Copyright 2010, D. Eugene Perry, www.blackratstudios.com

Table of Contents

Overview

Sine Wave is an arcade game in which you control a mechanical Flyer that leaves a sine wave in its wake. A Ball rides along that sine wave and it's your goal to keep that Ball in play on the field. Enemies and obstacles will try to either destroy your Ball, or destroy your sine wave and send the Ball plummeting to the depths below. You can't let that happen. The game is played in levels, with every fifth level being a Bonus round where you make a lot of extra points.

Your Flyer is impervious to everything on the screen and can safely pass through buildings, enemies and enemy fire without a problem. Your Ball is susceptible to damage from spiked enemies, enemy fire and collisions with buildings. The Sine Wave will be destroyed by spiked enemies and bombs.

Key Controls

The mouse controls the main menu and High Score input after the game is completed.

Mouse Up..................Move Flyer up
Mouse Down.............Move Flyer down
Left Mouse Button.....Click and hold to create a Sine Wave
Space Bar..................Lock / unlock the mouse to the game window (see below for more info)
Escape.......................End game / Pause (see below for more info)
F4.............................Switch from window to full screen
F9.............................Take a screen shot

Mouse Control / Lock

The way that the mouse reacts in the game be customized. In windowed mode a red arrow at the bottom of the screen shows the horizontal location of the player's mouse so that it can remain in frame during the game. If that is still not sufficient then pressing the space bar will result in the mouse being locked into position within the window. The horizontal move will be fixed to the middle of the window and the vertical movement will not be allowed to leave the upper or lower limit of the window. Press space bar again to unlock the mouse. An icon in the bottom right hand side of the window will show whether or not the mouse is locked.

Pausing

The escape key can be used to end the game or it can used just to pause the game. Press any other key apart from the escape key to return the game. The playing field will appear on screen and remain stopped for one second to allow the play to get his or her bearings. Play will them resume. The mouse will automatically be moved vertically to the last location before the escape key was pressed.

Bonuses

Your Ball's main reason for existence is to collect Bonus Coins. Not only does collecting them earn points but you gain extra points for stringing them in Combos. Once a coin passes your Ball uncollected you will be rewarded combo points for the number collected. Collect 20 or more in a row and earn a super Combo.

Power Ups

There are several types of power ups available. Each Power up, when collected, will last ten seconds and it is essential to understand what each one does. Power Ups can be collected by either your Flyer or by your Ball, regardless of the type of Power Up. A glowing area will make the Power Up stand out as it comes onto the field and the same glowing effect will be around either your Ball or your Flyer if they have a Power UP in effect.

This Power up adds a coat of a armour to the Ball that will allow it to smash through enemies, buildings and be impervious to enemy fire. The Ball can still be destroyed if it falls from the sine wave.

This Power Up adds a coat of armour to your Flyer, allowing it to destroy enemies and buildings. Your Ball is still vulnerable to attack so be careful.

This Power Up adds a coat of armour to the Sine Wave, allowing it to destroy enemies and buildings. Your Ball is still vulnerable to attack.

Levels of Difficulty

There are four types of difficulty level to choose from on the Main Menu screen: Easy, Normal, Hard and Lunatic. Easy is the default setting when first starting the game

Lives

In game you will have 3 lives to start. Each time your Ball is destroyed a new one will appear by crane at the top of the screen. Ensure that you are under the crane when the Ball drops or you risk losing it. Every 40,000 points you will earn a new life.

Tutorial Level

There is a Tutorial level available for anyone to become familiar with the game mechanics. If you Ball falls off the bottom of the screen before the end of the Tutorial it will respawn at the top of the screen. You can exit the Tutorial at any time be pressing escape.

Enemies

There are five types of enemies to watch out for: non-spiked, spiked, buildings, shooters and bombers. As well, there are variants of each throughout the game. As you progress to each level new enemies will attack.

Non-spiked enemies have blunt edges and no lights. They will destroy the Sine Wave if it touches it, but your Ball will pass through them unharmed.

Spiked enemies with blinking white lights and sharp points will destroy not only the Sine Wave, but your Ball as well if they make contact. Easiest way to deal with them is to ride the Ball upwards and let it fall over them or, if there is enough space, ride underneath them where they will do no harm.
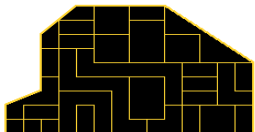
Buildings appear on both the top and bottom of the play area. They will not destroy the Sine Wave, but they will destroy your Ball if they make contact. They come in a variety of shapes and sizes so be prepared for anything.

Blasters drop onto the field and fire a pure blast of energy. Your Flyer is immune, your Ball is not except when it is amoured. Your Ball can only be destroyed when the beam is a full intensity so you have a second to get out of its way. Blasters never come near the Flyer or Sine Wave so they can't be destroyed.

Bombers, like Blasters, won't come anywhere near either your Flyer or your Sine Wave. They keep to the side and unleash a volley that will destroy part of your Sine Wave unless its armoured. So be prepared when it comes onto the field.

Colour Coding

All objects in the game are colour coded to be easily identified when on the screen. The coding is as follows...

- **White –** Your Ball, which rides along the Sine Wave
- **Purple** – The Flyer. It is a separate entity from the Ball, so has a separate colour
- **blue** – Friendly objects such as bonuses and power ups
- **green** – Will damage the Sine Wave, but not your Ball
- **orange** – Will damage both the Sine Wave and your Ball
- **yellow** – Will damage your Ball but not the Sine Wave (The buildings fall into the category)

Credits

Game, programming and artwork copyright D. Eugene Perry, 2010
www.blackratstudios.com

Made with Game Maker by Yoyo Games
www.yoyogames.com

Made with Super Sound System by tsg1zzn
trondsg@gmail.com

Music by Flashkits, Chas3r and C-Swaty

Flashkits
www.flashkits.com

Chas3r
http://www.bfgamerz.com/

C-Swaty
http://www.flashkit.com/loops/Techno-Dance/Techno/Arp-8-C-Swaty-9733/index.php

Special thanks to Srehpog for his advice on improving this game
http://www.wearehive.com/

Disclaimer

The end user assumes all responsibility for the use of this software.

This software may be freely distributed so long as the software is not modified and this Read Me file remains with it.

This game may not be sold, modified, decompiled or reverse engineered in any away.