

BUMP+SMACK



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INSTRUCTION MANUAL

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THANK YOU FOR PURCHASING BUMP+SMACK. FOR THE MOST ENJOYMENT OF THE GAME, PLEASE READ THROUGH THIS INSTRUCTION MANUAL FOR THE COMPLETE SET OF RULES AND CONTROLS.

OBJECTIVE

THE MAIN RULE OF BUMP+SMACK IS SIMPLE. KEEP THE BALLS FROM FALLING OFF THE PLAYBOARD AND MAKE THEM INTO THE GOALS. THIS MIGHT SOUND SIMPLE BUT WHEN YOU HAVE MULTIPLE BALLS AND THE UNPREDICTABLE POWER OF YOUR SHUTTLEBOARDS GRAVITATIONAL PROPULSION, YOU WILL SEE HOW OVERWHELMING IT CAN QUICKLY BECOME.

THE SHUTTLEBOARD

THIS IS YOUR ROLE. YOU CONTROL THE SHUTTLEBOARD. THE SHUTTLEBOARD USES GRAVITATIONAL PROPULSION TO ROCKET ANY OBJECT IT COMES IN TOUCH WITH. WHEN THE BALLS START ROLLING DOWN THE TABLE, POSITION YOUR SHUTTLEBOARD BELOW THEM TO PROPEL THEM BACK INTO THE PLAY AREA.



SHUTTLEBOARD IN ACTION

THE GOALS

THE GOALS COME WITH DIFFERENT POINT VALUES. THE HIGHER THE POINT VALUE, THE HARDER IT IS TO GET A BALL INTO THAT GOAL.

THE POINT VALUES ARE 500, 750, 1K (1000) AND 5K (5000). IN THIS VERSION, THERE WILL ALWAYS BE TWO 500 AND 1K GOALS, AND ONLY ONE 750 AND 5K GOALS.



1K GOAL THAT JUST GOT SCORED WITH ANOTHER BALL TRYING TO MAKE ITS WAY IN

THE BALLS

THE BALLS ARE REGULAR RUBBER BALLS THAT CAN REACH HIGH VELOCITIES IF HIT HARD ENOUGH. THEY ARE SPECIALLY SIZED TO FIT IN THE GOALS FOR MAXIMUM POINTS.

CONTROLS

THE CONTROLS FOR BUMP+SMACK ARE SIMPLE. USE YOUR MOUSE TO MOVE YOUR SHUTTLEBOARD LEFT AND RIGHT. YOU CAN ALSO USE THE RIGHT MOUSE BUTTON TO SMACK THE TABLE.

SMACKING THE TABLE CAN BE USEFUL FOR SCORING GOALS THAT JUST WON'T GO IN OTHERWISE. SMACKS SHOULD BE USED ON THE PLACES WHERE THEY WILL MAKE THE MOST SENSE. SMACKING THE TABLE WHILE THE BALL IS ROLLING STRAIGHT DOWN THE BOARD WON'T DO TOO MUCH, BUT A WELL-PLACED SMACK WHILE A BALL IS UP AGAINST A WALL OR OTHER OBSTACLE JUST MIGHT NET YOU THAT GOAL YOU NEED.

THE "TILT"

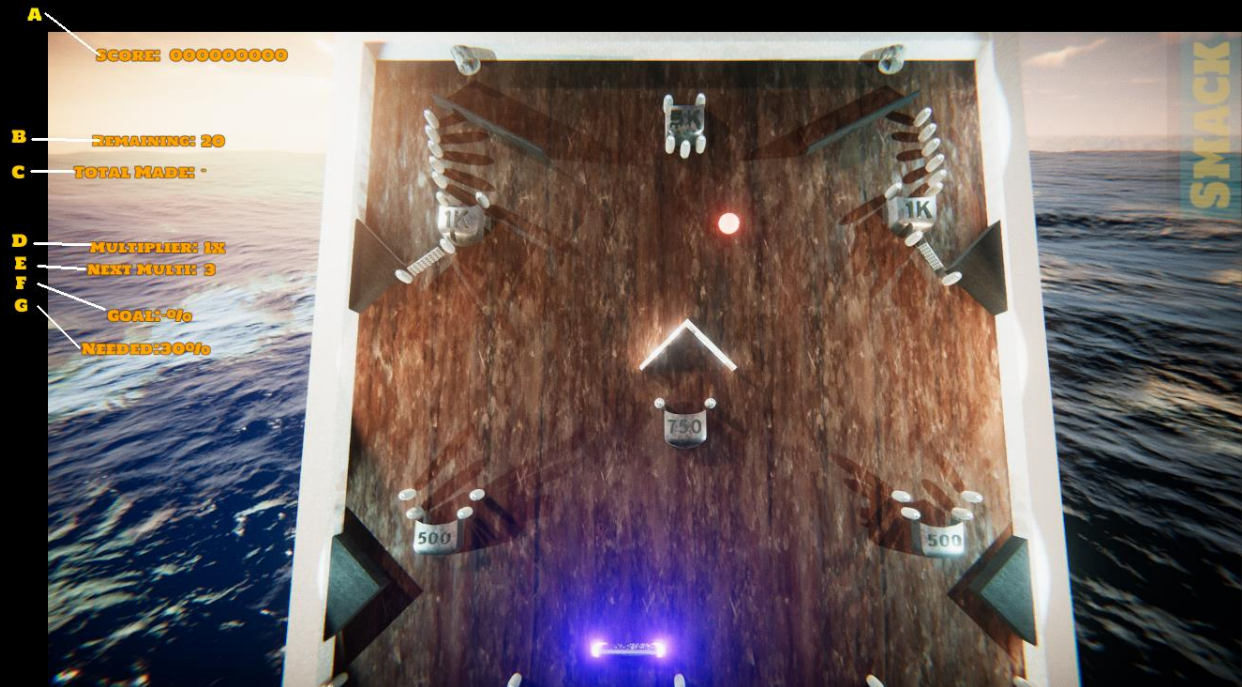
YOU WILL SEE A SMACK METER ON THE TOP RIGHT CORNER. WHENEVER YOU USE A SMACK, THE METER WILL RISE AND GRADUALLY START TO COME DOWN. IF THE METER RISES ALL THE WAY TO THE TOP, THE BOARD WILL GO INTO "TILT". DURING A TILT, SMACKS CANNOT BE USED AGAIN UNTIL THE METER HAS GONE DOWN AGAIN.



**SMACK METER FILLED
ALL THE WAY TO A "TILT"**

CHALLENGE MODE

IN CHALLENGE MODE, THE PLAYER STARTS AT LEVEL ONE. THE STATS ON THE LEFT WILL SHOW WHAT IS NEEDED FOR THE PLAYER TO STAY IN THE GAME. SEE THE KEY BELOW TO SEE WHAT THE STATS MEAN.



A - THIS IS THE SCORE. NATURALLY, ONE GOAL IS TO GET THIS AS HIGH AS YOU CAN.

B - REMAINING - THIS NUMBER INDICATES HOW MANY BALLS ARE LEFT ON THIS LEFT BEFORE THIS LEVEL ENDS

C - TOTAL MADE - THIS NUMBER INDICATES HOW MANY GOALS HAVE BEEN SCORED DURING THAT LEVEL

D - MULTIPLIER - THE CURRENT MULTIPLIER THAT SCORED GOALS WILL BE MATCHED AGAINST.

E - NEXT MULTI - THIS INDICATES HOW MANY CONSECUTIVE GOALS HAVE TO BE MADE UNTIL THE MULTIPLIER GOES UP

F - GOAL % - THIS INDICATES WHAT PERCENTAGE OF BALLS THAT WILL BE PLAYED IN THE LEVEL HAVE BEEN SCORED

G - NEEDED % - THIS INDICATES THE PERCENTAGE REQUIRED TO ADVANCE TO THE NEXT LEVEL

CHALLENGE MODE - REMAINING

REMAINING SHOWS HOW MANY BALLS ARE LEFT TO BE PLAYED IN THE LEVEL. AT THE BEGINNING OF THE GAME, ONLY THREE BALLS WILL BE ON THE PLAYBOARD AT ONE TIME (THIS, OF COURSE, WILL CHANGE AS YOU GET FURTHER). WHEN ONE BALL IS EITHER SCORED OR FALLS OFF THE PLAYBOARD, ANOTHER BALL WILL BE RELEASED SHORTLY AFTER. WHEN THE NUMBER OF BALLS REACHES ZERO, EITHER THE PLAYER ADVANCES TO THE NEXT LEVEL OR THE GAME ENDS (EXPLAINED FURTHER LATER).

CHALLENGE MODE - TOTAL MADE

TOTAL MADE SHOWS HOW MANY BALLS HAVE BEEN SCORED IN GOALS FOR THIS LEVEL. THIS INDICATOR WILL RESET WHEN THE PLAYER GOES TO THE NEXT LEVEL.

CHALLENGE MODE - MULTIPLIER

THE MULTIPLIER IS WHAT GETS THE PLAYERS SCORE MOVING HIGHER FASTER. WHEN A GOAL IS MADE, THE POINT VALUE FOR THAT GOAL IS MATCHED AGAINST THE MULTIPLIER FOR HIGHER POINT VALUES. FOR EXAMPLE, IF THE MULTIPLIER IS "3X" AND THE PLAYER MAKES A 500 GOAL, THE PLAYER'S SCORE WILL INCREASE BY 1500 (500 X 3 = 1500). IN CHALLENGE MODE, IF A

BALL FALLS OFF THE END OF THE PLAYTABLE AT ANY TIME, THE MULTIPLIER RESETS BACK TO 1X AND NEXT MULTI IS ALSO RESET.

CHALLENGE MODE - NEXT MULTI

IN ORDER TO INCREASE THE MULTIPLIER, THE PLAYER WILL NEED TO SCORE CONSECUTIVE GOALS. THE NUMBER OF CONSECUTIVE GOALS THAT ARE NEEDED ARE INDICATED BY THE "NEXT MULTI" INDICATOR.

FOR EXAMPLE, IF A PLAYER HAS 1X MULTIPLIER AND A NEXT MULTI OF 3, THEN THE MULTIPLIER WILL INCREASE TO 2X ONCE THE USER HAS MADE 3 CONSECUTIVE GOALS. AFTER THE MULTIPLIER HAS BEEN INCREASED, THE NEXT MULTI WILL RESET AND HAVE ONE ADDED TO IT. FOLLOWING ABOVE, ONCE THE 2X MULTIPLIER IS REACHED, THE PLAYER WOULD HAVE A NEXT MULTI OF 4 AND NEED TO MAKE 4 CONSECUTIVES. WHEN THE PLAYER REACHES 3X, THEN 5 CONSECUTIVES WILL BE NEEDED, AND SO ON...

CHALLENGE MODE - GOAL %

GOAL PERCENTAGE IS AN INDICATOR OF THE PERCENTAGE OF ALL BALLS RESERVED FOR THAT LEVEL HAVE BEEN MADE. THE PERCENTAGE INCLUDES BALLS THAT HAVE NOT BEEN RELEASED TO THE PLAYBOARD.

CHALLENGE MODE - NEEDED %

NEEDED PERCENTAGE SHOWS WHAT PERCENTAGE IS NEEDED TO ADVANCE TO THE NEXT LEVEL. AFTER ALL BALLS HAVE BEEN

PLAYED, IF THE GOAL % IS EQUAL OR GREATER THAN THE NEEDED %, THE PLAYER WILL ADVANCE TO THE NEXT ROUND. OTHERWISE THE GAME IS OVER.

STAGES

AFTER THE PLAYER HAS COMPLETED ALL LEVELS, THE GAME STARTS AGAIN AT LEVEL ONE. HOWEVER, THE DIFFICULTY ADVANCES AS WELL. THE SHUTTLEBOARD'S GRAVITATIONAL PROPULSION INCREASES, THE NUMBER OF BALLS FOR THAT LEVEL INCREASES, THE NUMBER OF BALLS THAT WILL BE ON THE BOARD AT ONE TIME INCREASES, AND THE NEEDED % ALSO INCREASES.

CONTINUOUS MODE

IN CONTINUOUS MODE, THE PLAYER CHOOSES THE LEVEL THAT WILL BE PLAYED ON. THE PLAYER WILL PLAY ON THIS LEVEL FOR THE ENTIRE SESSION OF THAT GAME.



A - SCORE - THE HIGHER, THE BETTER

B - MISS METER - THIS INDICATOR INCREASES WHEN A BALL FALLS OFF THE PLAYTABLE. ONCE THE MISS METER HAS FILLED ALL THE WAY IN THE RED, NO MORE BALLS WILL BE RELEASED AND THE GAME ENDS ONCE ALL THE EXISTING BALLS HAVE BEEN PLAYED.

C - MULTIPLIER - THE CURRENT MULTIPLIER THAT SCORED GOALS WILL BE MATCHED AGAINST. MULTIPLIERS IN CONTINUOUS MODE ARE ACHIEVED DIFFERENTLY THAN IN CHALLENGE MODE

D - GOALS - THE NUMBER OF GOALS THAT HAVE BEEN SCORED FOR THE CURRENT GAME

MISS METER

IN CONTINUOUS MODE, THE MISS METER CONTROLS WHETHER THE GAME CONTINUES OR ENDS. IF A BALL FALLS OFF THE END OF THE PLAYTABLE, THE MISS METER WILL INCREASE. IF THE METER FILLS ALL THE WAY INTO THE RED, THE GAME WILL END. IF THE PLAYER MAKES THREE CONSECUTIVE GOALS, THE MISS METER WILL DECREASE A LITTLE BIT.



MULTIPLIER

THE MULTIPLIER AFFECTS SCORE THE SAME WAY AS IN CHALLENGE MODE. IN CONTINUOUS MODE, HOWEVER, THE MULTIPLIER INCREASES AFTER EVERY 10 GOALS. THE GOALS DO NOT NEED TO BE CONSECUTIVE. ALSO, IF A BALL FALLS OFF THE PLAYTABLE, THE MULTIPLIER DOES NOT RESET.

GOALS

THIS SHOWS THE NUMBER OF GOALS THAT HAVE BEEN MADE FOR THIS GAME.

CONTINUOUS MODE INCREASES IN DIFFICULTY EVERY 10 BALLS.

WHEN CHOOSING A LEVEL IN CONTINUOUS MODE, ONLY LEVELS THAT HAVE BEEN PLAYED IN CHALLENGE MODE WILL BE AVAILABLE.



CONTINUOUS LEVEL SELECT SCREEN

HIGH SCORES

WHEN THE GAME ENDS IN EITHER MODE, THE PLAYER HAS THE OPPORTUNITY TO SUBMIT THE SCORE. IF THE SCORE IS HIGH ENOUGH, THE SCORE CAN BE SEEN ON THE HIGH SCORES TOP 10 FROM THE MAIN MENU. SEPARATE LEADERBOARDS ARE KEPT FOR CHALLENGE MODE AND FOR EACH LEVEL OF CONTINUOUS MODE. USE THE DROPDOWN TO SELECT THE MODE AND/OR LEVEL TO VIEW THE RESPECTIVE SCORES. ONLY SCORES ON CONTINUOUS LEVELS THAT HAVE BEEN PLAYED WILL BE VISIBLE.

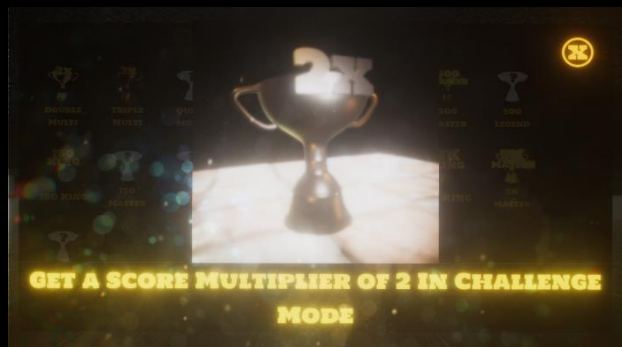
BUMP+SMACK TOP 10		
CHALLENGE MODE		CHALLENGE MODE
1	POP NINE	156250
2	NIGHTCAP	33600
3	PLANK	8100
4	MAHOGANY	600
5	JASON.R.SADLER	200

TROPHY ROOM



TROPHY ROOM SHOWS ALL THE ACHIEVEMENTS THAT HAVE BEEN OBTAINED THROUGHOUT THE GAME. TROPHIES ARE ONLY UNLOCKED THROUGH CHALLENGE MODE. ONCE A

TROPHY IS UNLOCKED, IT IS AVAILABLE TO BE VIEWED AT ANY TIME. WHEN YOU CLICK ON A TROPHY, IT WILL SHOW THE TROPHY AND THE OBJECTIVE THAT WILL UNLOCK THE TROPHY. TO MOVE THE CAMERA AROUND THE TROPHY, CLICK THE LEFT MOUSE BUTTON AND MOVE THE MOUSE AROUND TO VIEW DIFFERENT ANGLES OF THE TROPHY. THE PLAYER CAN ZOOM IN AND OUT WITH A MOUSE WHEEL.



OPTIONS

OPTIONS ALLOWS THE PLAYER TO AFFECT HOW THE GAME WILL LOOK AND WILL ALSO AFFECT HOW MUCH COMPUTING POWER WILL BE USED.

OPTIONS - ANTIALIASING

THERE ARE THREE CHOICES FOR ANTIALIASING: TAA (TEMPORAL ANTIALIASING), FXAA (FAST APPROXIMATE ANTIALIASING), AND OFF WHICH DISABLES ANTIALIASING.

**TAA - REQUIRES ADVANCED GRAPHICS PROCESSING.
RECOMMENDED FOR HIGHER END MACHINES**

**FXAA - SHOULD BE ABLE TO RUN ON PRACTICALLY ANY
MACHINE.**

OPTIONS - BLOOM

**THIS OPTION TOGGLES THE BLOOM EFFECT GLOW FROM
LIGHTING.**

OPTIONS - SCREEN EFFECTS

**THIS OPTION TOGGLES
SCREEN EFFECTS SUCH AS
COLOR GRADING,
CHROMATIC ABERRATION,
ETC.**



OPTIONS - SHADOW QUALITY

**THIS OPTION ALLOWS THE PLAYER TO CHOOSE HIGH QUALITY
SHADOWS (REQUIRES MORE COMPUTING POWER), LOW
QUALITY (DOESN'T LOOK AS GOOD), OR TO DISABLE SHADOWS.**

HAVE FUN!

**AGAIN, THANK YOU FOR PURCHASING BUMP+SMACK. I HOPE
YOU HAVE HOURS OF ENJOYMENT. AT ANY TIME, SHOULD YOU
EXPERIENCE ANY TECHNICAL DIFFICULTIES WITH THE GAME,
PLEASE EMAIL SUPPORT@BUMPSMACK.COM.**

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