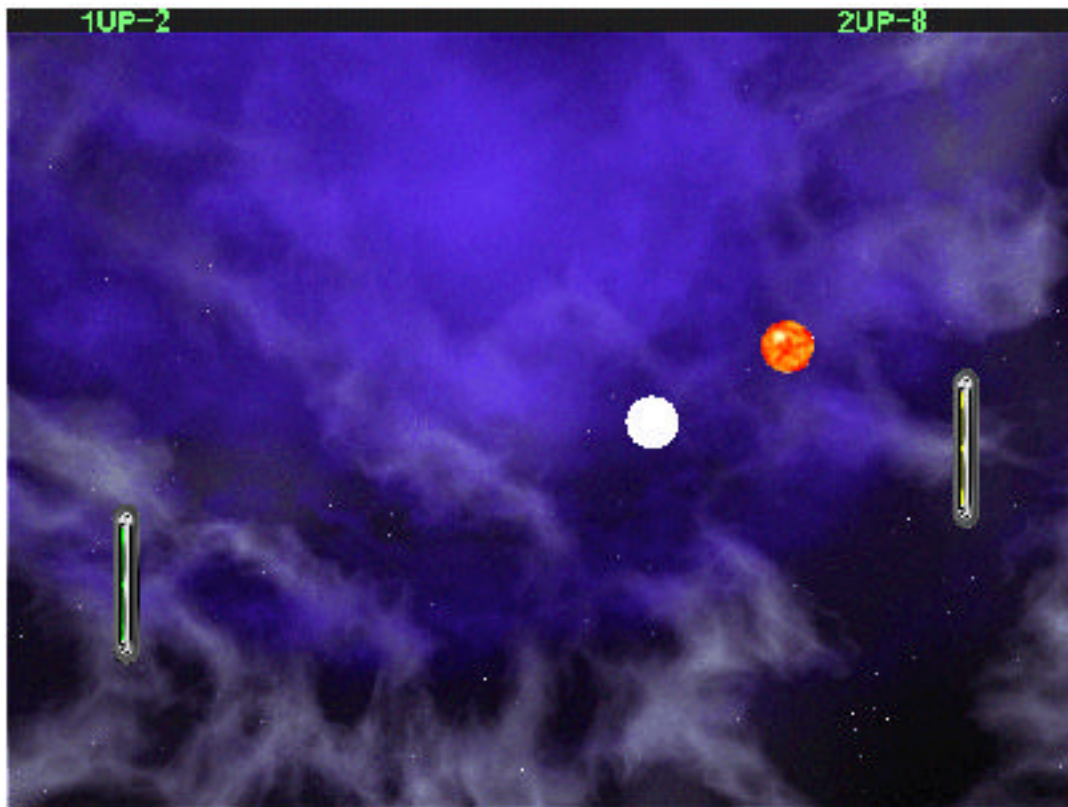


Paddle Wars

Paddles Of Fury



**Created By
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Preface

“Paddle Wars: Paddles of Fury” is a Paddle Wars game, that is based on the original concept of the classic game, ‘Pong.’ It is one of the classic retro games that were around at the time of other classics, such as space invaders.

The Game

The game consists of two paddles, and various balls. Each player controls his/hers individual paddle, normally placed on either side of the screen. The player can then move his paddle up and down the screen at various paces, as well as fire missiles when that bonus has been received. The objective of the game is for each player to tactically bounce the game ball of their paddle, to try to cause the other player to miss reflecting the game ball. When a player doesn’t hit the game ball, it will pass to the edge of that player’s side of the screen, and the other player shall ‘steal’ a point of the losing player. The other ball which appears at random intervals on the screen, is the bonus ball, if a player manages to touch his paddle to that ball, he shall receive a specific bonus, some bad, some good, some neutral.

Game Modes

There are three different game modes available to users in Paddle Wars. These are;

- **Single Player** – In this game mode, player one will be controlled by a human, and verse player 2, which will be controlled by the computer.
- **Multi Player** – In this game mode, both player 1 and 2 will be controlled by humans, and verse each other.
- **Practice** – In this game mode, there will only be one player, player 1, and where player 2 normally is, there will be a brick wall, which reflects the game ball, this allows the user to practice their skills.

The Paddles

- Each player controls one paddle.
- Player 1’s paddle is on the left-hand side of the screen.
- Player 2’s paddle is on the right-hand side of the screen.
- Each Player Has Various Controls associated with their Paddle.
- There are three different colour paddles available. These are, green, blue and yellow. The colour of the paddle in no way affects the paddles properties, they are just available to differentiate the two players, and for personnel preference. Both players can have the same colour paddle.



Controls

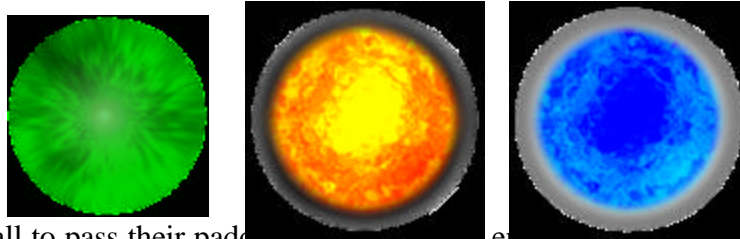
- **Move Up** - The player can move their paddle up the screen
- **Move Down** - The player can move their paddle up the screen.
- **Hyper Movement** - The player can hold down this key to increase the paddles movement speed.
- **Missile Fire** – The player can press this key to fire a missile. This will only occur if the player has received the missile paddle.

The Balls

There are two different balls in Paddle Wars, the game ball, and the bonus ball.

The Game Ball

The game ball is the ball over which the two players compete, trying to cause the other player to miss it by reflecting it away from them. The game ball is the ball which looks like a fireball, ice ball, or slime ball, depending on your choice in options. The type of ball doesn't affect game play, just looks. If a player allows



the game ball to pass their paddle, and reach their end of the screen, then he shall loose the round.

The Bonus Ball

The bonus ball is a ball that will appear at random times through out the game, each time with a different colour to it, which is a reflection of the bonus. I won't reveal to what colour does what, that shall be up to you to find out. The player receives the bonus by hitting the bonus ball with his paddle. When this occurs, the bonus shall take place, and the bonus ball will disappear, to reappear latter on once again. If no one collects the bonus ball after a short time interval, then it will disappear.



Scoring

In Paddle Wars, the scoring system is a trading one. This means that if a player looses the round, then he will loose a point, while his opponent will gain one. This allows for limitless game play. A player wins the game by reducing his opponents score to 0. The current scores are displayed in the top corner of the left and right side of the screen.

Missiles

Missiles added are a personnel addition to this classic game that adds a whole new level of game play. A player receives missiles through a bonus ball. Once he has received this bonus, the player can press his missile fire key, to fire a missile. The missile bonus gives

the player 3 missiles to fire, once all 3 are fired; he may not fire any more until he receives the bonus again. Missiles cannot be stock piled, meaning that if a player already has 1 or more missiles, and receives the missile bonus again, then he will only have 3 missiles again.



When a player fires a missile, their intent should be to hit their opponent. If they manage to hit their opponent, then the opponent will be stunned for a short period of time. When you are stunned, none of your keys will work, so you cannot move your paddle, or fire missiles.

Help

For help with any problems, please visit the help section of our site, which can be found at, <http://www.paddlewars.tk>