THE BALL

Introduction

As an archaeologist working on the slopes of a dormant volcano somewhere in Mexico, 1940, you get stuck in a cavern. It does not take long before you realize this is more than just a cave. You reveal ancient ruins that have been hidden from outsiders for centuries and discover a mysterious artifact, a gold and metal shelled Ball. As you venture deeper into the volcano, you reveal some of mankind's greatest secrets…

System Requirements

Minimum

3GHz single core CPU
1024MB System memory
Geforce 6800 or similar
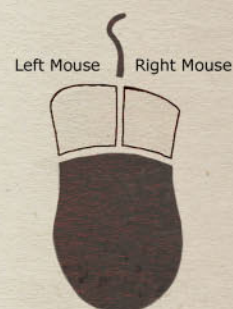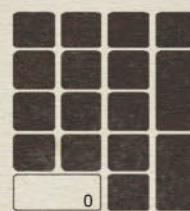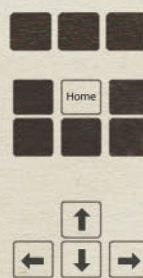1.5 GB Diskspace
Windows XP/Vista/Windows 7

Recommended

2.4 GHz dual core CPU
2048MB System memory
Geforce 8800 or above
1.5 GB Diskspace
Windows XP/Vista/Windows 7

The Ball requires DirectX© 9.0C or higher in order to run.

Default Controls

Mouse and Keyboard

	Default	Alternative	Xbox360
Move forward, back, left, right	W, A, S, D	Arrow keys	L. Joystick
Jump	Space bar	Ctrl	A
Crouch	C	Shift	X
Use	E	Enter	B
Help	H	H	Back
Push Ball	Left Mouse	Left Mouse	R. Trigger
Attract Ball	Right Mouse	Right Mouse	L. Trigger
Fade Ball	Q	Numpad Zero	L. & R. Shoulder
Focus	F	Home	Y

Left Trigger — Left & Right Shoulder — Right Trigger
Back — Start
Y
X
B
A
Left Joystick
Right Joystick

Menu

From the Main Menu the following options are available.

Resume

This option allows you to continue playing using the most recent save game. If you have no save games this option will not be available.

Load

This allows you to access, delete and view save games. If you have no save games, this option will not be available.

Campaign

The campaign menu lets you start an all-new campaign, or, provided you unlocked levels, play any level of choice within the campaign.

Survival

Starts a Survival game in the level of choice.

Achievements

Displays the Achievements found within the game. An orange Achievement means you completed it.

Settings

Music Volume
Controls the music volume.

Sound Volume
Controls the sound volume.

Mouse Sensitivity
The mouse sensitivity.

Brightness
The brightness of the game.

Resolution
Allows you to set the game to another resolution.

Texture Detail
Sets the texture detail: Low, Medium, High.

Game Detail
Sets the game detail: Low, Medium, High. This has a major impact on performance. On Low the majority of particles, special effects, and small details will be invisible.

Fullscreen
Whether the game is fullscreen or not.

Ambient Occlusion
Toggles Screen Space Ambient Occlusion. This has a major impact on performance and should be one of the first things to turn off when you experience bad performance.

Dynamic Shadows
Toggles Dynamic Shadows. If this is off, the characters, vehicles, and the Ball will not cast any shadows. Medium impact on performance.

Dynamic Lights
Toggles Dynamic Lights. This will turn off the two small dynamic lights on the Ball, the headlights of the trains, and the lighting of fire, electricity, and other such effects. This has a medium impact on performance.

Always Transparent
If this is on, the Ball will always be see-through.

Auto Transparency
Whether the Ball will automatically become see-through when it attaches to the weapon or when the weapon is charging up close to the Ball.

Invert Mouse
If the mouse should be inverted or not.

No Gore
If this is on it removes blood and gore from the game.

Key Configuration
Forward, Backward, Strafe Left, Strafe Right, Jump and Crouch
Controls the movement of the player. Standard FPS controls.

Use
Used to enter and exit vehicles, activate and de-activate the Tractor Ball, and skip cutscenes.

Help
Displays a help message, in case you get stuck.

Push Ball
Primary Fire. Activates the hammer on the weapon. Used to push the Ball and several other objects around.

Attract Ball
Secondary Fire. Activates the magnet on the weapon, which will attract the Ball.

Fade Ball
Hold to fade out the Ball. Allows you to see through the Ball when it is blocking your view.

Focus
Focuses the camera on the Ball.

Exit
Exits the game.

Gameplay

The campaign mode takes you through eight large levels, full of puzzles, traps, and hordes of enemies.

The Weapon

The game only knows one weapon: The Hammer as it is commonly referred to. This thousands of years old device has two fire modes.

Primary fire (default "Left Mouse Button") activates the hammer, and allows you to push the Ball and other objects away. You can fire the hammer rapidly by pressing primary fire in quick succession, or you can press and hold primary fire to charge up the hammer.

Secondary fire (default "Right Mouse Button") activates the magnet. The magnet allows you to attract the Ball. It cannot attract any other objects. If you press and hold secondary fire the Ball will roll towards you. If you keep holding secondary fire when the Ball is near you, the Ball will attach itself to the weapon. This is the so called "Green mode".

When the Ball is attached to the weapon it will smoothly follow it if you look left or right, or walk away. This allows you to position the Ball exactly where you want it.

The Ball

The Ball has no health. It cannot die, it cannot be destroyed. It can roll into lava or through fire, and it can go to places where you cannot. It is controlled by the weapon you are holding, and it is your only defense against the countless gruesome creatures that inhabit the world. The Ball will fade out when it is attached to the weapon ("Green Mode"), or when you press and hold the Fade key (default "Q").

The Ball – Special Features

The Ball knows a number of Special Features. The Ball can only use these Special Features in a select few locations.

Tractor Ball. The Ball can hook up to some objects and pull them around. This allows you to move large objects around. This is the most common Special Feature.

Nail Ball. The Ball will charge up with nails, and then shoot them away again like a giant frag grenade.

Oil Ball. After the Ball has rolled through a pool of oil it will leave behind a trail of oil, which can be set alight.

Mine Ball. Landmines will attach to the Ball and fall off one by one as the Ball rolls around, littering the floor with landmines.

Hot Ball. The Ball can occasionally be heated up to make it glowing red hot and extra lethal.

Electric Ball. The Ball can be charged up with electricity and guided around in various locations in the last few levels.

Gravity Ball. In some locations you can activate a local Low Gravity field around the Ball, allowing you to reach places that would otherwise be out of reach.

Death

When you have died you will respawn at the previous checkpoint. Puzzles and enemies are not reset when you die. That means that you can simply walk back to where you were before you died. You do not need to solve the puzzles you solved or fight the enemies you fought before you died again. You can die an unlimited number of times, and there are no penalties for dying.

Vehicles

Two vehicles can be found within the game.
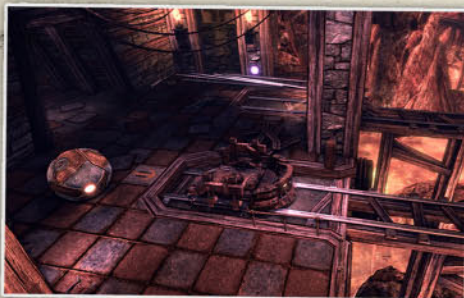
The Train. The Train can be found in various locations. Push the Ball up its back and then use the "Use" key (default "e" or "Enter") to enter the train. Enjoy the ride! You can only leave the train when it has come to a halt.

The Ball Chariot. Can be found in the levels Hueca and Cahua I. Activate the chariot by connecting the Ball to its front, and then enter the chariot with the "Use" key (default "e" or "Enter"). You can leave the chariot any time it is motionless. You cannot leave a chariot without stopping it entirely first.

Save/Load

The game automatically saves progress at most (but not all) checkpoints. You cannot save the game manually.

Secret Statues

There are 35 Secret Statues to collect. They are spread out unevenly over the eight levels. Secret Statues give you insight into the story and the history of the world: each Secret Statue comes with its own unique little story.

Survival

The goal of Survival is simply to survive, as long as possible. There are nine rounds in each Survival level, and the further you go, the harder the enemies become.

The bar at the bottom of the screen shows your progress. Each block represents a round.

Death

If you die, the game will end. You cannot respawn.

Health

There are only two ways to regain health.

- *Survive until the end of a round.*

- *Combo kills.*

You can have well over 100 health in Survival, but you will lose one health point per second for any number exceeding 100 health points.

Combos

If you kill a sufficient number of enemies within a few seconds, you will enter combo level one. You will receive health for every enemy that you kill during a combo. There are five combo levels. The higher the combo level, the more health you will receive per kill.

Combo Level One: For every kill you receive 1 health. If you don't kill anything for 10 seconds the combo will disappear.

Combo Level Two: Kicks in as soon as you have killed 10 enemies in Combo Level One. 2 Health a kill. There may be no more than 7.5 seconds between each kill.

Combo Level Three: 15 Enemies killed. 5 Health per kill. A maximum of 5 seconds between each kill.

Combo Level Four: 10 Health per kill, and you can only have 2.5 seconds between each kill.

Combo Level Five: A massive 25 Health per kill, but you need to kill things every single second or the combo will disappear.

A combo will disappear if you do not kill anything for a while. You can raise the combo level by continuing to kill a sufficient number of enemies.

Pickups

Two pickups are available in Survival.

The Ankh. Ends the round right away.

The Skull. Kills all enemies near the player at once.

These pickups appear at random locations in the levels. You won't get them if you camp!

The Ball
A Survival Guide With Balls

HUD

The HUD is very simple and largely self-explanatory.

A. This is your health. If it reaches 0 you will die. The maximum in Campaign is 100, but it may go up to several hundred in Survival.

B. A compass. It doesn't point North however, it points at the Ball. This allows you to find the Ball back if you lost it somewhere.

C. This is the distance between you and the Ball. The number will turn red to indicate distances greater than 1000, as a reminder that it is probably not a good idea to be that far away from the Ball.

D. Information Icons. These icons provide information about a number of events – they do not require the player to undertake any actions.

E. Interaction icons. These icons indicate that the player can activate or deactivate something, using the "Use" key (default "e" or "Enter").

F. Checkpoint and Saving icons. Indicate checkpoints and save points.

Credits

TEOTL STUDIOS

PROJECT LEAD
Sjoerd "Hourences" De Jong

LEAD PROGRAMMER
Markus Arvidsson

PROGRAMMING
James "Snake" Tan
Arthur Denardou
Robert Nagy
Russ McMackin

SCRIPTING
Anton Botvalde
Thomas Browett
Sjoerd "Hourences" De Jong
Mario Marquardt
Dan Banefelt

CREATIVE DIRECTOR
Sjoerd "Hourences" De Jong

WRITERS
William Massaro
Martin Annander

Lead Artist
Markus Palviainen

VEHICLE AND CHARACTER ART
Markus Palviainen
Bart Wiltenburg
Benjamin Erdt
Oliver Gam
Charlie Baker
Lukas Arvidsson

ANIMATION
Leung Hongman

ENVIRONMENT ART
Sjoerd "Hourences" De Jong
Lukas Arvidsson
Markus Palviainen

SFX ARTIST
Sjoerd "Hourences" De Jong

LEVEL DESIGN
Sjoerd "Hourences" De Jong
Thomas Browett
Kevin Cytatzky
Mario Marquardt
Dan Banefelt

ADDITIONAL LEVEL DESIGN
Anton Botvalde
Ben Edney

MUSIC AND SOUND DESIGN
Theodore Wohng

ADDITIONAL SOUND DESIGN
Chris Vik
Psychotropic Circle

VOICE ACTING
Michael Hillard
Dan Nassick
Gianluca Buttigliero
Paolo Rostagno Giaiero
Andreas S. Henriksen
Nils Jansson
Bernard Schaer

SWEDISH CASTING AND DIRECTING
Carl Vikman

LOCALIZATION
Paolo Rostagno Giaiero
Katrien Anthonissen
Helga Verdoodt
Daniel Diaz
Oliver Gam
Xavier Moiny
Michael Rosendahl Schmidt
Markus Palviainen

TRAILERS AND VIDEOS
Michael Hillard

WEBSITE
Ryan Watson

QUALITY ASSURANCE
Juha Kangas
Ludvig Kingfors
Gari Malkoc
Martin Annander
Fredrik Englund
Tobias Lundmark
Ivar Dahlberg

LEGAL COUNSEL
Tommy Persson

ACCOUNTING
Inger Lund

OFFICE ASSISTANT
Katrien Anthonissen

TRIPWIRE INTERACTIVE

PRESIDENT
John Gibson

VICE PRESIDENT
Alan Wilson

ADMIN
Sandy Reynolds

GRAPHIC DESIGN
Leland Scali
David Hensley

QUALITY ASSURANCE
Jared Creasy

LEGAL COUNSEL
Tom Buscaglia - "The Game Attorney"

ADDITIONAL HELP
"Hal"
Hazel Whorley
Adam Capone
Charles Jones
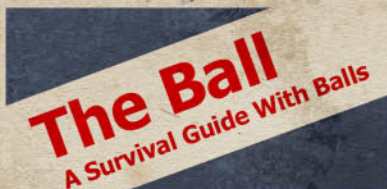Jelmer Kok
Cedric Danneels
"Polycron"
David Green
Henrik Ryosa
Tom Murphy
Ryan Anderson
Simon Stålenhag
John Barett

THANKS TO

BeyondUnreal
www.BeyondUnreal.com

CG Textures
www.CGTextures.com

XP Dev
www.xp-dev.com

SPECIAL THANKS

Epic Games
We really couldn't have done this without their support, technology, and of course the Make Something Unreal contest!

Nordic Game Program
Thanks to their funding we were able to work on the game a few months longer!

Notices

Unreal Engine, Unreal Development Kit, Copyright 1998 – 2010, Epic Games, Inc. All rights reserved.

Unreal, Unreal Engine, Unreal Development Kit, the Unreal Technology logo and the UDK logo are trademarks or registered trademarks of Epic Games, Inc. in the United States and elsewhere.

PhysX SDK, © 2006 NVIDIA Corporation All rights reserved.

NVIDIA and PhysX are trademarks of NVIDIA Corporation with registrations pending in the US Patent & Trademark Office and elsewhere. All rights reserved.

With support from Nordic Game Program – www.nordicgameprogram.org

With support from
norden
Nordic Game Program
www.nordicgameprogram.org

POWERED BY
UNREAL
TECHNOLOGY

TEOTL STUDIOS

TRIPWIRE INTERACTIVE