

LASER BALL

EIN SPIEL FÜR
ATARI ST COMPUTER



ENDLOSE KNOBELEIEN
STUNDENLANGER SPIELSPASS
EIGENER LEVELEDITOR

Ein Spiel von Thomas Ilg 1991/2014 . Mit Leveln von Ulrich Ilg .
Figurendesign von Melanie Schober . Musik von xFalcon .
SNDH playback by gwem/YM Rockerz & Paradize
Kostenloser download auf www.hd-videofilm.com/atari

LASERBALL 2015

A PUBLIC DOMAIN GAME

1991/2014-15

by Thomas Ilg

**written for the classic ATARI ST
Computer or compatible
Emulators.**

THE HISTORY 1991/2014-15

Laserball was written by me as a public domain game in 1991 – I was about 17 years old at the time. In 2014 I had a second look at it. It started with bug fixing and ended up with a much bigger and more complete game than it ever was. For example: the original game was made to operate with levels of 10x10 squares (Campaign “CLASSIC 91”). The 2014/15 version does not have this limitation any longer (Campaign “MASSIVE” and others): Bigger levels, more puzzle fun!

Credits:

Idea, programming und graphic layout 1991 – Thomas Ilg

Classic Level 1991 - Ulrich Ilg

Graphic update 2014 – Malanie Schober

Music 2014 – xFalcon

**SNDH replay for GFABASIC -
gwem/YM Rockerz & Paradize**

Let's Laser



The Laser beam is fired from here



and must hit this.

Actually pretty simple... if there weren't some nasty things in its way.

You must solve some neat puzzles.

This means: take the mirrors



and move and turn them until it fits.

Move and turn mirrors:

Move the mouse over a green mirror. Click with your left mouse button and the mirror will rotate. With the cursor keys on your keyboard you can move the mirror. You may also hold the right mouse button down to make the mirror move. Whatever you prefer.

The neat thing is: The mirror will always move until it is blocked by something else... otherwise it would

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*be too simple. So combine and move...
oh, and the clock is ticking!*

***There are things that will make
you smile***



*This gives you 20 seconds
extra time!*



*And this will add 100 Bonus
points!*

*Obviously only if you hit these fields
with the laser.*

These ones are no fun at all



*Hit the Bomb means: GAME
OVER. OK, for 4000 points you can buy
an extra life. But the real gamer will
start from the top!*

***Also these elements make your life
harder***



*Doors: you must hit them first
at the green button. Afterwards you
can shoot through it at a 90 degree
angle. Oh, have I mentioned that the
clock is ticking?*

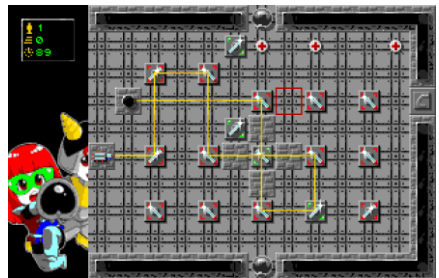
*And then there is a whole bunch of
other stuff.*



*Just start the trainer to get yourself
familiar with it.*



*OK. It is simple in the Trainer. But it
can become more complex:*



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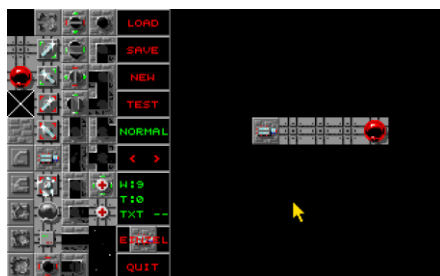
Oh, don't forget: the X button brings you to the main menu at any time. You can restart your last level from there.

The game features a multiplayer mode. OK, not a real one... it is a “one after the other” mode – Hot Seat...

Just use your left **LEFT** mouse button to increment the number of participants, and use the **RIGHT** mouse button to decrement.

THE LEVEL EDITOR

Which game in 1991 had a drag and drop level editor? LASERBALL! Now it has obviously been adapted to the new game functions.



Click at the left side to select an element. Then paste this element on the right side as often as you like.

You may also use your **RIGHT** mouse button on the right side to select an element from the pasted ones.

LOAD / SAVE / NEW

OK, these buttons are pretty self-explanatory. Be aware: the software does not do any stupid Windows-like questions “Are you really 100% sure that you are really sure that you for sure want to do this?”

The Program just does it.

Attention: the Level Manager only displays levels that are correctly named and therefore found by the Laserball game. Everything else can be loaded and saved as an “EXTERNAL FILE”



And within the Level Manager you can also add an EXTERNAL FILE level to the gameplay without having to worry about the filenames.

TEST

The Level can be tested right away.

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There is no time running and hits to the bomb and the red ball are just indicated by sound-beeps.

Leave the Test by pressing both mouse buttons or the X key.

"NORMAL"- "FATAL"

Sets what happens when a "C" Element is burned down. Toggle by clicking on it.

"NORMAL" means burned down C Tile will block a mirror.

"FATAL" means C Tile will break a mirror.

BUTTON "<", ">"

With these arrows you can scroll left or right if a level is wider than 10 squares.

BUTTON "W", "T", "TXT"

Here you enter a Preferences Window:

- *"W"idth: the width of the level. Attention: in computer language the first row starts on zero. So "W: 9" actually means that the level has a width of 10 squares. The max is 199.*

- *"T"ime: kind of logic. 0 means that there is infinite time for this level.*
- *"TXT": this sets the Level Text. Specially made for the Trainer. But in principle this functions is available in any level.*
- *You can also set the Campaign that this level is associated with – or create your own campaign.*
- *And you can have one of the Music tracks being played back while playing the level.*

BUTTON "Einzel", "Fill"

Here you may choose an automatic fill mode.

Creating magic Levels with the magic tile

If something extraordinary should happen on the playfield, you use the Magic Tile.



A level can have additional Layers. Pointing a laser at the Magic Tile makes the level go forward one layer. Layer 0 is the "standard" level.

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You may use the “L – 0 +” to go to the layer 1, 2, 3,... 9.



Here you can place any tile that should be replaced when triggering the Magic Tile – and ONLY these!

Important: avoid replacing tiles in a position where any of your mirrors might be – otherwise the mirror is replaced.

Important 2: you should use a replacement to the Magic Tile itself! Otherwise the Laser would still point to the Magic Tile and triggering layer 2, 3, 4 ... Not Helpful.



There is also an “invisible” Magic Tile – it does exactly the same thing as the normal one but without drawing attention to it. It is marked with “(!)” in the level editor – and only there. In the Game it is a normal empty tile.

“QUIT”

Self-explanatory?

Naming conventions

Laserball searches for levels on a simple principle:

Level files must be within the same directory than the LASER.PRG executable and the must be named “LEVx.DAT”. The x stands for the level number. No gaps in numbering are allowed. “LEV1.DAT”, “LEV2.DAT”, “LEV3.DAT” ...

Levels for the trainer are named “TRAx.DAT”.

System requirements

Original ATARI ST or ATARI Emulator on Windows/MAC/Android.

Colour monitor or choose colour mode in the Emulator.