le sPin

❀

a multiplayer game

❀ What is "*le sPin*" ? ❀

You are a particle. You have to move in order to hit platforms having the same color as you (your energy amount will increase), and avoid other ones (or you will lose energy). When your energy level is too low, you die.

In fact, you won't really die: only the particle you control dies. And even this particle doesn't exactly die because 1) is it only a matter of bits 2) it will be living again as soon as the next round will begin.

You have to manage to be the last particle alive of each round: you will get points for that, and if you have enough points, you will win the whole match, which is most certainly what you ought to do.

❀ Beginning ❀

First, each player will press `A` in order to tell to the computer that he/she wants to play (up to six players; But you can increase this constant in the source and recompile the game). Then, the number of rounds can be modified with the `left` and `right` button. All settings are correct ? Then press `start` to start.

❀ Moving ❀

Now that the game has begun, you should see three rotating gouraud shaded motionless particles called *attractors*. These attractors are the only way you can move.

Press `X`, and you will be attracted by the left-most attractor. Press `Y`, and the attractor at the middle will attract you; The same with the right-most attractor and `Z`. Using buttons `A`, `B` and `C`, you cause you beeing pushed back by the respective attractors. All buttons can be combinated.

If you press one of the forementioned buttons, you will not only be attracted (or pushed back) by an attractor: beeing yourself charged, you will attract or push back other player using the same charge type.

Note that the positioning of the attractors is more or less randomly calculated.

❀ Winning ❀

Now look at your energy bar at the top of the screen. You begin with a 2/3 full energy bar. Hitting your color's platform or universal (white) platform will increase your energy amount; Other ones will cause damages. Only one winner by round.

❀ Scores ❀

At the end of each round, you will see a circle with all players. The current game winner is at the middle of the circle, losers on its border, etc.; Last round's winner flashes. At the end of each game, you will see the same circle, but the meaning of the positions becomes slightly different: the center of the circle corresponds to the perfect game (i.e. all rounds won by the same player).