

# FallBall v3



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## Controls:

### Common controls:

- ← / → Choose an icon
- X Enter selected icon
- START Back to main menu

### Game controls:

- ← / → Move left/right
- / O Move left/right
- ↑ / ↓ Move up/down
- ▲ / X Move up/down
- R + L Activate hard-mode

You can also use the Analog pad to steer the ball

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Setting up the game:

To put the game on your PSP you have to copy the file >FallBallv3.iso< to your memorstick into the directory >ISO<

Make a new profile

Just select >New Game< in the first menu. Then coose a playername and the slot to save. You'll automaticly get into the main menu then.

Load a profile

Instead of selecting >New Game< just select >Load Game< in the first menu. Then you can coose your save-file and you'll get redirected to the main menu.

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The main menu:

Here you can do some actions. There is:

- Start Game
- Offline Highscore
- Online Highscore
- Help
- Credits

To start playing just hit >Start Game<. >Offline Highscore< will show you your best run, saved in the loaded savedata, >Online Highscore< will upload your best run. >Help< will show you a very small tut and >Credits< will show who worked on this game.



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The game:

When you start playing you will see some different things on the screen. On the left side there is your momentary score. On the right side you can see your offline highscore. In the middle of the screen is the game itself. You have to steer the ball through the holes. The speed will increase while playing. If you don't hit a wall you'll get a multiplier. When you press R and L at the same time it will ask you to switch into the hard-mode. In this mode it's extremely fast, but you'll get 100x points. The game is over as soon as a wall pushes the ball out of the screen. You'll get to the main menu then.

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Credits:

Coding: TokyoDrift

Design: TokyoDrift and Xan

Thanks to:

vista200

Pro X

Uses IntraFont by BenHur

Uses pgeFont by IntertWittyName

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