maximum speed and are more susceptible to being knocked off course by other marbles
- Larger marbles have a bigger hitbox, allowing them to knock other players off course and get pick ups easier. However they will have a harder time avoiding obstacles around the track
- Smaller marbles have a smaller hitbox, making it harder to collect pickups, but easier to avoid other players and navigate the obstacles around the track
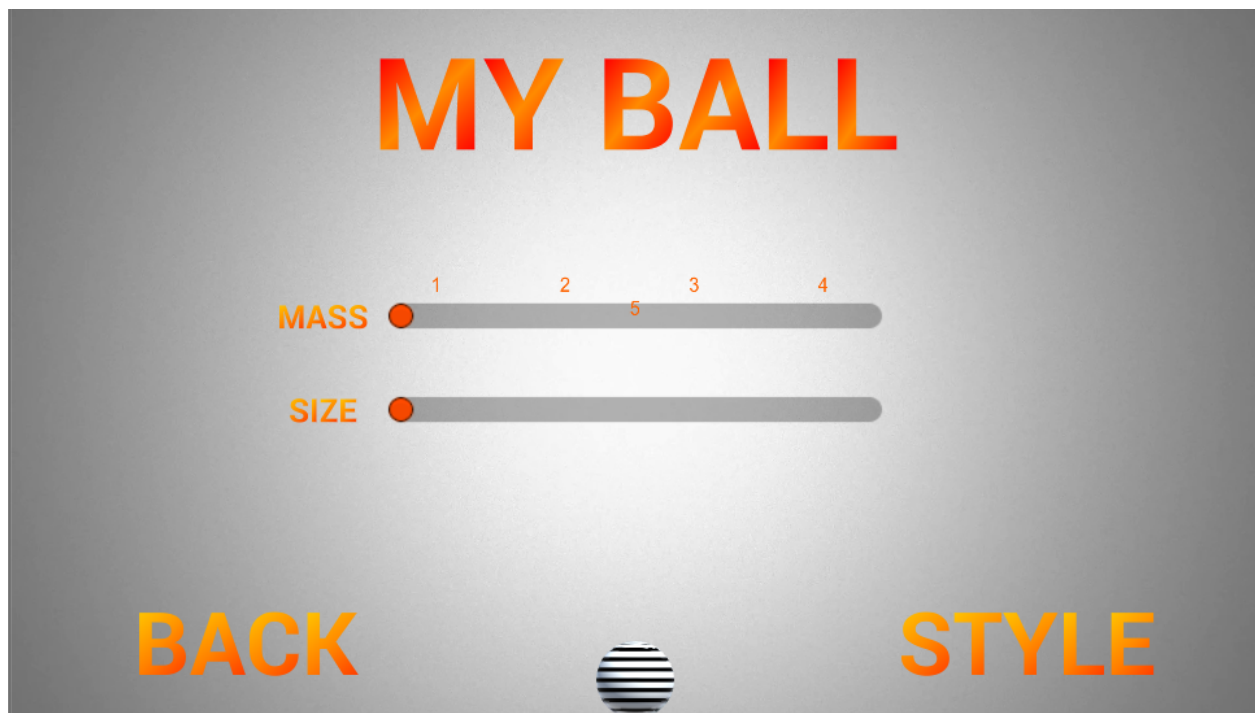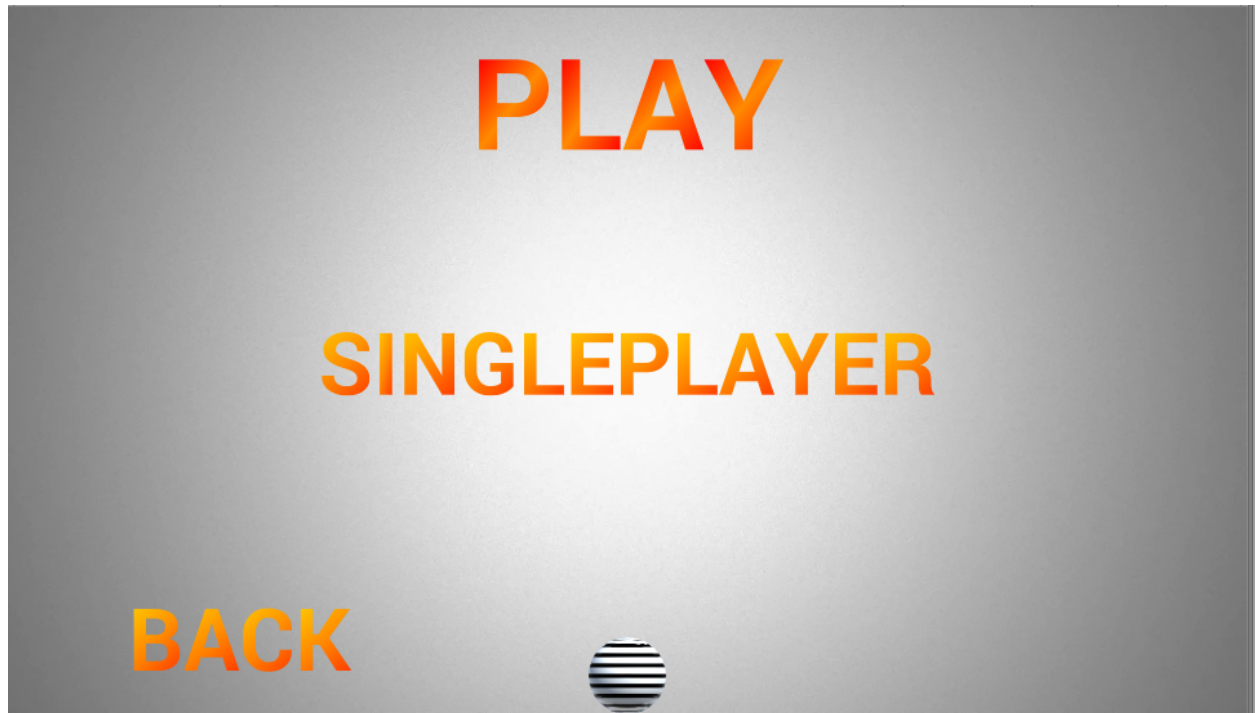
STYLE

In the "STYLE" menu you can adjust the 2 red, green and blue sliders to adjust the look of your marble
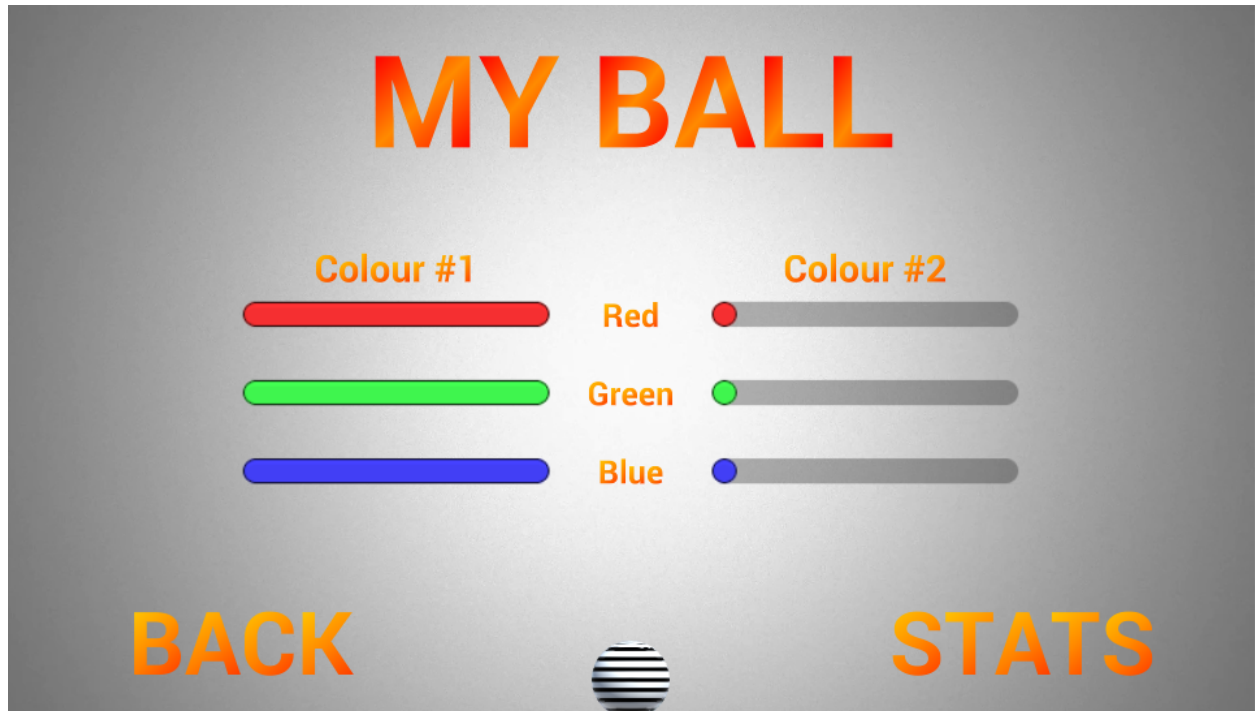
PLAY

From the PLAY menu you can select SINGLEPLAYER to start a single player game

SINGLEPLAYER

From the SINGLEPLAYER menu you can adjust how many AI you want to verse and the difficulty of the AI. Select the GO button to start the race.

RACE

1. Your marble
2. Current lap / total laps
3. Position in the race
4. Race progress bar
5. Pause menu
6. Activate power up
7. Move
8. Power up

Controls

Menu Navigation

Touch the screen to interact with the the menus

Racing controls

Joystick

Push the joystick forward to accelerate forwards. Push the joystick right or left to start moving in that direction.

Tilt

Hold the device tilted forwards to accelerate forwards. Hold the device tilted backwards to decelerate. Tilt the device to the left or right to turn left or right . Note that turning is less effective when accelerating.

Powerup

Move over a powerup to collect it. It will appear in the bottom right of the screen. Tap the powerup to activate it.

POWERUPS

Oil slick: leaves a pool of oil behind the racer. Slows first racer who hits it.

Bomb: leave a bomb behind the racer. Pushes players away from it after detonation

Speed boost: double acceleration of racer

Strength boost: doubles the mass and size of the racer