Ball and Chain

Deep down in the dark and gloomy dungeons oft he spike empire, an innocent bouncy ball has been held in captivity and chained to a.. a.. ball, a heavy iron ball that is.

So one day, after a generous gulp of helium, or hero decides to flee from this jail and return to the place of fun and games.

“Ball and Chain” is an endless runner game, it has no winning end – it just gets harder and faster until you can’t keep up anymore or your luck runs and you drop the ball. The game keeps scrolling regardless of your efforts, but you can avoid the obstacles.

You control the helium filled orange rubber ball which is chained to the iron ball. The iron ball does limit your movement, but it can also be used as a weapon to destroy enemies on your way. Your live as a free floating bladder ends, when you collide with an enemy or are squished between a wall and the left screen border. Pressing the joystick button shortens the chain and gives tighter control over the iron ball, releasing the button again pushes the iron ball into the opposite direction.

Your score keeps incrementing as long as you are in the game. You can collect coins on the way for even more points. Stars improve the time base scoring factor but also increase the mass of the iron ball, thus increasing its inertia and weight until you are unable to spin it or even lift it from the ground.

Destroying an enemy releases a powerup bubble, with one of four color coded perks:

* Yellow : Coin magnet
* Grey : Iron skin, protects the rubber ball for a short time
* Blue : Changes the iron ball into a balloon with no weight or inertia
* Green : Slows the scrolling down

Credits:

Design and Programming: DrMortalWombat

Music: Crisps