

Fruitfall

Recommended Minimum Specifications:

Windows 2000/XP (SP4/SP2 Recommended)

DirectX 8 (or higher)

Pentium 3 – 600MHz (Pentium 4 Recommended)

128MB of RAM

80MB of free hard disk space

DirectX 8 compatible Graphics Card (Hardware TnL compatible)

DirectX compatible Sound Card

CD-ROM

Menu Controls

Cursor keys - Navigate the menus

Return - Select option

Escape - Return to previous menu

Game Controls

Single Player:

Cursor Left – Rotate Left

Cursor Right – Rotate Right

Cursor Up - Rotate 180 degrees

Cursor Down – Accelerate Gravity

R – Surrender and lose a life

Multiplayer:

Player 1

Cursor Keys

Player 2

W, A, S, D

Player 3

I, J, K, L

Player 4

G, V, B, N

Introduction

Fruit Fall is a puzzle game that will send you bananas!

Your mission is to make fruit vanish! You control mazes full of fruit. As you rotate the mazes the fruit will fall down. When three or more identical fruit end up touching each other they will vanish. Sounds simple? Don't be a lemon!

The game is set in three unique environments; a ghoulish ghost world, an underwater lost city, and also in deep space.

The aim of the game is to conquer all the levels and win all 15 stars.

Main Menu

Use the cursor keys navigate through the menus. Pressing Enter will accept the current selection.

You will see the following options:

Single Player

Choose this option to enjoy single player game modes.

Multi Player

Choose this option to enjoy a multi player game.

Options

The player can configure their gaming options from here, and also load a previous version.

Game Modes:

Single Player

You can choose any of the following single player game modes.

Arcade

Tackle one stage at a time. Each stage contains five levels of Fruit Fall to complete.

The aim is to complete each level within the time limit, to advance to the next level. Points are awarded for completing the levels quickly, and bonuses can be won for clearing multiple fruit types in one move.

As you complete more levels, more stages will be unlocked for you to tackle.

Tight Turn Mode

Tight Turn mode is for experts.

In this mode it is more important to complete the levels using the fewest moves. The aim is to complete each level within the allotted number of moves.

Each level has a target score for you to beat before advancing - but why stop there? Try and beat your own hi-scores.

Multi Player

You can choose 2 - 4 players in this multi player game

Arcade Mode

Play any unlocked stage, the first to complete all five levels within a stage wins.

Options

You can choose change the following options:

Music Volume

Turn the volume of the background music up or down

Sound FX Volume

Turn the volume of the sound effects up or down

Hall of Fame

Have a look at the record scores..

Credits

Have a look at the people that made this game.

Playing Tips

Want to become a Fruit Fall master? The following tips might help!

- In arcade mode why not make a move when you're not sure what to do - it might give you new opportunities.
- Be careful on levels with more than 3 of any single fruit - its possible to leave less then 3 of a fruit, resulting in a stalemate.
- Sometimes the best thing to do is reset a level and start again!
Press 'R' to surrender a level. If you take this option you will lose a life, and have to start the level again.

Credits

Fruit Fall was brought to you by the following people:

Executive Producer
Alex Amsel

Original Game Design
Tony Williams

Production and Design
Andrew Crawshaw

Programming
Kevin Dudley

Additional Programming
Gavin Harwood
Martin Cook
Mark Fitt

Art
Nicola Grice
Krzysztof Grudzinski

Sound & Music
Mark Fitt

QA
David McMullan
Matt Hindle
"Gricey"