

O t i 3 i n s t r u c t i o n m a n u a l

[English] [[日本語](#)]

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S y s t e m r e q u i r e m e n t s

Windows 98/2000/Me/XP

DirectX 8.1 or later

The Direct3D correspondence video card which can use 512x512 or more textures

The sound card corresponding to DirectMusic

I n s t a l l a t i o n m e t h o d

It thaws in the suitable folder.

Please start oti3.exe to play a game.

U n i n s t a l l a t i o n m e t h o d

Please delete the whole folder. The registry is not using it.

H o w t o P l a y

The block which falls is moved and rotated and it places on a stage.

If the mass of 5x5 of the same height is buried, the field will disappear and a score will enter. It is the extent score, so that many fields are erased simultaneously.

If the length of the erased field or the color of width 1 sequence has gathered, a bonus will enter further.

It is a game end, when a stage is buried and it becomes impossible to appear a new

block.

Moreover, at initial setting, a stage can be rotated by A and the G key. Please utilize.

< Score system >

* If a block is placed, only the number of the constituted boxes will be scoring (1 per piece).

* When the number of planes is erased, on each plane adds the bonus point of $(2^{(\text{the number of planes which is turned off} - 1)}) \times 100 \times \text{speed}$

* If the number of planes is erased, color in the line length or side has been even, on each plane adds the bonus point of $(2^{(\text{the number in lines which arrange color} - 1)}) \times 100 \times \text{speed}$. However, the score in the case of 10 lines becomes the same as 9 lines.

* If after the number of planes is erased, a stage are empty, all the erasing bonus $5000 \times \text{speed}$

(Example)

When the 4 planes are erased simultaneously, $(100+200+400+800 = 1500)$ is a base score, which is to be multiplied by the speed. When the color in 5 lines on 1 plane are the same, the score counts as $2^{(5-1)} \times 100 = 1600$ + (1 erased plane) counts as a base score, and to be multiplied by the speed.

< Falling speed >

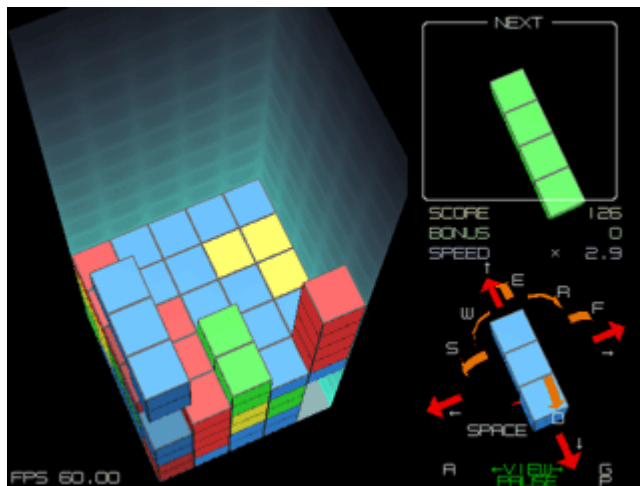
The present falling speed of a block is displayed on "SPEED" of the screen right. This value is applied to the score at the time of field erasing. Falling speed rises every [0.1] with time, and is set to a maximum of 100.0.

< Falling rule and chain >

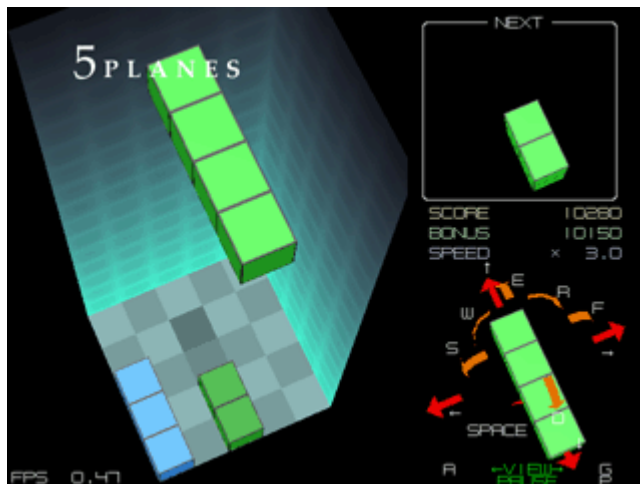
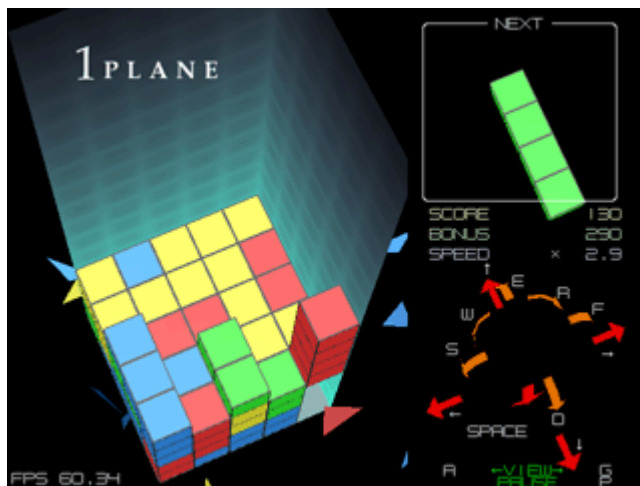
When the boxes of the same color adjoin each other, "It has pasted up" is judged and the lump of this box becomes one fall unit. Making use of this, dropping the box which is on the surface which is turned off under, if it is possible to set well, also the chain erasing of 5 planes or more is possible.

Simple chain method is explained.

It covers on 4 planes which has uncovered space on the above perpendicularly. Another box is stacked on it. Be careful for the box stacked on the top not to contact the box of the same color nearby.

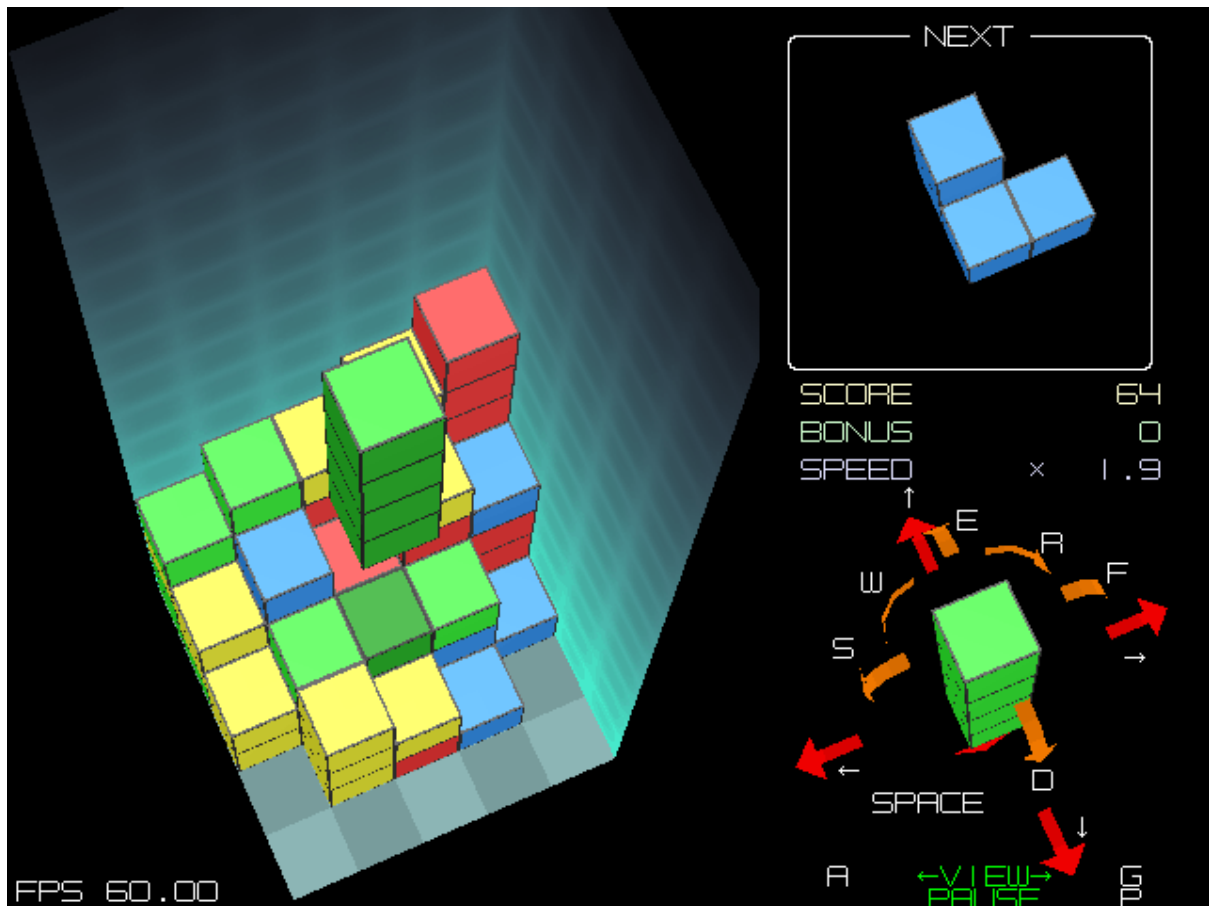


If the field which had taken up between is erased, the box which was being stacked upwards will fall and carry out chain disappearance.



The above is an example of a five-chained planes erasing. Please apply this concept and aim at a higher score.

Screen explanation



Stage (the left)

Stage is indicated.

The following block (upper right)

The next block is displayed.

Score (the right center)

At the time of score, a plane erasing falling speed of the bonus and block is displayed.

Operation guide (lower right)

The key used for operation is displayed.

Guide to Operation

Operation	Keyboard	Joystick
To inner part movement	Up Arrow	The top of stick
To foreward movement	Down Arrow	The bottom of stick
To the left movement	Left Arrow	The stick left
To the right movement	Right Arrow	The stick right
X axial counterclockwise revolution (On -> inner part -> under -> foreward -> on)	E	Button 1
X axial clockwise revolution (On -> foreward -> under -> inner part -> on)	D	Button 3

Y axial counterclockwise revolution (Inner part -> the right -> foreward -> the left -> inner part)	R	Button 8
Y axial clockwise revolution (Inner part -> the left -> foreward -> the right -> inner part)	W	Button 7
Z axial counterclockwise revolution (On -> the left -> under -> the right -> on)	S	Button 4
Z axial clockwise revolution (On -> the right -> under -> the left -> on)	F	Button 2
Stage counterclockwise revolution	A	Button 5
Stage clockwise revolution	G	Button 6
Block falling	SPACE	Button 10
Pause	P	Button 11
Viewpoint change	Q	Button 9
Score name input mode modification (Score name registration screen)	F5	-
Screen mode modification	Alt+Enter	-
Game end	ESC	-

Since an operation guide is displayed on the lower right of a play screen, please make it reference.

Initial setting of the button arrangement of a joy stick is carried out on the basis of the case where PS pad is connected using SmartJoypad3.

In the menu screen and the score name register screen the ↑↓ <- -> with as for the up and down left and right portable and rotary button,others are used as a determination button

When operation setting and the like becomes strange, please delete the oti3.ini which is formed inside the game folder. All setting is cleared.

M e n u e x p l a n a t i o n

< Main menu >

START

The game is started.

REPLAY

Replay is seen.

RANKING

It can look at score ranking.

OPTIONS

It sets up.

QUIT

It ends the game.

< Option >

FRAMEWAIT

Method of the frame waiting is set.

TIMER

The timer of the Windows is used always.

VSYNC

It adjusts to the frame synchronizing signal of the monitor at the time of the full screen. The tear ring does not occur, but when refreshment rate of the monitor is not the 60Hz, game speed does not become normal.

BGM

BGM on/off.

KEYBOARD CONTROLS

Setting for the keyboard operation.

JOYSTICK CONTROLS

Setting for the joystick operation.

CANCEL

It does not modify setting and returns to the main menu.

APPLY

Modifying setting, it returns to the main menu.

< Operation setting >

Operation name

Please push a button (key) to assign the operation after selection.

RESET

Operation is reset to initial setting.

CANCEL

It does not modify operation and returns to the option screen.

APPLY

Operation is changed and it returns to an option screen.

S c o r e n a m e r e g i s t e r

When you get a good score to rank in the high-score record after playing, the display shows ranking page and you are invited to register your name on it. It can input, if a character to input from the box located in a line is chosen and a

button (key) is pushed.

" <- " With one character elimination, and it is input end with "END".

By pushing F5 key, the input mode of a keyboard can be changed.

Normal mode (NORMAL)

It operates in the same way as the joystick.

Directly mode (DIRECT)

A character can be inputted with the keyboard.

With the BackSpace one character elimination, and it is end with the Enter key.

Without inputting at all when "END" is selected, the score name which is inputted before is inputted. When it does not care with that, please select "END" once more.

H i s t o r y

2003/03/22 (1.01)

2003/03/01 (1.00)

2003/10/24 (0.99a)

2003/10/01 (0.99)

2003/06/14 (0.98)

Design of blocks was partially modified. Added when changing of score, bonus, speed blinking indication. Prevented multiple starting. Changed internal processing of movement, rotation of a block and stage rotation. Fixed the number of speed display digits.

2003/05/26

Moratorium was added at the time of block landing. Attached the time waiting and the appearance which put out the next block. Falling button setting was also modified so that high-speed fall is only executed while the falling-button is pressed. Changed color arranging bonus in half. Changed Speed maximum value in 100 times. Changed speed up speed. Changed speed that tried rises with score. Changed color of name of the push key the operation guide. Color of the floor was changed a little.

2003/05/03 (0.97)

Adjusted window display.

2003/04/29

Stopped collecting the Vertex buffer of the box on a stage, and an Index buffer.

2003/04/26 (0.96)

Added window re-drawing. Added frame control.

2003/04/16

Changed window size. Modified way the box tilts at the time of name entry. Modified box for name entry Vertex buffer conversion. etc.

2003/04/14 (0.95)

There added on "option" setting the waiting method for a frame and setting for frame-rate. Added frame control. Modified rotation speed while pushing the fall button. A display of box fragments was modified.

2003/03/20

Speed magnification rate was introduced. Modified depth of stage in 12 -> 16 steps. Modified input reaction of block. Modified revolution of NEXT block (the direction of [at the time of an appearance] came to be found). Modified the input receptionist at the time of fall of a box (while being pressed, it is accelerated and fall when the button is released). The Vertex buffer and the index buffer of the box on a stage were collected. Modified color of blue block, etc.

2003/03/11

Modified drawing of shadow in shadow volume. Accelerated a little. FACE -> PLANE.

2003/03/04 (0.90)

Modified score system. In at the time of the number of planes erasing, the number of planes erasing and the frequency of color arranging, it displays all erasing. Accelerated drawing a little. A game-over demonstration added. lost Inclination of the box at the time of name entry. It tried the falling speed of the box to depend on play time. A falling was made not to be taken place during simultaneous easing, etc.

2003/01/31

Chain rule introduced.

2003/01/24

Score name from keyboard direct input possibly.
Added the score name inputted before is memorized.

2003/01/22

Effective sound adjusted.
It is about the color of a block in four colors from five colors. (it becomes easy to take out a bonus. But be careful for aiming too much.)
Falling interpolation of block was made short. (when becoming fast, it is easy to operate).
Added fading out at time of game start.
Added the cursor position of a menu is memorized.
Button duplication was displayed by operation setup.
The operation direction under viewpoint rotation is adjusted.

2003/01/20

Added the sound effect.

2003/01/18

Added the window mode at the time of an end was memorized.

2003/01/17

Added-the key-config.

2003/01/01

Release.

W a r r a n t y D i s c l a i m e r

About any damage generated by this program, the author does not take any responsibility.

You use this SoftWare at your own risk.

C o p y r i g h t

The sound effect and BGM currently used in this game is the free material currently exhibited at the following sites.

- [Finalia/P's MAT](#)
- [THE MATCH-MAKERS](#)

[Mersenne Twister](#) is used for random number generation.

The other Copyright of the program, the picture and the data belongs to Yamamoto Yasuma.

C o n t a c t

Any comment, bug report,etc, please report to BBS (at [Kagerou-sya Front Base](#)).

The case of bug report, please be sure to write the item below.

- * Software name and version ([up-to-date](#) date of past record)
- * OS of an used machine, CPU, a memory, a video card, and a sound card -- in addition, it is thought that it is related to any hard ware.
- * What problem occurs on what conditions. (as in detail as possible)

Acquisition of the newest version is able to [Kagerou-sya Front Base](#).
