



Instruction Manual

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Basic Controls

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To pilot your ship, simply move your mouse in the direction you want the ship to move.

The **Left** mouse button or **spacebar** will launch the sphere into play and shoot your weapons - if you have collected the appropriate power-up.

The **Right** mouse button, **Esc** key, or **Pause** key will also pause the game and bring up menu screens.

Sphere Control: You can control what angle the sphere ricochets off of your ship by bouncing it off of different parts of the ship's deflector. You should practice this and master it. To learn to play Ricochet Lost Worlds well, you must be able to control where the sphere goes.

Difficulty: Four levels of difficulty are available to challenge a wide range of skill levels. Experiment to see which difficulty level is appropriate for your personal skill level. You can select your level of difficulty each time you begin a new game. To change the level of difficulty, select Play Game, choose a player, then click on the desired difficulty level above the images of the rounds.

Goals

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There are three main goals of Ricochet Lost Worlds:

- 1) Keep your sphere in play for as long as possible to advance to the next round.
- 2) Accumulate the highest score possible by breaking as many bricks, collecting as many power-ups, and destroying as many bombs as you can.
- 3) Optional, yet highly engaging: Can you collect every single ring on each round? Can you collect every ring in the game? Read more about this in the [Rings](#) section.

Rules of Play

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To start, you are given three Ion Spheres. The number of reserve spheres is displayed on the scoreboard under the heading *Ion Spheres*. Any sphere that goes "out of bounds" (i.e. past your ship and off the bottom of the playfield) is lost forever. It will be automatically replaced by one of your reserve spheres and can be launched into play by clicking the left mouse button or pressing the spacebar. If you have no reserve spheres, the game is over.

Each of Ricochet Lost Worlds' 160 rounds is comprised of a varying number of bricks. Most of these bricks are destructible by bouncing your sphere off of them (or shooting them) between one and three times. When all such one-to-three-hit bricks have been cleared, you will have successfully completed the round and will advance to the next round.

Many rounds contain obstacle bricks that do not need to be cleared.

All rounds in the game are grouped into sets of 10. When you are able to complete a given set of 10 rounds you have reached a "checkpoint" and the next set of 10 will be opened. For example, you may not play Round 11 until you have successfully completed rounds 1 through 10. If you have the misfortune of losing all your spheres in the middle of a set of rounds, you must resume play at the beginning of that set. So if you lose your last sphere on round 19, you must start back at round 11.

Once you have reached a checkpoint, you are no longer required to start from the beginning of the game, or from the beginning of that set of rounds. Continuing the above example, once you do conquer round 20 and thereby complete the second set of rounds, you can begin a new game with round 21 the next time you play. You can also start from any round in the second set if you wish. That is, if you want to replay level 17 over and over (perhaps to get all the rings on that level) you can. To do this, click on the image of the Second round set, and then select the image of round 17.

Main Menu

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Options available when you start Ricochet Lost Worlds:

Play Game: Start a new game or resume a game in progress. You will be asked to choose a player, or set up a new player so that statistics can be tracked. If you do not wish to have personalized statistics tracked, choose "Anonymous Guest." After you choose a player, you will be taken to the *New Game Options* window. Each of the 16 images here represents 10 rounds. Click on an image of a set of rounds from which you would like to start. If it is your first time playing, the only round available to you will be round 1. As you advance through the game, more and more of these images will become available to you as described in the previous section.

High Scores: Takes you to the *Statistics* window where you can view player statistics, edit player information, view a list of all high scores, and view high scores by difficulty level.

Level Editor: Create your own levels! After clicking on this option and entering the editor window, go to the File menu and click on *Select/Create Round Set* to start creating. For some basic instructions, go to Help and click on *Quick Start - Editor Basics*.

Options: Access sound, video, and controller configurations, as well as this manual, the level editor, and credits.

Exit: Closes the game and returns you to your desktop.

Editing/Deleting a Player and Choosing a Paint Job

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On the Main Menu, click on "High Scores" to get to the *Statistics* window. Click on any player (other than Anonymous Guest) to select that player, and click the "Edit Player" button at the bottom of the screen. A menu will appear that allows you to change the player's name, reset his/her tutorial, and change the paint job on the ship. Or, after selecting a player, click on "Delete Player" to remove that player and all associated

scores. You may need to exit and re-enter the *Statistics* window to see their scores removed.

Suspend/Resume

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Occasionally, you may want to stop playing but do not want to lose any progress you have made. This is when you should use the Suspend/Resume feature. This feature allows you to halt play whenever you feel like it, and pick up play from the beginning of that round at a later time. Your points and Ion Spheres you have earned will still be with you when you resume.

To use this feature, click the right mouse button, or press Esc or Pause on your keyboard during game play, and then select "Suspend Game." Read the description and choose "Suspend Game" again to confirm your selection. To resume that game, click "Play Game" from the main menu, choose your player, then choose "Resume Game." Note that this is not intended to be a save game feature. That is, you cannot start from level 3-15, lose all your spheres, and then be able to start from 3-15 again.

The Lost Worlds

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There are four environment types in Ricochet Lost Worlds spanning different lost worlds. In order of appearance, they are: Sunken City, Volcanic Crust, Mayan Temple, and Alien Tech. Each environment features bricks that can only be found in that environment. The basic rules of play are the same in each environment, but the different specialty bricks make each one a new and different challenge.

Power-Ups

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Power-ups are available across all environments. They have the potential to both help and hinder you (would those be power-downs, then?) as you try to complete each round. You'll find yourself striving to get them as they can really change the pacing of a given round. In general, red power-ups have undesirable effects and usually should be avoided. Many power-ups work in combination with each other, but some will cancel out the effect of other power-ups.

	3-Way Split	Causes a single ball in play to instantly split into 3 giving you three times the brick breaking ability.
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	8-Way Split	8 balls - what else can you say? Real nice when combined with an Acid Ball or Laser Ball. Imagine the brick clearing power that would provide.
	Acid Ball	Gives your sphere the extra destructive power of highly concentrated acid, allowing you to break any brick with a single hit – including obstacle bricks, 3-hit bricks, and bricks that otherwise must be hit from a specific side. It replaces the effect of the Laser Ball.
	Ball Catcher	Creates an electrical field around your ship's shield turning it into a powerful magnet. The ball will stay glued to the shield until you let it go with the left mouse button. This temporarily overrides the electrical effect and releases the ball. The electricity is only powerful enough to hold one ball at a time. If you prefer to play as normal, you can completely nullify the electrical field by keeping your left mouse button pressed.
	Ball Generator	When empowered with this power-up, your ball generates something very much like a Trapped Ball each time it hits a brick. Bounce this new creation off your ship's shield and it will be converted into a full-fledged Ion Sphere.
	Bomb	They announce themselves with a whistle and you'll want to make sure your ship is well clear of them as they (hopefully) pass you by. You can destroy them by hitting them with your ball and earn 1,000 points in the process. However, some rounds have lower yield bombs that are worth fewer points.
	EMP Ball	Breaks bricks like no other. When you catch it, it attaches an Electromagnetic Pulse (EMP) charger to your ship, and an EMP delivery chassis to any ball in play. To release the power of the EMP, click your left mouse button when you feel the EMP ball is in the ideal place to do the most damage. When that spent ball returns to your ship, the

		EMP chassis is recharged and ready to do even more damage at the click of your left mouse button.
	Extra Ball	When you run out of balls, the game is over, so the benefits of extra balls are obvious.
	Laser Ball	Turns your sphere into a self-minded trigger-happy drone. Each shot fired by the ball does the equivalent damage of a Normal Ball and can make quick work of lots of bricks. Replaces the effect of an Acid Ball.
	Laser Blaster Gun	Gives you the ability to shoot the bricks with deadly accuracy. Either click the left mouse button or press the spacebar to fire away. Catch two of these power-ups and double your shooting power. Each shot fired will do the equivalent damage of a Normal Ball, so have at 'em! This power-up replaces Stinger Missiles.
	Normal Ball	This unique power-up will make you happy sometimes and sad at others. When you have a small ball, it will make it bigger. But when you have something more powerful like an Acid Ball or Laser Ball, it will take that away from you. Get it? Avoid it? It all depends!
	Normal Ship	In the same way that the Normal Ball gives <i>and</i> takes away, this power-up will help you if you've had the misfortune to catch a few shield shrinkers and ruin your mood if you're enjoying Laser Blasters or Stinger Missiles.
	Safety Bumper	Sometimes it's just impossible to get to a runaway ball, but with this power-up, the bumper that spreads across the bottom of the playfield will save the day. It doesn't last long when you have a Laser Ball, so you'll have a choice to make!
	Shield Shrinker	Shrinks your shield to a maximum of two sizes down. Most people will avoid it, but if you want to challenge yourself, go ahead and grab it!

	Slow Down	Slows down your ball relative to the speed it is currently traveling. Thus, catching multiple Slow Downs will have a cumulative effect. The desirability of this power-up depends greatly on your situation. If your ball is traveling at lightning fast speeds, the slowing effect caused by this power-up will be a welcome change. But if you're already going at a reasonable speed, you may not find it worth it to pick this one up.
	Small Ball	This power-up might add a hundred points to your score and sometimes make it easier to fit into tight spaces, but it also shrinks your ball, making it harder to keep track of. Worse, it causes your ball to do less damage to certain stronger bricks. It's up to you to decide if the points are worth it.
	Speed Up	To keep you on your toes, and your reflexes at their best, this power-up boosts the speed of the ball. Get a few of these in a row and find out if you can pass the ultimate test of your reflexes.
	Stinger Missiles	Just the thing for when you've got a hard-to-reach brick standing between you and the end of a round. When equipped with this power-up, clicking your left mouse button or spacebar launches a ferocious brick seeking missile that will make quick work of just about any round. When you catch multiple Stinger Missile power-ups, the number of missiles you can fire increases. These will replace Laser Blaster Guns.

General Specialty Bricks and Obstacles

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The following types of specialty bricks and obstacles appear across all four environments:

	1/2 Obstacle	These bricks are only indestructible if you approach them from the wrong side. Makes for nice
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		challenging rounds. Hit the brick on one side, nothing happens. Hit it from the other side and ... boom! Brick gone!
	Power-Up Bricks	You'll learn very quickly which bricks are the ones that hide the power-ups. These hold the gems that can make a hard round seem easy.
	Exploding Bricks	These bricks make things a little easier on you by blowing up neighboring bricks. There's just something real satisfying about these ones. You'll find yourself aiming for them when you see 'em.
	Concussion Change Bricks	These bricks constantly emit a particle effect. When you hit one with your ball, it will change bricks in a given radius into the brick that it is. Oftentimes these are moving, so if you can, be sure to time your hit so they will have the greatest positive effect for you.
	Floating Balls	Fully empowered, all they're waiting for is for you to hit and release them. They will begin destroying bricks immediately thereafter.
	Obstacle Bricks	These bricks aren't indestructible, but they might seem that way. You'll have to hit them a lot of times with a Normal Ball and even more with a Small Ball. But, take heart – they do not have to be destroyed to win a round. But, if you're the kind of person that wants everything

		cleared up, Acid and EMP Balls do a pretty good job on them. Clearing them out of the way usually makes a round a lot easier!
	Ball Accelerator	This isn't really a brick, but you may wish it was after your ball passes over it – and suddenly accelerates! Never fear, the effect is temporary (if, of course, you keep the ball in play long enough).
	Ball Decelerator	The equal and opposite effect of the Ball Accelerator. Could be just the thing you need to keep the ball in play long enough to get under it.
	Teleporter	What goes in must come out, but not always where you want it. These bricks come in paired colors. One serves as the "in," and the other is the "out." Your balls are instantly transported from one to the other. If you notice an "out" low on the playfield, keep an eye on it!
	Trapped Balls	These balls have no destructive capabilities until they come in contact with your shield. They are often placed in the midst of several bricks bouncing harmlessly against them. They are also generated when your ball is empowered with a Ball Generator power-up. Activate them with your shield and you've got another ball to use!

The following specialty bricks and obstacles appear only in the indicated environment type:

	Starfish (Sunken City)	One of the things you'll notice about the Sunken City environment is that in some cases, starfish have attached themselves to the bricks. These starfish are actually useful. When you break the brick that they're living on, they will attach themselves to your ball! Guide the starfish-encased ball to a special starfish brick and the starfish will unlock that brick for you and remove it from your way.
	Starfish Obstacle (Sunken City)	Much larger than a brick, you cannot break it with any ball (with or without a power-up) or firepower. You must attach a starfish to your ball and then deliver that starfish to this brick to eliminate it.
	Rail Brick (Volcanic Crust)	This brick has the devastating effect of destroying any brick in its path. When you hit it, it accelerates and begins its destruction.
	Rail Push Brick (Volcanic Crust)	This brick will push any brick in its path out of the way and crush it against the walls of the playfield.
	Multi-Directional Rail Brick (Volcanic Crust)	This brick is similar to a Rail Brick but with the added feature that it will launch in whatever direction its arrow is facing when struck.
	Brick Factory (Mayan Temple)	When struck, this brick will generate another brick. If there is already a brick next to the factory, it will push it out of

		the way. By the way, sometimes you'll like what a brick factory generates, and sometimes you won't.
	Factory Shut Down (Mayan Temple)	These bricks will immediately eliminate all Brick Factories from the round. You may or may not want to target them as soon as possible.
	Brick Shredders (Mayan Temple)	Shreds any brick that is pushed into them. Push a few bricks into these and see what happens.
	Ball Factory (Alien Tech)	You'll like these bricks. The more you hit them, the more balls they generate (to a limit). Unlike Trapped Balls, the balls they generate begin destroying bricks immediately.
	Levitron Bricks (Alien Tech)	These bricks are colorful for a reason. When you activate two of the same color, they will crash towards one another, destroying any bricks that happen to be between them. When you activate two that are different colors, they will push away from one another with equal force, destroying any bricks that get in their way.

If you see a ring, hit it with your ball (sorry, shooting them isn't good enough) to collect it! For every 35 rings you grab, you will be awarded an extra Ion Sphere. Beginning with the second round of the game, there are 5 rings placed on every round in varying places. They are sometimes in plain sight and sometimes impossibly hidden, but there are always 5. If you are able to collect all 5 rings on a given round, you will be awarded a bonus of 5 rings for a total of 10 rings for that round, as well as some bonus points.

You can keep track of what round you have successfully gathered all rings (and which rounds you have not) by noting the ring that appears on the images of the rounds. You will see these ring images only if you were able to beat rounds 1 through 10 and were successful in getting all 5 rings on at least one level the last time you played. A spinning ring means you've gotten all rings in that round.

System Requirements

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- Windows Compatible System
- 400Mhz or faster Processor (550Mhz recommended)
- 64MB RAM
- DirectX 7.0 or better

Troubleshooting

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Improving Performance on Slower Machines:

If you're experiencing choppy or slow gameplay, we recommended that you try disabling the background animations (fish, smoke, etc). You can do this by pressing the F5 key during gameplay. Pressing F5 once will stop major animations. Pressing F5 a second time will remove the background altogether and allow you to play on a black background. Pressing F5 a third time will bring back both the background and the animations.

Sound Card Problems:

Many older sound cards aren't fully compatible with Microsoft DirectX. Usually, simply updating your sound card drivers will fix any strange sound problems you may encounter. Check with your manufacturer (or your sound card manufacturer's web site) for the latest drivers.

Configuration Problems:

If you need to reset the game to the original configuration, delete the "Ricochet Lost Worlds.CFG" file from the installation directory. This resets video mode, sound levels, and controls.

Screen is Too Dark:

You can adjust the brightness level by clicking on "Configure Video" in the Options menu.

Lockup or Crashing Problems:

If you experience any lockups or crashes with Ricochet Lost Worlds, make sure you have the latest DirectX drivers for your video and audio hardware, as well as the latest version of DirectX (<http://www.microsoft.com/directx/>). Most problems can be fixed by installing the latest version of DirectX. Be sure to contact the specific manufacturer of your hardware for the latest drivers. Also be sure to restart your computer before playing again after a crash. Oftentimes, without a restart, the problem may lie in memory and may occur again.

Registration and Credits

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Upon completion of your purchase of Ricochet Lost Worlds, you will receive a license name and license code. When you start the game, you will see a registration dialog with fields for that information. Enter your license name and code exactly as provided to you into the appropriate fields and click on the "Enter License Information" button. Ricochet Lost Worlds can be registered by clicking on the "Buy Now!" button on the trial dialog, or by visiting the GameHouse Store: <http://www.gamehouse.com/store/>

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