

Game Mechanics

The game at a glance requires the player to collect positive and negative balls of undefined energy.

At closer inspection, the energy balls all have an energy value on them (quarter, half, three quarter) which defines the amount of energy they reward when you collect that correctly.

I say correctly because there is a **rule** here, where positive energy balls have to be collected in the positive energy goal and vice-versa for negative energy balls.

If you do get a positive energy ball in a negative energy goal for example, you will be deducted score.

So here we are three paragraphs down the page and you've got a firm understanding of what to do with the balls, but how do they get to their goals?

The balls travel through a grid system full of 'pipe' tiles and 'empty' tiles, there is a total of 7 different playable tiles that the power balls can travel through (excluding the dead tile and empty tile).

The grid system is manipulated using Slide Puzzle mechanics – where tiles are shifted around using the free tiles available on the grid.

If two balls of opposite charge collide in the grid, the current tile the collision took place in is destroyed and both of the energy balls.

But that's not all, you should now be asking – where do these balls come from?

The energy balls originate from one of six release systems at the top of the grid – they build up in the release systems as you are playing and can be manually let out one at a time by you, the player.

Like a tile in the grid, a release system can also 'die' rendering the whole release system out of service for the rest of the game – this occurs when the release system overfills. Each release system can hold a maximum of 5 energy balls.

The game ends when you have destroyed all of your ball releases.

So at this point you know how the balls work in relation to the scoring system, how the tile grid functions and how release mechanisms control game play. But how do the energy balls move?

The energy balls are bound by gravity located at the bottom of the grid, and as such all balls make their way to the bottom of the screen.

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There is however a bias – if the energy ball is positive in charge and it has a multiple choice of a left or right direction to travel it will choose left over right – why is this? This is because the positive energy goal is located on the bottom left and the negative energy goal on the bottom right. Balls are attracted to their home goals.

So now you know enough to play the game, but what else is there? There is of course a twist to all this.

Each time you complete a 'round' or 'level' of the game which is achieved by filling up a level power bar (which gets dumped into your overall power bar when you complete the level) you are awarded a bonus.

You can have up to six bonuses at any one time – there is a range of different bonuses that can be obtained.

- New Grid of Tiles
- Replace Dead Tile with Blank Tile
- Replace Dead Tile with Random Tile
- Replace Selected Tile with Blank Tile
- Replace Selected Tile with Random Tile
- Affect Ball motion into a worm like speed/slowdown
- Destroy all balls in selected release
- Change all balls in selected release to Positive
- Change all balls in selected release to Negative

There are no time limits, but if you don't get the balls into their home goals fast enough (before the release systems overflow) you lose that entire hard-earned score.

The difficulty level affects how many Dead Tiles and Free Tiles a grid has – harder difficulty levels will have more Dead Tiles and fewer Free Tiles.

As the game increments in current level, the game increases in speed at which balls spawn in the release systems.