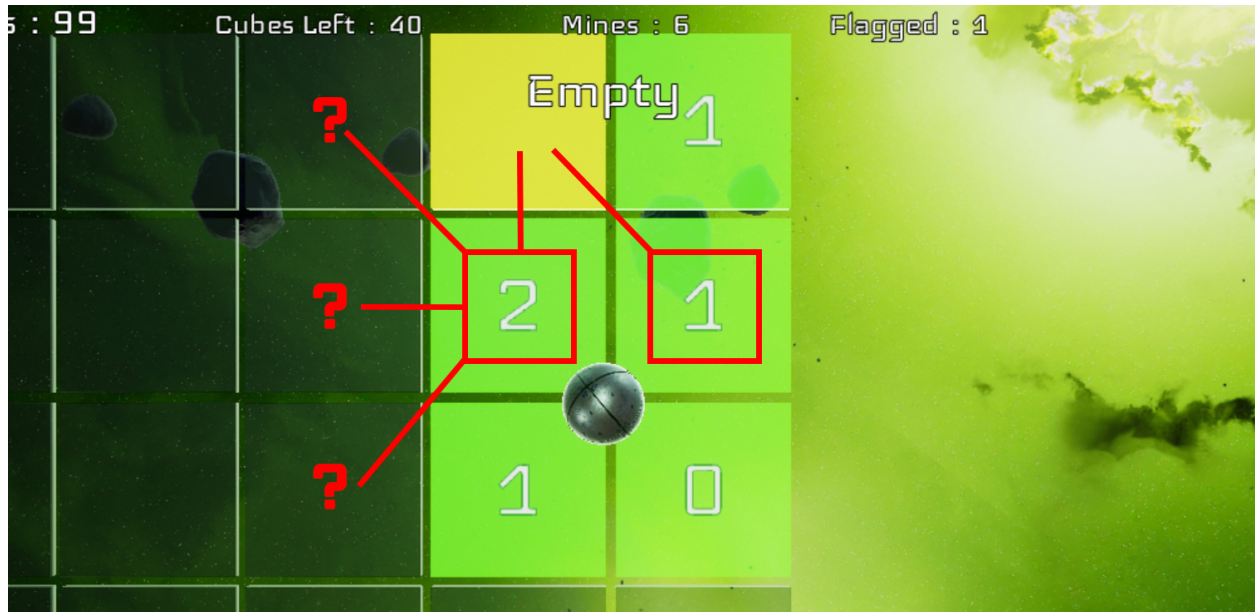


BALLSWEEPER

HOW TO PLAY

MINES AND INDICATORS:



Numbers Indicate How Many Mines Are Next By
The Indicator Can Range From 0 to 8
(You're Surrounded By Mines When It's 8)

Like Classic Minesweeper Nothing's Changed Here. Other Than
There Being No Autofill For The Grid When Activating A Cube With
'0' On It. (We Are Considering Featuring Autofill In Future
Updates. So Contact Us With Your Thoughts On That.)

Also Like Minesweeper You Will Never Spawn On A Mine Either.

MOVEMENT INPUTS:

You Can Jump The Ball Over Mines and Obstacles. You Can Also Control The Balls Jump Direction With Movement Input. (But Faint)

In Ballsweeper Settings You Can Find 4 Different Types Of Movement Inputs under “Movement Method” Drop Down. Default Should Be “Sensor And Virtual Pad”.

● *SENSOR INPUT*

- Sensor Input Uses Your Phones Gyroscope, Gravity, And Accelerator Sensors To Control The Ball.
- Hold Your Phone Flat and Tilt Your Phone Towards The Direction You Want The Ball To Move.
- You Can Also Use Quick Upward Motions To Cause The Ball To Jump.
- This Input Needs To Be Regularly Calibrated. On Launch It Will Prompt You To Lay Your Phone On A Flat Surface To Continue.

● *SWIPING INPUT*

- Swiping Input Is Quite Simple. Swipe One Finger Across The Screen In The Direction You Wish The Ball To Move.
- Tap A Second Finger On Screen To Cause The Ball To Jump.

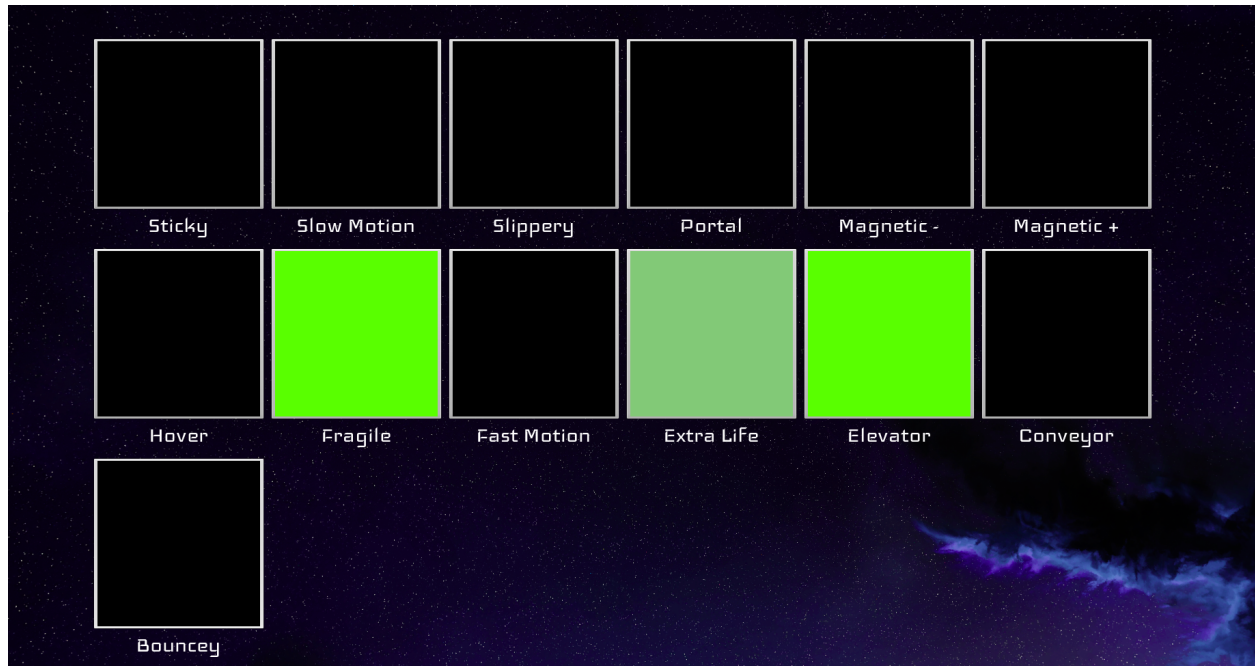
- For Better Control Over The Ball Use Quick Short Swipes To Move The Ball.
- ***VIRTUAL PAD***
 - Virtual Pad adds a Virtual JoyStick And Jump Button To The Screen.
 - The Virtual Pad Layout Is Very Simple For Now And Is Subject To Change In Future Updates.
- ***SENSOR AND VIRTUAL PAD***
 - This Movement Input Adds Sensors To The Virtual Pad Method. For Additional Control.

SANDBOX:



Grid Size Shows How Many Cubes Will be In The Grid When Created. (Max: 1225)

Mines Slider Will Populate The Grid With A Percent Of Mines. (Max: 50%)
Specials Add Button Will Take You To The Special Cubes Menu



Special Cubes Menu Will Look Like This. (Not Much Now. WIP.)
This Menu Contains All The Special Cubes You Can Add To Your Sandbox



The Special Cube You Wish To Add To Your SandBox Will Lead You To This Menu.

Adding A Percent Will Show You The Exact Number Next To It.

[Max] Percent Shows You Your Current Budget For The Map.

For Example Adding 100% Hover Cubes Will Not Allow You To Add Any Other Special Cube.



**Added Special Cubes Will Show On The Right Side OF The Grid Options.
You Can Push On The Special Cubes Name To Edit The Amount
Or The 'X' Right OF The Amount To Clear It.**

FUTURE UPDATES:

**In 0.9a Ballsweeper Will Have An Entire Menu and HUD Overhaul
along with other changes. So Stay Tuned!**