

GAME PROGRAM INSTRUCTIONS

*Model Windows PC
Space Fractal (Alan Ishøj Bostrup-Sørensen)
OtakuMaker Sarl
(C) 2014-2017 Space Fractal*

HOW TO PLAY

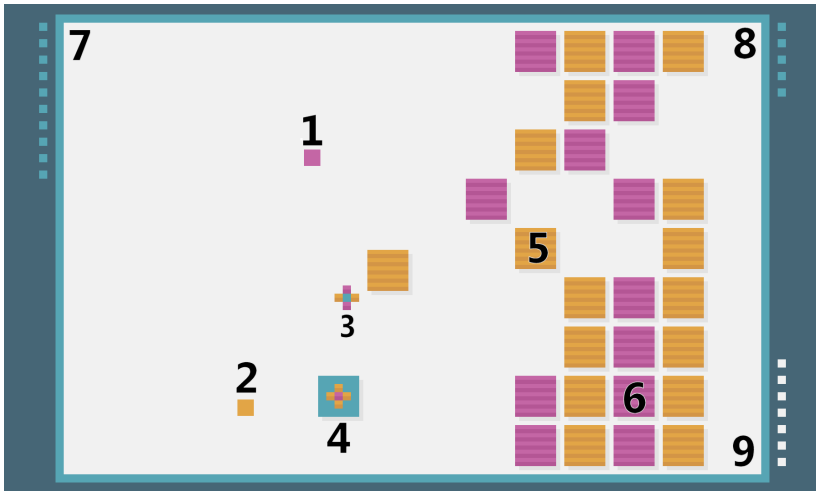
In this game, you will use your mouse or your gamepad (require a dual stick) to move bricks towards the balls.

To do that, just point the curser on a brick, hold down the button and move it to a direction. You can push more than one brick at a time to a direction (except on a solid brick).

Its pretty simple as the basic gameplay. But there is variations of the bricks you should know about it.

This game is played in windowered mode. But you can invoke fullscreen by using a command line command. See last page.

ABOUT THE GAME SCREEN

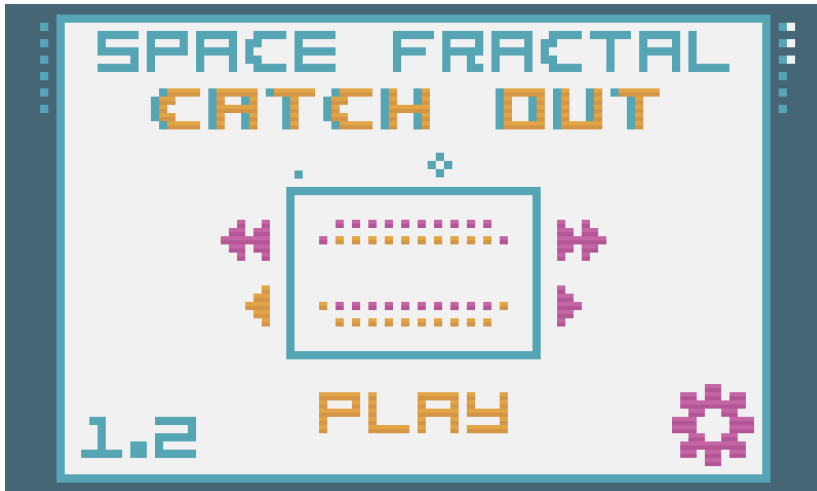


1. Purple Ball.
2. Yellow Ball.
3. Your Mouse Cursor.
4. Moveable none smashable brick.
5. Moveable yellow Brick
(can only been smashed by Yellow ball).
6. Smashable Brick by Yellow ball.
(can only been smashed by Purple ball).
7. The level you are in, presents as a dots (level 10 here).
8. Scoring for the level (here shown as 5 points).
9. Time left to get a ball smash a brick (or you will lost a point).

Please Note:

There is various other speical bricks, we did not explain here. We thinks you should discover them by your self. All speical bricks is shown in one of the early level.

ABOUT THE MENU SCREEN



- The left for the mouse cursor (just under the "Catch Out" title) is the difficulty of the level.
- 1 dot is easy, 2 dots is medium and 3 dots is hard. You have lesser time to smash a brick on higher difficulty.
- The top right dots is the hiscore for the level (here the hiscore for the level is 36, the white dots present a 10).
- The top left pane is the level you want to play on.
- Bottom right is the setting button. You can enable and disable various settings here. They should be pretty much self explained.

COMMAND LINE OPTIONS

This game supports few commandline (without ”).

- ”**fullscreen**” will invoke fullscreen of the game.

YOUR OWN LEVELS

- Filename.txt. Filename can be any file, that is inside document/Catchout folder or in the game Media folder.
- The default level name is levels.txt. You should take a copy of that and rename it.
- Then you can edit all the game levels. However the game does not hiscore protect the file by a checksum, but it does save the hiscore to own file.
- You should not edit the 4 char codes for the levels, but the file should be pretty much self explained.
- The game supports up to 4 balls. If you create more, then only the first 4 is used.

You can use both a filename and fullscreen commands. Rest of the settings is on the setting screen on the bottom right in the menu screen.



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