

SQUARES

Squares v0.5

User Guide

Author: Guyfawkes – <http://www.emuholic.com>

Game Homepage: <http://www.emubboards.com/guyfawkes/>

Squares features full support for a USB mouse, if you do not have a Breakout Board you can purchase one from our sponsors www.gp2xshop.com and <http://www.gamersection.ca/> which have a great selection of GP2X and accessories.

SQUARES

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these 'photosensitive epileptic seizures' while watching video games.

These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms, children and teenagers are more likely than adults to experience these seizures.

SQUARES

Contents

Page 2 – Important health warning about playing video games

Page 3 – Contents

Page 4 – Getting Started

Page 5 – Game controls

Page 8 – How to Play

Page 10 – Starting the Game

Page 13 – Media Player

Page 14 – Credits, donations and other information.

Page 15 – Other software from Emuholic

SQUARES

Getting Started

Extract the contents of the .zip file to your Secure Digital Card. The game may be extracted to any location on the card but the file and folder hierarchy must be kept.

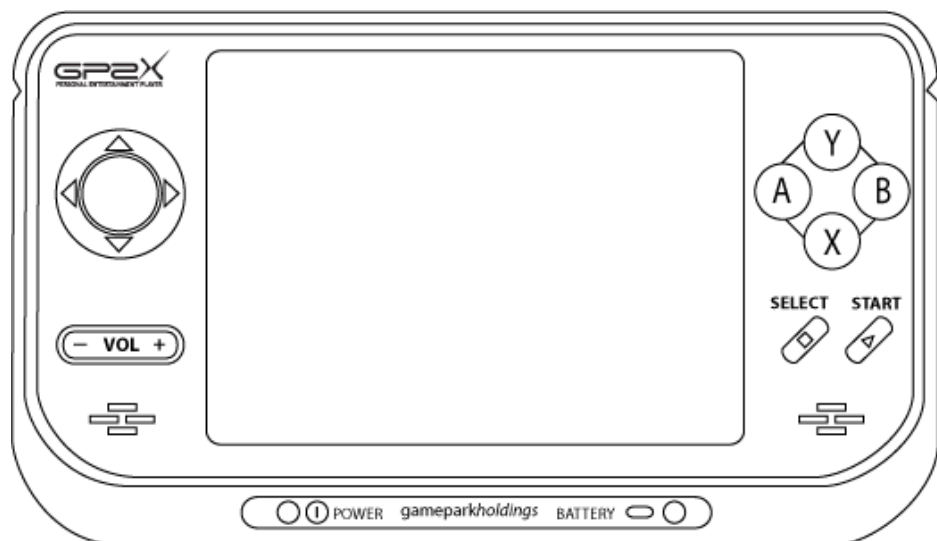
```
squares.gpe  
/squares/  
  /gfx/  
  /sfx/
```

If you are unsure how to do this please refer to the GP2X User Guide at <http://archive.gp2x.de/cgi-bin/cfiles.cgi?0,0,0,0,23,933> for more information.

Once the files are copied, choose the Game option from the GP2X Menu and navigate to the **squares.gpe** file. Press the **B** button to start the game.

SQUARES

Game Controls - Menu



Move between options



or



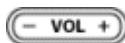
Accept menu choice



Cancel menu choice



Play next music track on your playlist

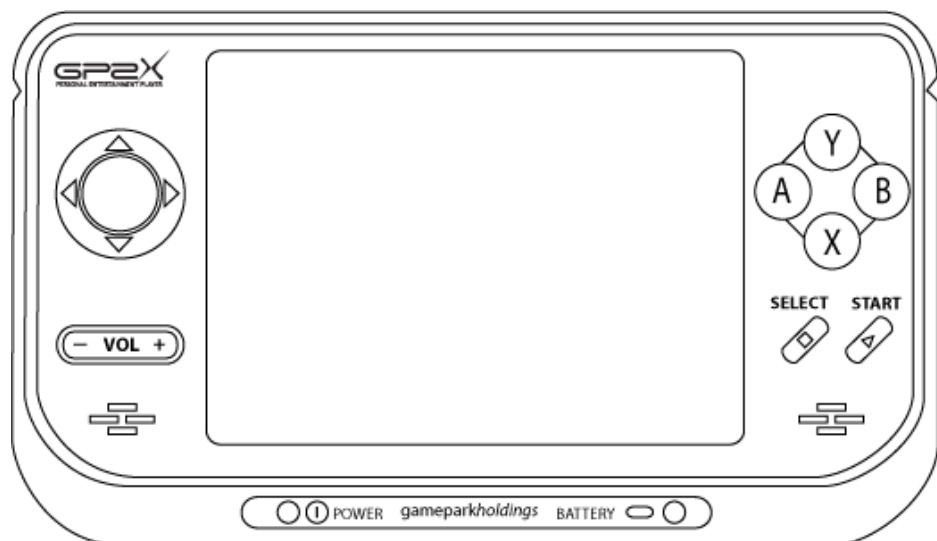


Increase or Decrease volume

A USB mouse may also be used to navigate the menus if you have a Breakout Board (BOB) for your GP2X.

SQUARES

Game Controls – In Game for One player



Move your Square



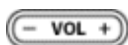
Hold button while moving to increase your speed of movement.



Pause the game



Play next music track on your playlist

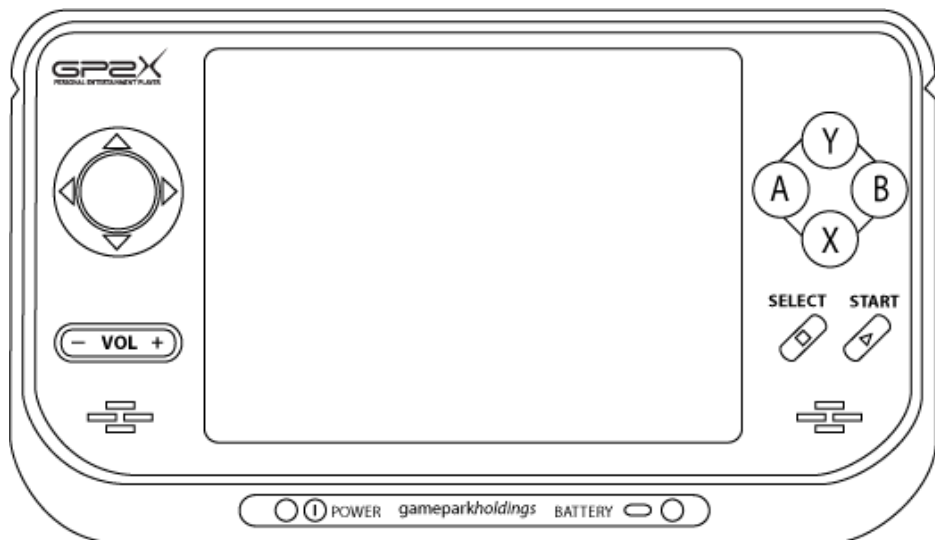


Increase or Decrease volume

A USB mouse may also be used to control the game if you have a Breakout Board (BOB) for your GP2X.

SQUARES

Game Controls – In Game for Two players



Move player one Square (Black)



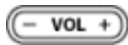
Move player two Square (Red)



Pause the game



Play next music track on your playlist



Increase or Decrease volume

Left Shoulder and
Right Shoulder buttons

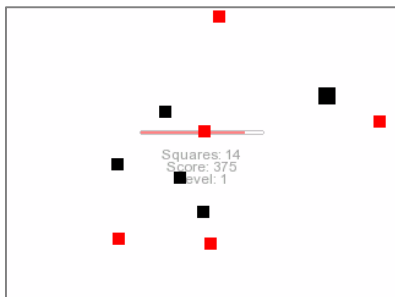
Alternative movement speed for
Player 1 and Player 2 respectively.

SQUARES

How To Play

Normal Game Mode

This mode is based on the original game of Squares which was made in Flash. The basic aim of the game is to move your Square around the game area and collect the black squares while avoiding the Red squares, which will end the game. In addition, there are Special Circles that depending on their colour may help or hinder your progress when collected, they are:



Black Circles

Bonus – 1000 points is added to your score.

Slow Motion – All squares move at a slower speed

God Mode – Invulnerable to Red squares for a limited time.

Shrink – Reduce the size of your Square.

Red Circles

Lose Points – 1000 points is deducted from your score

Speed Up – All squares move at a faster speed

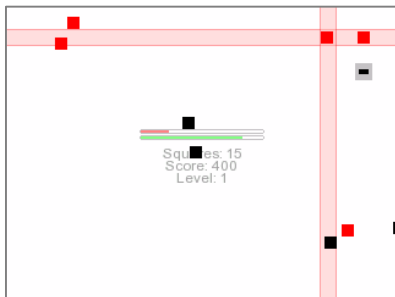
Evil Squares – All squares turn Red for a limited time.

Grow – Increase the size of your Square.

Extended Game Mode

This game mode expands on the original game idea with several new features. Unfortunately due to the coding competition deadline this mode is currently unfinished but is playable.

The game is similar to the original game in which you must collect the Black squares while avoiding the Red squares. There are several new Special Squares which are now graphically and audibly represented. Special Squares may help or hinder your progress



SQUARES

as explained below.



Bonus – 1000 points are added to your score.



Lose Points – 1000 points are deducted from your score.



God Mode – Invulnerable to Red squares for a limited time.



Magnet – Black squares are pulled to your Square.



Grow – Increases the size of your square.



Shrink – Decreases the size of your square.



Bullet Time – All squares move at a slower speed



Rain of Squares – Many black squares fall from the top of the screen.



Sixth Sense – Squares travel along the shown bars.

As mentioned this game mode is incomplete and will be finished in a future release where it will have more features including a level based game with end of level bosses and much more.

2 Player Mode

Played the original game and your friends said they can play better than you? If so then try out the 2 Player battle mode. The aim of the game is to collect your corresponding squares while avoiding your opponents squares. Player One collects the Black Squares and avoids the Red Squares, while Player Two collects the Red Squares and must avoid the Black Squares.

A useful tip while playing this mode is instead of sitting beside each other is to rotate the GP2X so both players are playing sideways, this gives you more room to control the game but it does lessen the chances of nudging your opponent ;)

3 Player Mode (Unavailable in this build, last minute Joypad bug)

Same rules as the 2 Player mode but with an introduction of a new coloured square. Player Three controls the Green Square and must collect other Green Squares while avoiding the Black and Red Squares. Player Three uses the USB Joypad to control.

SQUARES

Starting the Game

Main Menu

From the Main Menu there are six options to choose from. You can use the GP2X Joypad or a USB Mouse to navigate between the options.

Play

Choose this option to go to the Play menu.

Options

Choose this option to go to the Options Main Menu

Highscores

Choose this option to view the Highscores

Help

View the in game help. Currently not available.

Credits

Choose this option to see the wonderful people who helped make this game possible.

Quit

Choose this option to return back to the GP2X Menu.



Play Menu

There are four options to choose from:

Normal

Start the original game.

Extended

Start the Extended game



SQUARES

2 Player

Start the two player game.

3 Player

Start a three player game

Back

Return to the Main Menu.

Options

There are five options to choose from:

Game Options

Choose this option to configure game related options. Not available in this release.

Control Options

Choose this option to go to the Control Options to configure the controls used in game.

Audio Options

Choose this option to configure Audio related options.

Media Player

Currently not available due to time constraints, but when finished you will be able to configure your playlists and play music with the soothing squares visualisations.

Back

Return to the Main Menu.



SQUARES

Control Options

There are four settings to configure.

Default Speed

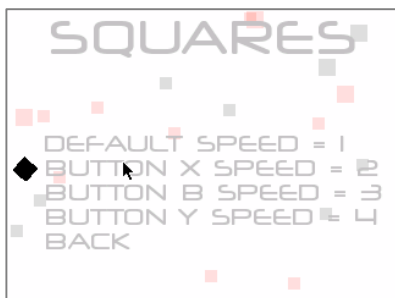
You can change this setting so that the default speed of your Square's movement is faster or slower.

Button Speed

The GP2X buttons can be pressed while moving to move your Square at an alternative speed. Configure your buttons with their respective speeds.

Back

Return to the Options Main Menu.



Audio Options

There are four settings to configure.

Music

Enable or Disable the music.

SFX

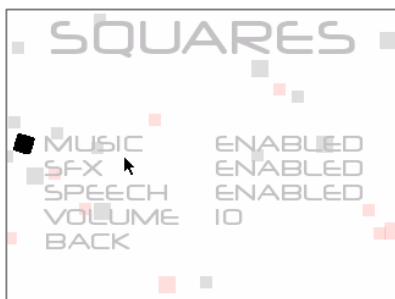
Enable or Disable the sound effects

Speech

Enable or Disable the speech

Volume

Increase or Decrease the default volume. You can also change this at any time by pressing the Volume + or – buttons on your GP2X.



SQUARES

Media Player

Due to time constraints the Media Player is currently unfinished and in a very basic form, I hope to get this ready for the next release of the game. When it is ready you will be able to properly create, edit and delete playlists, play your music and watch some visualisations.

As the Media Player is not finished you will need to manually edit a file and enter the folder you wish to scan for MP3 and OGG music files. Open the **mediasettings.dat** which can be found in the **/squares/** folder

Next enter the starting folder you want to be scanned; it will automatically scan any subfolders found so you will only need to enter the starting folder to scan. Here are some examples:

If your music files are stored in the **/audio** folder on your Secure Digital Card you would use **/mnt/sd/audio** as the starting folder.

If your music files are stored in the **/music** folder on your Secure Digital Card you would use **/mnt/sd/music** as the starting folder.

If your music files are stored in the **/music/mp3** folder on your Secure Digital Card you would use **/mnt/sd/music/mp3** as the starting folder.

You do not need to enter the trailing **'/'** as the game will add this for you. Also do not add a new line or space after the path.

By default, the starting folder is **/mnt/sd/audio**

To change music track, press the **Select** button on your GP2X at any time to skip to the next track on your playlist. A small track information tab will appear for a few seconds in the bottom left corner of the screen to display the current track information.

If you change any music found in the playlist, please delete the **playlist.m3u** and **settings.dat** files to rescan your Secure Digital Card.

SQUARES

Credits, Donations and other Information

Author

Guyfawkes / Emuholic.com

Graphics

Guyfawkes

SFX

Guyfawkes

Assistance

Dijital

Beta Testers

dgrams2000, THB, Matt Cocker,
Goemon4, Xythen, Shane,
X.XaM_MaX.X, Anppa

Donators

Dodgyville, Sir Dragoon, Cakey,
DisgruntleElf, Rabel1, Gadget, Thomas
Bryant, Elías Carmona

If you like Squares and would like to donate some money via PayPal you can do so by sending it to guyfawkes@gbaemu.com. Many hours have been spent working on this game and while the game is free of charge, donations are greatly appreciated and go towards new hardware and server costs for my site emuholic.com. As a way of saying thanks your name will be added to my software homepage at <http://www.emubboards.com/guyfawkes/> and any games I make in the future.

If you have any feedback on the game such as bug reporting, suggestions for new features or would just like to say thanks for the game you can email me at guyfawkes@gbaemu.com or alternatively post on my homebrew games forum post at <http://www.emubboards.com/invision/index.php?showtopic=27045> (guest posting allowed) or on the GP32x.com forums (free registration required).

Squares may be mirrored only on the GP2X Archive and the Community Coding Competition sites as other sites do not keep their files up to date. Squares may be freely distributed providing the original archive is unaltered and no money is made from the game, i.e. selling a compilation CD for profit or subscription/registration based downloads.

SQUARES

Other software from Emuholic

You can visit the Emuholic software homepage at

<http://www.emubords.com/guyfawkes/> for other games for the GP2X, GP32, PSP and GBA. Here are the some of the latest games for the GP2X.



Deal or No Deal



Bunny Traps



Memory



Yahtzee