## Contents

1 Introduction .................................................................................................................. 5

2 How to play ..................................................................................................................... 6

3 Game Rules, Strategies and Tips
   3.1 Game Rules ............................................................................................................ 7
   3.2 Strategies and Tips ................................................................................................. 7

4 Interface Overview
   4.1 Menu Items .......................................................................................................... 8

5 Frequently asked questions ............................................................................................ 9

6 Credits and License ....................................................................................................... 10
Abstract

This documentation describes the game of Kollision version 0.3
Chapter 1

Introduction

**Game Type:**
Arcade

**Number of Possible Players:**
One

A simple ball dodging game
Chapter 2

How to play

**OBJECTIVE:**
Let the blue ball move in the field without touching the red balls.

Click on the empty field to start a game: a blue ball immediately replaces your mouse cursor, and a number of red balls start to fade into the field.

When the red balls finish materializing, they move at a random speed in a random direction, and you have to promptly dodge them moving the blue ball inside the field with your mouse. After some time, other red balls will appear, fading in as before and then starting to move. Be prepared to avoid them, too.

You can choose the game difficulty level on the right of the status bar. The higher the difficulty level, the faster red balls move, and the more balls will appear on the play field.
Chapter 3

Game Rules, Strategies and Tips

3.1 Game Rules

- Red balls move with constant speed on the game field bouncing off walls until colliding with another ball, which causes the speed and direction of both balls to change.
- The blue ball can be freely moved inside the field with the mouse.
- The blue ball cannot escape the field. If the cursor is moved out, the ball stays on the edge, until the cursor returns.
- The score is directly proportional to the time the game has lasted.
- Pausing the game subtracts a (cumulative) 5 seconds penalty from the total time.

3.2 Strategies and Tips

- Move the blue ball gently and slowly. Swinging across the field will make collisions with other balls more likely.
- Moving the cursor out of the field can be used as an elegant trick to come out of a screwed situation. Use it wisely.
- Do not pause the game unless absolutely necessary.
Chapter 4

Interface Overview

4.1 Menu Items

Game → End game
   End a game and return to the welcome screen.

Game → Pause (P)
   Pauses or resumes the game.

Game → Show High Scores (Ctrl+H)
   This will show the best scores for the current level.

Game → Quit (Ctrl+Q)
   Selecting this item will end your current game, and exit Kollision.

Settings → Play Sounds
   Toggle whether sound effects should be played. The default is off.

Settings → Difficulty
   Allows you to select a difficulty Easy, Medium, Hard for the game.

Additionally Kollision has the common KDE Settings and Help menu items, for more information read the sections about the Settings Menu and Help Menu of the KDE Fundamentals.
Chapter 5

Frequently asked questions

1. I want to change the way this game looks. Can I?
   No.

2. Can I use the keyboard to play the game?
   No. Kollision can only be played with a mouse.

3. I cannot figure out what to do here! Are there hints?
   Kollision does not have a ‘Hint’ feature.

4. I have to quit the game now, but I am not finished yet. Can I save my progress?
   You cannot save games in Kollision.
Chapter 6

Credits and License

Kollision
Copyright 2007-2008 Paolo Capriotti p.capriotti@gmail.com
Copyright 2007-2008 Dmitri Suzdalev dimsuz@gmail.com
Documentation copyright 2008 Paolo Capriotti p.capriotti@gmail.com
This documentation is licensed under the terms of the GNU Free Documentation License.
This program is licensed under the terms of the GNU General Public License.