



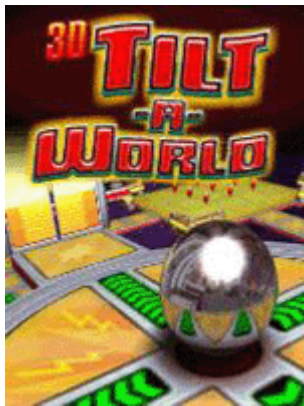
3D Tilt-A-World



Product Description

In *3D Tilt-A-World*, the Ball's momentum is controlled by the player tilting their phone. Through camera based motion detection, moving the phone tilts the 3D playfield which then moves the Ball. Designed by a veteran arcade designer, "Tilt" lets players control their Ball through multi-tiered levels with maze-like paths, playfield puzzles, gems, and deadly falls in a race against time.

Screenshots



Using the Application

Main Menu

New Game – Selecting this option will start a brand new game. If you already have a saved game on your phone, you will be asked if you would like to permanently overwrite that data.

Continue Game – This option only appears after you have played a game and completed a level. Your progress is automatically saved when each level has been completed. Selecting the **Continue Game** option will allow you to resume play from the beginning of the last level you were on.

Options – Selecting **Options** will allow you to toggle **Sound** on/off, toggle **Vibration** on/off, select **Input Mode** (Eyemo/Joypad), select the **Language** (English, Spanish, and Brazilian Portuguese), and **Clear High Scores**.

High Scores – Selecting this option will take you to a local high-score leaderboard, where you can view your top ten scores.

Help/About – Selecting this option will take you to information about the **Controls**, give you **Instructions** on how to play the game, show you information **About 3D Tilt-A-World**, display the **Credits**, and allow you to replay the initial **Tutorial** level.

Playing the Game

In *3D Tilt-A-World*, you will navigate your ball through nine (9) different multi-tiered levels in a race against the clock.

The ball is moved via camera-controlled navigation, so as you tilt you phone, the ball will roll in the direction the phone has been tilted. The momentum of the ball is controlled by how much you tilt you phone. If the ball begins moving too quickly, you can apply the brakes by pressing either the OK or 5 keys. If you jerk your phone too rapidly, the ball will do a slight hop and reset itself. A message will be displayed letting you know that you moved the phone

too quickly.

For low light situations, where the camera might not allow Eyemobile to function, you will see an onscreen message displayed that reads "Low Detail". You may change your **Input Mode** from Eyemo to the Joypad. Pushing up (2), down (8), left (4) or right (6) will add increasing momentum to the ball and allow you an alternate method of navigation for the game.

You begin the game with three (3) balls. Extra balls are awarded every 10,000 points or by rolling into an Extra Ball Bonus pick-up. Balls can be lost by falling off the edge of the playfield, being smashed by a stamper, or running out of time. When all balls are lost, the game is over.

Each level includes checkpoints. If you lose a ball, and still have balls left, you will resume the game from the last checkpoint you passed. If you run out of time, you will restart at the beginning of the level, regardless of whether a checkpoint has been passed or not.

On each level you will encounter a number of obstacles along the maze-like path to the finish line. Obstacles include bumpers, spinners, switches, gates, targets, stampers, and drains.

Also littering the playfield is an assortment of pick-up items...

- Gems – Gems provide a good deal of extra points as you progress through the levels. Each gem picked up will add 100 points to your score. Your gem total will be shown on a tally screen at the end of the level. Picking up all gems on a level will score a 10,000-point "All Gems" bonus on the tally screen. You can check how many gems are left in a level by pressing the 1 key.
- Time Bonus – Picking up the Time Bonus will extend the time allotted for you to reach your current goal by 30 seconds.
- Extra Ball Bonus – These pick-ups award you an extra ball. They are spread judiciously throughout the levels.
- Targets – While not a pick up, per se, hitting targets will increase your score by 100 points per target. Hitting all targets in a level will earn a 5,000-point "All Targets" bonus on the tally screen. You can check how many targets are left in a level by pressing the 3 key.

Tips and Tricks

- The Eyemo input moves the ball with camera control technology. If you're having difficulty controlling the ball accurately, try playing the game with the camera pointed toward a heavily textured surface.
- Remember to position your hand(s) on the phone so that your fingers are clear of the camera lens.
- Tilt the phone gently. If you tilt the phone too much, the ball will roll very quickly and you may lose a ball!
- Remember to pick up as many gems as possible to boost your score, but be sure to keep an eye on the time left to finish the level.
- Look for the time bonus pick-up to extend the time you have left to finish the level.
- Keep an eye out for the extra ball bonus so you will have more chances to win the game.
- Checkpoints are useful. Cross them whenever you have the opportunity.
- The OK and 5 keys will put the brakes on the ball. Press one of these keys if the ball is moving too fast. The brake is your friend!
- There are plenty of time pick-ups scattered about on the final level (Level 9). We DO NOT recommend picking them all up immediately. If you lose a ball, your time will be reduced to the time you had when you last crossed a checkpoint, or began the level with, if you did not cross a checkpoint. Since the time pick-ups you obtained prior to losing a ball do not respawn, it's a good idea to leave some behind for yourself; just to be sure you have enough time to get to the end of the level.

FAQs

How do I make the Ball move?

In the default mode, the Ball moves by tilting your phone.

In the **Options** menu you can also set the game to use the Joypad pad as a controller for the ball.

The ball rolls too quickly for me to control! What am I doing wrong?

Make sure to tilt the phone gently at first. The ball behaves like a real marble and will roll off of a ledge if you are not careful. Use the brake often to save the ball from rolling off of ledges or into deadly obstacles.

I have turned Eyemo control on. Why does the ball not respond when I tilt my phone?

Make sure you are using Eyemo in a reasonably well-lit room. Also, Eyemo won't work if your fingers (or any other kinds of obstructions) are over the lens of the camera on your phone. Some phones have cameras that can be turned different directions. With these types of phone cameras, you should make sure the camera is facing out of the back of the phone and directly away from you. Ideally, you want to point the camera at a heavily textured surface as well. This will provide optimal performance.

I'm playing 3D Tilt-A-World in a public place and I don't want to look like a lunatic. Do I have to tilt my phone to play 3D Tilt-A-World?

3D Tilt-A-World gives players the option to use the Joypad on their phone to control the ball, instead of tilting their phone. Switch the Input Mode option in the **Options** menu to "Joypad" to use the directional keys on your phone to control the ball.

Can I save my game and come back to it later?

Your progress through the game is saved every time you complete a level. If you exit the game, you can always choose to resume playing from the beginning of the level where you left off by choosing "Continue" from the **Main Menu**.

I can't find out where to go to finish the level I am playing. Have I run into a dead end?

Remember that drains transport the ball to other locations. To finish some levels, you will have to utilize the drains. If you are having trouble figuring out how to get to finish line, make sure to pay close attention to the fly-over that is displayed before game-play begins in each level.

I crossed a checkpoint yet, when I ran out of time, the game restarted me at the beginning of the level.

That is correct. You will only be restarted at a checkpoint if you lose a ball by rolling out of the level or if you are crushed by a stamper. If you run out of time, you are started back at the beginning of the level.

There is a gate that will not open when I roll my ball into it. Is it locked?

Gates are opened with switches. Find the switch and roll the ball into it to open the gate.

I want to reset the High Scores screen. How can I do that?

On the **Options** menu, there is an option labeled "Clear High Scores". Choosing this option will reset the High Scores screen.

How can I pause the game?

Press the right soft-key or the Clear (CLR) key to pause the game.

I seem to be running into invisible barriers on Level 9. Is the game malfunctioning?

No, your game is just as it should be. Level 9 is the final level and it is a very challenging one. Not only will you have to deal with invisible barriers, but you are given a very small amount of time to work with. Good luck!

When I first played the game, it asked me what language I wanted to view the game text in. I selected English. I have never seen this screen again at start up despite my playing the game daily. Am I doomed to never be able to play the game in Brazilian Portuguese?

The initial language selection is only ever displayed the very first time the game is launched. You can, however, change the language the text is displayed in by going to the **Options** menu, from the **Main Menu**, and selecting the Language option. This will give you the option of viewing the game in English, Spanish, and Brazilian Portuguese. Please note that you cannot reach this Language option from the **Pause** menu.

When I first loaded the game, I accidentally chose a language that I do not understand. How do I change this to my native language?

Stay calm. Everything will be okay. On the **Main Menu**, press left or right until the yellow icon with the wrench is selected (this is the **Options** menu). Press OK. Next, navigate down to the selection that reads "Language", "Lenguaje", or "Idioma"; this display the Language options. English is always displayed on top, Spanish is always displayed in the center, and Brazilian Portuguese is always displayed on the bottom. Highlight the language you wish to change to and press OK.

I am playing 3D Tilt-A-World while I am at school. Can I turn the sound off so I don't get in trouble?

Yes! From the **Main Menu**, go to the **Options** screen. Highlight the Sound option and press the right soft-key or the OK key to uncheck it. During game-play, you can toggle sound on and off by pressing the right soft-key to display the **Pause** menu. Highlight the Sound option on the Pause screen and press OK or the right soft-key to turn the option on and off.

Troubleshooting

If you encounter any problems with this application, or have any questions, please visit <http://www.shff.com/> or email support@shff.com.

Legal

*3D Tilt-A-World - Copyright © 2006 Tiltaworld, L.L.C. All Rights Reserved.
The "Tiltaworld L.L.C." and "3D Tilt-A-World" name and associated logos are trademarks of Tiltaworld L.L.C.*

*Portions of the product are Copyright © 2006 Super Happy Fun Fun, Inc. All Rights Reserved.
Super Happy Fun Fun, Inc. and its associated logo and are registered trademarks of Super Happy Fun Fun, Inc.*

The Eyemobile engine is licensed to Super Happy Fun Fun, Inc and Copyright © 2006 GestureTek, Inc. All Rights Reserved. GestureTek and Eyemobile are trademarks of GestureTek, Inc.