

Lolball readme:

Controls:

<i>With a keyboard:</i>		
Game	Hold the arrow keys	Apply forces/ move the player
	Hold Ctrl	Slow-mo
	Press Shift	Jump (you cant jump in Slow-mo)
	Esc	Menu
	Enter/Return	Restart or Continue when you have fallen outside the level, or completed the level
	Page up/Plus	Rotate the camera to the left around the player
	Page down/Minus	Rotate the camera to the right around the player
Menu	Arrow keys	Move selection, or increase slider
	Enter / Return	Select in menu

<i>With a 360 controller (for a different controller edit config.xml)</i>		
Game	Move Left thumb stick	Apply forces/ move the player
	Hold LT or RT	Slow-mo
	Press A button	Jump (you cant jump in Slow-mo)
	Back	Menu
	y	Restart or Continue when you have fallen outside the level, or completed the level
Menu	Left Thumb stick	Move selection, or increase slider
	The A button	Select in menu

<i>With a mouse:</i>		
Game	Move mouse	Apply forces/ move the player
	Hold RMB	Slow-mo
	Press LMB button	Jump (you cant jump in Slow-mo)
Menu	Move the mouse and the cursor appears and you can click around just like a regular interface	

How to Start:

Enter ./system/ folder and launch mobius.exe, or run run_demo.bat both launches the game

Control instructions:

You move by applying a force to the lol-ball, in slow-mo the force you apply is greater than in normal time. Get to the particle spray/goal at the end of each level as fast as you can.

Game play:

The goal is to get as much points as possible.

- * You get points by completing a level.
- * You get points by doing combos (more on this soon)
- * You loose points all the time, at the same rate. Slow-mo doesn't affect this.
- * You don't loose points when you fall out
- * You point count isn't restored when you complete a level. You carry your score with you the whole time, but you can get away with those lousy scores by doing comos.

Combo's

At the moment there is only two simple combos. In slow-motion, jump a few times to trigger the combo

Known bugs:

If you go too fast, you may fall through the world, use slow-motion to counter this effect

Feedback:

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Credits:

Programming, models & textures: sirGustav aka Gustav Jansson

Music made by Saurin aka Robert Ödman

FMOD Sound System, copyright © Firelight Technologies Pty, Ltd., 1994-2006.

Open Dynamics Engine

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