

Amoebax

User's Manual

Contents

System Requirements	3
Installing Amoebax	4
Game Basics	5
Getting Started	7
Credits	12
Notes	13



System Requirements

Minimum Configuration

- 500 MHz CPU
- 128 MiB of RAM
- Graphics card capable of 800x600 resolution
- Microsoft Windows 98 / ME / 2000 / XP / Vista, Mac OS X 10.2 or Linux kernel 2.4 with glibc 2.3

Recommended Configuration

- 1000 MHz CPU or better
- 256 MiB of RAM or better
- Graphics card capable of 1024x768 resolution or better



Installing Amoebax

Microsoft Window

Download the Windows Installer Package from <http://www.emma-soft.com/games/amoebax/> and run it. The installer will create an Amoebax entry in the start menu and place an icon on the desktop.

Apple Mac OS X

Download the Mac OS X disk image from <http://www.emma-soft.com/games/amoebax/>. When downloaded, double-click the image and a new window with the Amoebax icon will appear. Drag this icon to the desktop or Applications folder.

GNU/Linux

Download the GNU/Linux autopackage's package from <http://www.emma-soft.com/games/amoebax/>.

Click on the package with your right mouse button.

Then click on the Properties menu item. Go to the Permission tab and check the Execute, Exec or Is Executable checkbox. If there are more than one Execute/Exec checkboxes, check the top-most one.

Click Close or OK, depending on the dialog.

Open the package file. If you are asked whether you want to display or run the package, click Run.

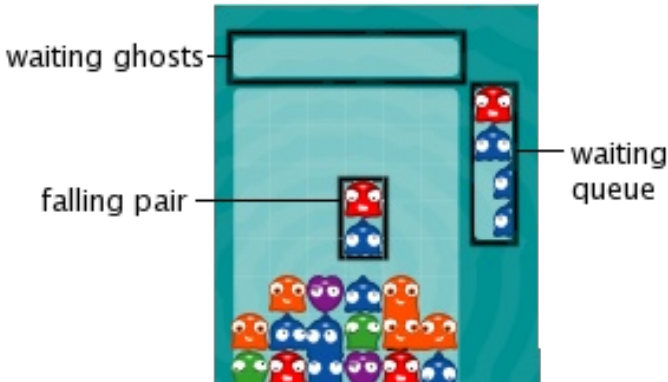
The installation will now begin. Follow further instructions that are displayed on the screen, if any.



Game Basics

Game Screen

The game consists in one or two grids, depending on the number of players, where the amoebas will fall in. Each player has her own grid with its falling pair, pairs queue, playing amoebas, waiting ghosts amoebas.



The objective of the game is to **fill up** your opponent's grid by sending **ghost amoebas** to her.

You send garbage to your opponent by joining four or more amoebas of the same color either horizontally, vertically, or a combination of them but never in diagonal. This is called a **chain**.

The number of ghost amoebas you send to your opponent depends on the number of amoebas of the chain and the number of **consecutive chains** you make. The higher these number, the more ghost amoebas are sent.

Of course, your opponent is also sending ghost amoebas to you. The ghost amoebas sent by your opponent are kept in your **ghost waiting area** until your falling pair falls. Then the ghost amoebas fall into your grid.



If you make a chain while there are ghost amoebas waiting in your grid, instead of sending ghost amoebas to your opponent, the number of ghost amoebas waiting in your grid is decreased. The number of ghost amoebas removed depends also on the number of amoebas involved in the chain and the number of consecutive amoebas.

Moving the Falling Pair

To move the falling pair use the left and right arrow keys (right player) or the A and D keys (left player). This moves the falling pair horizontally.

You also can rotate the falling pair either clockwise or counter-clockwise. Use the up arrow key and right control key (right player) or W key and left control key to rotate the falling pair.



You can speed up the falling pair by holding the down arrow key (right player) or the S key (left player). Speeding up the falling pair gives extra points, so it is a good idea to always make them fall as fast as you can.

Getting Started

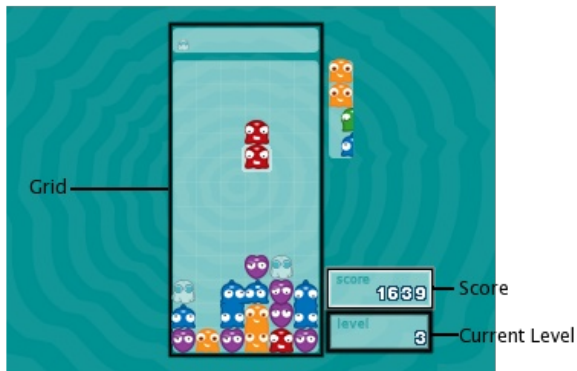
Main Menu

From the main menu, you can choose to access: Training, Normal, Tournament, High Scores, Options, Credits, or Exit. Use the keyboard's arrow keys to make your selection, then press the Enter key to confirm.

Pressing the Escape key will move the selection to the Exit option. Press Enter or Escape again to quit from the game.

Training

If you select the Training menu option you will be presented with an screen with a single grid.



The lack of opponent makes the training mode very useful in trying to learn how to make large steps. At the beginning there are no ghost amoebas, but as you progress through the different levels, more ghost amoebas falls in order to make it harder to make steps and to simulate the stress created by an opponent.



The current training's levels is changed when you reach a determined amount of score points and not based on time. That means that the better you perform, the faster you progress through the levels.

The training mode is an endless mode. Even though there is a limited number of levels, the game will only end when the your grid is filled up.

Normal

When selecting the Normal menu option you will be asked which player to follow: Kim or Tom. Both players compete against the same opponents and there is no difference in controlling the amoebas. Select your player by using the left and right arrow keys and confirm your selection by pressing the Enter key.

In normal mode the you will have a two grid screen. The left grid is controlled by your opponent and the right grid is controlled by you.



Before each match the game will show the players that are going to play: at right you'll see the player you have selected at the beginning while at left there is your current opponent.

Tournament

The first thing the tournament mode is going to ask is how many players will participate in the tournament. The number of players is 2 or 4, counting human and computer players.

Once the number of players is selected, the game will show a grid of possible players: 4 human controlled female players, 4 human controlled male players, and 6 computer controlled players.

To select your player use the arrow keys. A bigger image and the name of the currently selected player is shown at right.

To confirm the selection of your player press the Enter key. Then the next player can select. Once all player have selected, the tournament will begin.

The tournament follows a single elimination style in matches of two players. Before each match, the current pair of players will blink and the versus screen will appear with the left player and the right player. Then the match will start.

The match's winner will be moved to the upper level and the next two players will start. Once there is only one player left, this player is the tournament mode's winner and the game will end.

High Scores

This option will lead you to the high scores table. Here you will see your best score in all modes. Currently there is no way to know which mode a particular score was made in.

Press any key to exit the High Scores screen and return to the main menu.



Options

The Options menu item will let you change some Amoebax's settings. The Options menu has the following entries:

- **Screen Resolution:** sets the screen resolution to use. Available screen resolutions are 640x480, 800x600 (default), 1024x768, and 1280x960. To select an screen resolution use your left and right arrow keys.
- **Screen Mode:** selects if the game will run in full screen or windowed mode (default). To make your selection use your left and right arrow keys.
- **Volume:** selects the current music and sound volume. Select the appropriate volume level by using your right and left arrow key.
- **Left Controls:** decides which controls the player at the left grid uses. Available controls are: keyboard, first joystick, second joystick, third joystick, and forth joystick. To change the keys or joystick button go to Players Control Setup.
- **Right Controls.** The same as the Left Controls options but for the player at the right grid.
- **Players Control Setup:** goes to the keyboard or joystick's buttons configuration screen. Press the Enter key to select this option.
- **Apply:** saves and applies all selected options. Press the Enter key to select this option.
- **Back:** returns to the main menu. If you do not select Apply before selecting this option, no change is made to the game's settings.

Player Controls Setup

This option lets change the actual keys used by the players when playing a match. The left controls are for the player at the left grid and the right controls for the player at the right grid.

Depending on the option selected in Left Controls and Right Controls in the previous screen, this mode will show either the keyboard controls or the joystick controls.

To change a control, move the selection using the keyboard arrow keys and confirm the control you want to change by pressing Enter. When a control is selected it will start to blink. To change the control just press the key or joystick button you want to assign to the selected control.

To cancel a selection just press the Escape key.

When you are happy with the controls configuration just select the Accept option and press Enter.

If you don't want to change any control, select Cancel instead and press Enter.

To return all controls to their default value, select the Default Controls option and press Enter.



Credits

Graphics

Safareig Creatiu

<http://www.safareigcreatiu.com/>

Music & Sound

Àlex Almarza

Programming

Jordi Fita

<http://www.emma-soft.com/>

Web Page

Ferran Brugat

<http://www.webcreatus.com/>

Thanks To

Albert Benzal

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