



Marbol 1.0

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<http://www.cagames.com/marbol/>

Overview

Thanks for downloading Marbol! Thanks to everyone who tried out the preview release of the game. This is the first release version.

Despite being a release, this game is still under active development. This means it's possible you'll find bugs and errors. Some things are still a little rougher than we intend them to be eventually (like the graphics). However, the game is definitely good enough to play, and we hope you'll enjoy it and perhaps visit our forums to tell us what you think and chat with other players.

Requirements

Marbol requires OS X 10.3.9, aka Panther. It has been tested on both Panther and Tiger 10.4.1.

The game has not been optimized very much yet. Consequently it will probably require a reasonably modern machine to work properly. It has been developed and tested with an PowerBook G4/1.5, an iBook G4/1.33, and a Blue&White G3 upgraded to a G4/500 and an ATI Radeon PCI. It works well on both systems.

There is currently no fat binary (aka Intel) support. This should be added in the next release. It's mostly done but requires a bit more work due to OpenAL.

How to Play

Marbol is a combination of other games you've likely played, and a couple of new things. The playing field consists of rows of marbles offset from each other. These marbles can be of 7 different varieties. This includes 6 colors and clear marbles.

The 6 colored marble varieties are the simplest. For these, you must place at least 3 of the same color in contact. They will then be removed from the board, and any marbles resting on them are rolled downhill. The clear marbles are the same as the other ones, but they require at least 4 touching marbles in order to be removed.

When a marble is not supported on both its left and right sides by other marbles, it will roll downhill. In the event that it's supported by neither side, it falls straight down; ties are broken by rolling to the right.

Pieces are moved by hitting the left and right arrow keys. A highlighted square shows where the piece will land if it's not moved. You can drop it there immediately by pressing the down arrow.

Additionally, as you remove marbles from the board you are working towards higher levels. At first your new marble pieces move very slowly down the board; as time goes on they will fall faster and faster. Additionally, the number of different pieces is smaller during the lower levels to give you time to get used to the game.

When a new piece may no longer be added to the board, your game will be over.

You may also press 'P' to pause the game at any time, and press it again to unpause.

That's it!

Known Issues

There are a couple of known issues with the game, as well as some things that are already in the queue to be changed / fixed. These include:

- Accessing menus and dialogs may be slow while Marbol is focused.

About Us / Contact

Cryptic Allusion, LLC has been a leader in the post-commercial Dreamcast(tm) world for several years, both in games with Feet of Fury, and in development with the KallistiOS toolkit project. We've gotten very interested in the Macintosh platform lately, however, and you hold in your virtual hands the first fruits of that labor. Viva la Mac!

Please visit us on the web: <http://www.cagames.com/marbol/>

If you run into any troubles or have any suggestions, we'd love to hear from you! You can visit our forums on the web site above, or email Dan Potter:

dpotter@cagames.com

Ganksoft is another Dreamcast(tm) company which produced several emulators and has several shelved projects that were never completed. Marbol is one of them; Cryptic Allusion developed the idea along with Ganksoft and produced this Mac version of their original vision. It's diverged from the original idea somewhat, but it's in the same basic spirit.

Please visit them on the web: <http://www.ganksoft.com/>

Credits

Marbol is the work of a couple of dedicated folks. We are a small company, not a huge publishing house (like we might like to be sometimes :)

Brian Peek of Ganksoft came up with original game idea.

Dan Potter handled all of the programming and graphics, with a thanks to Ray Larabie for a couple of TrueType fonts used in said graphics creation.

Roddy Toomim (aka DJ Geki) created the game play music and sound effects.

David Walliman of Ganksoft wrote the menu music.

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