

Ricochet©

Ricochet is charityware. All proceeds from this game are donated to a national 501C3 not-for-profit organization.

The charityware fee is:

Single User..... \$20.00 US.

Site License\$80.00 US.

For your registration fee you will receive:

- the ability to play beyond the 15th level.
- access to the Ricochet editor which allows you to create and save your own levels of play or edit and save any of the built-in levels.

Please visit

<http://www.boburschel.com/ricochet/ricochet.html>

for download and payment instructions.

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Starting Ricochet

Ricochet will run on any Macintosh with System 7.5.5 or higher with a monitor resolution of at least 640 x 480. Ricochet runs best with no other applications running in the background and file sharing turned off.

Ricochet can be started by double clicking on the Ricochet icon, double clicking on a Ricochet User File or by dragging and dropping a Ricochet User File onto the Ricochet Icon.

If Ricochet has not been registered, the registration dialog box will be presented. The user can either enter the registration code or continue playing on a limited basis. Unregistered users are limited to the 15th level of play and cannot use the editor to create their own levels.

Click anywhere on the Ricochet splash screen to dismiss it.

A dialog box is presented to allow the user to enter his/her name. This is the name that will be displayed in the High Score screen and saved in the High Score file.

Next, the user will be presented with the high score screen. This screen lists the top fifteen players and the highest level each has reached.

Click anywhere on the score screen to dismiss it.

The user will then be presented with the Ricochet main screen.

Ricochet Main Screen

The menu bar can be accessed from the main screen by moving the mouse cursor to the top of the screen.

From the menu bar you can:

Apple menu > About Ricochet...

Information about Ricochet and contacting the author.

File menu > Quit

Quit the game and return to the finder. Same as clicking the Quit button explained below.

High Scores > Show High Scores

Show the current high score file, with a players name and the highest level reached. To clear the high score file, simply drag it to the trash. Ricochet will automatically create a new one when the game is restarted.



Clicking on this button starts play at the current level. Pressing the up arrow key at the Main Screen will also start the current level. See the chapter on "Playing Ricochet".



This button presents a help screen for a quick referral to many of the game functions.



The game preferences can be set here. The user is presented with a dialog box that allows setting of:

1. The game speed. This is the speed of the runner. If you are having difficulty finishing a level, try setting the speed to a slower setting.
2. The volume of the sound effects. If the system volume is set to mute, this setting will have no effect.
3. Screen transitions - while transitions are pleasing to the eye, the game boards will load somewhat faster with this option unchecked. This will not affect the overall speed of the game.

Clicking on Save will save these preferences in the System Preferences Folder. This will also save the position of the icon window and its expanded or collapsed status in the Editor.



Quit Ricochet. First you will be presented with the high score screen. Click anywhere to dismiss this screen. The credits will then roll up the screen. Click anytime to close this screen and quit the program.



Program registration is required to use the editor.

The User mode allows you to create your own levels of play. Be careful when using the editor as any current game you are playing will be ended at the last level you have finished.

The User mode is covered in a separate chapter.



A dialog box is presented that allows you to enter the level code of any previous played level. It is helpful to write down the level code after completing a level. If Ricochet is not registered, the level cannot exceed the 15th level.

Playing Ricochet

The object of the game is to knock out the targets by hitting them with the runner. The types of targets are explained on the Help Screen from the Ricochet Main Screen.

The direction of the runner is changed by placing "deflectors" in the path of the runner. When the runner hits a deflector its direction is changed according to a few simple rules. While the concept is simple, the game requires practice to be able to "steer" the runner where it is required to go.

The only two keys used are the right-arrow and left-arrow keys. Pressing the left-arrow key does not mean that the runner will go left, nor does pressing the right-arrow key mean that the runner will go right.

The direction the runner will follow after pressing one of these keys is determined by the **initial** direction of the runner.

There are four possibilities:

1. the initial direction is left to right -
 press the right-arrow key - runner goes up.
 press the left-arrow key - runner goes down.
2. the initial direction is right to left -
 press the right-arrow key - runner goes down.
 press the left-arrow key - runner goes up.
3. the initial direction is bottom to top -
 press the right-arrow key - runner goes right.
 press the left-arrow key - runner goes left.
4. the initial direction is top to bottom -
 press the right-arrow key - runner goes left.
 press the left-arrow key - runner goes right.

There are many other obstacles that affect the direction of the runner that are explained in the Help Screen.

When a level is completed a dialog box will be displayed that shows the next level number and that levels password. It is strongly suggested that the user writes down the password for the next level.

The fastest way to start playing the next level is to press the up arrow key

twice. After pressing the first time, the user is taken to the Main Screen. Then, after pressing again, the user is taken to the game board.

Ricochet Game Editor

This is where a level can be constructed by the user for play. Registration of the game is required to use the Editor.



The user is presented with the standard Mac open/save dialog box. The user can load a previously created Ricochet level.



This button presents a help screen for a quick referral to many of the editor functions.



Shows the game board in "edit" mode with a floating palette containing the icons that can be placed on the board.

Icon placement is covered in a separate chapter.



This will exit the User mode and take the player directly to the game board. At this point the level is played like any other level.



Clears the game board of any currently edited level. This is **NOT** undoable.



The user is presented with the standard Mac open/save dialog box. The user can save their level here with a unique name of their choosing.

Editor Icon Placement

Some levels can be created with the editor that are impossible to win. The editor does not check for correct placement of some icons. For example, two eggs cannot be placed on the same row or column with only one space between them. Eggs cannot be placed in a position where they will 'cover up' a target when exploded.

The easiest way to check for icon placement is to play the level. When all targets have been hit, the level should end.

Credits

Programming, graphics and sound -
Bob Urschel, November 1999
Valparaiso, Indiana

Send suggestions and bug reports to -
ricochet@urschel.com

For payment instructions and latest revision -
<http://www.boburschel.com/ricochet/ricochet.html>


