A game entry for the annual ABBUC Software Contest 2011. Released in August 2011.

Objective

The objective of the game is to get the marble to the exit tile by exchanging various tiles in order to create a path. During a level, the marble has to collect all diamonds (by jumping on the tiles with diamonds).


The tiles are divided in two groups: the green group contains unmovable tiles (you cannot swap them) while the purple group contains tiles that can be freely swapped.

There are tiles with various effects in the game (see the description below). The tile usually disappears as soon as the marble leaves it.
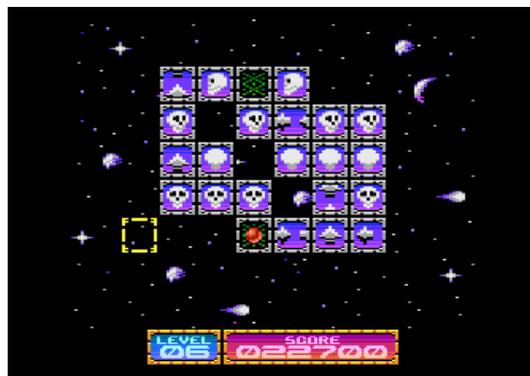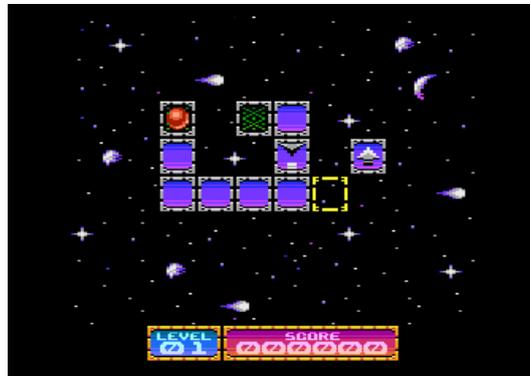
Tile Types
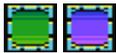
Empty tile. Occurs in both movable and unmovable forms. Has no effect.

Unmovable **start/end** tile. The marble starts on this tile and must get to the other one. In some levels there may be more end tiles. You can choose whichever you want.

Unmovable **diamond** tile. You have to collect all diamonds on your way, otherwise the end tile will not let you proceed to the next level (the current level will start over if you try to exit anyway). Your score increases by 500 pts.

Movable **skull** tile. This tile cannot be stepped on. If you try to step on it, your marble will be destroyed and the current level starts over.

Movable **directional** tile. When the marble steps on it, it is immediately bounced in the respective direction. Note that jumping to an empty space means immediate death (level starts over).

Stone tile. This is the only tile that can be stepped on twice (it changes to the darker form after leaving the tile for the first time.)

Teleport tile. These always come in pairs. When you step on the teleport tile, your marble will appear at the other teleport tile.

Bomb tile. When you step on this tile, the objects in neighboring tiles next to it in the same horizontal line will be destroyed. Useful for destroying skulls, undesirable directional tiles and other objects in your way. Your score increases by 250 pts by using the bomb.
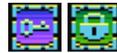
Movable **key** tile. Unlocks the unmovable **lock** tile. Your score increases by 250 pts by using the key.

Unmovable **coin** tiles. These can be collected optionally for increasing the score. They are rather rare. Your score increases by 1,000 or 2,500 pts.

Scoring

In addition to the collected diamonds and/or coins, you get 100 pts for each jump your marble makes. Each swap of tiles subtracts 30 pts from your total score. Finishing a level gains 3,000 pts.

Controls

Title screen:

Start or Fire	Start game
Select	Enter password

Ingame:

Fire	Select/swap tile
Fire + direction	Move the marble
Esc	Abort game and show current password.
Option	Toggle music on/off (sound effects are always on).

Requirements

Atari 8-bit computer with 64 kBytes of RAM and a joystick. Tested on PAL 800XL/XE models.

Authors

Code by Marek Pavlík (MaPa)
Ingame graphics, game design, and documentation by Zdeněk Eisenhammer (PG)
Music and sound effects by Michal Szpilowski (Miker)
Betatesting by all of the authors plus František Houra (Fandal) and Robert Petružela (Bob!k). Thank you!

Quick Facts

- The game is a conversion of a PC game „Marbles Deluxe" made by RL Vision in 2001, which is actually a conversion of an old Amiga game Marbles released in 1991.
- The development started in March 2011, with some long interruptions. The game was finished just on the day ABBUC Contest deadline.
- There are 92 levels in the game.
- The game features a unique password system that includes player's score so that you can start where you left off even if you have turned off your computer in the meantime.

Link to video sample

http://www.youtube.com/watch?v=KJZjpsqLyrw