

<!> Runs best in 1280x800 resolution <!>
if you're having framerate issues, try switching your monitor resolution

WITCHBALL README

updated: 12/25/20

CONTROLS

w/ **TWO XBOX CONTROLLERS:**

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- <Stick>** Moves left and right.
Push *forward* to accelerate.
Pull *back* for a momentary brake.
- <A>** Hold to catch the ball, release to throw it.
Tap at just the right moment to spike the ball instead of catching, it will travel twice as fast.
- <X>** Press to use your ability, limited per lap
- <Start>** Hold during game to return to menus
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w/ **KEYBOARD**

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(some redundant controls, for options)

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|-----------------|--------------------|-----------------------------|
| Player-1 | Move: | WASD |
| | Catch/Throw/Spike: | X -or- E |
| | Special Ability: | C -or- R |
| Player-2 | Move: | IJKL -or- Arrow Keys |
| | Catch/Throw/Spike: | O |
| | Special Ability: | P |

TRACKS

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- **Behind the Stage**
 - **Tutorial:** introductory course, adds parts of the game in as it goes
 - **Simple:** no rough ground or obstacles, 3 laps
- **The Long Hallway**
 - **Simple:** rough ground but no obstacles, 5 laps
 - **Standard:** both rough ground and obstacles, 5 laps
 - **Master:** same as Standard except with a random track layout!!
- **XL Access**
 - **Standard:** a tunnel with narrow walls, 2 laps
 - **Master:** same as Standard except with a random track layout!!
- **Great Investment**
 - **Standard:** very fast, obstacles appear in formations, 3 laps
 - **Master:** same as Standard except with a random track layout!!
- **2601**
 - **Master:** very fast, obstacles in formations, random new ability each lap

SPECIALS

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- **Moonglove**
 - **Toggled**, you next throw/spike will “poison” the ball
 - while poisoned, if the ball hits the opponent they are knocked down, if it hits the wall it will lose its point value though
- **World Princess**
 - very brief immunity and increase to your lateral speed
- **Suit of Colors**
 - trade (lateral) positions with your opponent
- **White Magic**
 - it’s whatever ability your opponent chose, but slightly worse
- **Backwards Hat**
 - this reverses the ball’s direction and ownership
- **Sawdust**
 - if opponent tries to use an ability during this effect, it will fail and they will be knocked out
- **Expanding Flower**
 - refills your Energy (used for accelerating)
- **Denier**
 - **Toggled**, your next catch will immediately score half the point value of the ball and clear the rest

OTHER HELPFUL STUFF

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- winning the most laps is worth 25 pts.
- winning **all** laps is worth 50 pts.
- the ball's point value increases by 3 each catch (1, 3, 6, 9, etc.)
 - this is **doubled** for the final lap (2, 6, 12, etc.)
- rough ground holds you back *and* impairs your left/right movement
 - you can **fly over** rough ground by accelerating
- spiking the ball (quick tap instead of holding to grab) **doubles the ball speed**
 - spiking on the *opponent's screen* **triples the ball speed**
- hitting an obstacle causes you to lose *half* of all points accumulated for that lap so far
 - the lost points can be picked back up on the following lap, near where you dropped them (it's a little flag!)
- only one ability can be in effect at a time
 - anything that changes the palette color counts for this purpose
 - this includes spiking on the opponent's screen
- pull back on the control stick to quickly brake -- useful for dodging around obstacles or diving downward on opponent's screen to snag the ball
