SAGE 3D Manual

Note that when playing the game you may click the MAIN MENU icon at the left side of the screen AND then click HELP on the MAIN MENU to see the FULL MANUAL. The manual you are reading now is shortened slightly for simplicity.

Note that to actually LEARN the game you should run the program and just CLICK PLAY immediately to play the FIRST TUTORIAL LEVEL (#101). This is the most FUN and easy way to learn the ropes! When done with that one, continue on through #121. These are available in both FULL and DEMO game versions. In other words, **DO NOT READ THIS MANUAL FIRST TO LEARN HOW TO PLAY!!!**

Table of Contents

Commands (general)

Help Page Controls (after clicking HELP on the MAIN MENU during gameplay)…

- **Arrow keys** (+ SHIFT for faster scrolling) – Moves the help page being viewed.
- **PageUP/PageDOWN** (faster scrolling yet)
- **Home/End** (same but HORIZONTAL scrolling)
- **LEFT CLICK & DRAG** - moves the HELP PAGE around in all directions.

Game Icons (left side of the screen)…

- **Main Menu** (lantern) – Toggles the main menu controls display. Click the left/right arrows to scan through levels to play or create/modify. Click HELP (F1) or OTHER CONTROLS (F4) for more options.
- **Pause** (moon) – Pause the game WHEN PLAYING!
- **LCD** (toggles the display beneath the main menu) – Messages show up here!
- **Quick Menu** (arrow in the upper right corner)
- **Record** (left side of LCD when playing a level, Shift + Ctrl+H) – Records your moves as you play IF clicked instead of the ENTER BUTTON.
- **Playback** (left side of LCD when playing a level that has a recorded game, Ctrl+H) – Click this INSTEAD OF the ENTER BUTTON to play back a previous recording!
- **Info (F8) arrow** (lower left corner) – Toggles current level info, like max. stack height and level name.

Quick Menu (when playing) (arrow in the upper right hand corner of the screen)…

- **QUIT (Shift+Q)** – Quit present game.
- **EXIT (Shift+ESC)** – EXIT to Windows.

   Note: PLAY and CREATE modes each have a DIFFERENT QUICK MENU!!!

WARNING:

Levels 1-100 are RESERVED, and 101 & up CAN be used/overwritten. Be careful if you REINSTALL the game or get an UPDATE because any levels that come with the installation will CLOBBER any levels you made in those reusable slots!

MORE General Options...

- **HELP (F1)** – Main menu also has a HELP button. This toggles the FULL HELP manual online.
- **Special FX (F2)** – Toggles special effects, which vary depending upon background (1-3) and sky being displayed.
- **Special FX II (F3)** – Right click a piece WITHOUT F3 and hold to watch pieces brighten around the target piece. Add F3 to a right click to TOGGLE this brighten and dim effect. Right click + F3 on a board square INSTEAD to toggle pulsating of all squares.

Other Controls (F4) (on the MAIN MENU also)

- **Sound Volume** – Sound volume relative to the global setting (slider).
- **Backgrounds** – Choose 1-3. You must exit and restart to load in this new background map.
- **FPS (frames per second)** – Usually choose 60 for faster computers and 30 for slower ones.
- **Change screen size (resolution and full/window mode)**

…AND…

- **Info Arrow (F8)** – Lower left corner board info toggle already mentioned.
- **View Board (F9)** – When reading or editing a level's intro text, HOLD THIS to VIEW the board. Only some custom levels use an intro page before play. It is optional.
- **Change sky & landscape (F10)** – Skies change periodically unless you press **Shift+F10 (lock)**. This is NOT the same as changing the background map (1-3)!!!
- **Change screen size (Ctrl+1-4 resolution change and Ctrl+W for FULL/WINDOW mode toggle)**
- **DROP a PIECE** – Left mouse click on a board square or piece on it.
- **PIECE IDENTITY** – Right mouse click on a piece to see what TYPE it is and if PLAYER owned or not. Also, the [#] is the tier # (1 to max. stack height, plus superstacked pieces), unless underneath the board OR above on an 'upper level board square' (if any).
- **ACTIVATE SPECIAL PIECES** – Right click + <Enter> to blow up dynamite, move an EGB stack up and down, etc.
- **CAMERA MOVEMENT** – Arrow keys. Add SHIFT with up/down arrows to zoom in and out. You can also use the direction ball (skeleton with hands) in place of arrow keys. Right click (and hold) plus left clicking the vertical 'hands' will zoom in and out. While rotating left/right around the board, try holding CTRL (downward tilt) or CTRL+ALT (upward) to tilt the camera further than normal.

- **VIEWING LEVELS** – When NOT PLAYING, to LOAD and VIEW levels to play or create/modify, use right click (and hold) plus left click of the direction ball's horizontal hands. You can also use CTRL+left/right arrow keys. Add a SHIFT to either method to move +- 10 instead of +- 1 through the levels! Of course, using the MAIN MENU's arrow buttons to scan levels has been mentioned elsewhere.
- **DIRECTION BALL** – 'Skull with 4 hands'…Right click (hold) + left click on the center skull and DRAG IT ANYWHERE. Left click the skull to toggle its ENABLED status. Use as mentioned elsewhere to rotate/tilt the camera and to view board levels.

Create Mode (when NOT playing)

Quick Menu (upper right corner)…

- **PLAY (Shift+P)** – Exits CREATE MODE and enters PLAY MODE, playing the last level loaded.
- **SAVE (Shift+S)** – Saves last loaded level into CURRENT SLOT # SELECTED (or change slot before saving via prompt). Slots #1-100 are off limits! You only need to save after finishing making changes to a level. You are then ready to playtest it!
- **LOAD (Shift+L)** – Load level into currently selected slot # (or change slot before loading at the prompt).
- **EXIT to Windows (Shift+ESC)**

...AND…

- **HANDED OUT (Shift+B)** – Bonus piece preference entry. Drop RANDOM pieces before play? How many pieces should be handed out for this level? Click this menu option to change either of these regarding the currently loaded level if desired.
- **INTRO (Shift+E)** – Edit the intro text that is displayed before level play IF you want to inform the player of anything, like hints or challenges. Click the SAVE (or Shift+Enter) or EXIT button (Esc) when done editing. Note that SAVE DOES NOT SAVE TO DISK, but only keeps the new text changes! Highlight text with a click and drag. Right click for a cut/paste menu. More info on this topic later on!
- **HEIGHT (Shift+H)** – Change the max. playable stack height of the level. Remember that board squares can be SUPERSTACKED to TWICE that height, but only the pieces at max. stack height or lower are playable. The other ones will have to be brought down via explosions, etc., before becoming active for capturing.
- **NAME (Shift+N)** – (Re)name this level.
- **QUANTITY (Shift+T)** – Quantity max. of the currently selected PIECE TYPE (the one rotating in the piece palette along the board's edge) can be edited with this option. This is the max. # of this piece type that the computer will hand out at game start. This is for giving a player orange bombs, dropping random pieces at play start, etc.
- **RECREATE (Shift+R)** – Modify or recreate the level from scratch are your options with this one! This option combines several menu options into one.
- **SLOT CHANGE (Shift+C)** – Change the current slot # if desired before loading (or before saving the currently loaded one). This DOES NOT LOAD A LEVEL. It just changes the CURRENT SLOT #.

MORE…

- **DYNAMITE** – Configure dynamite to ROTATE as PERMANENTLY PLAYER OWNED (behaves as a checkered box in this case) by right clicking it AND hitting <Enter>. This is a toggle! Add a SHIFT and do it again to TOGGLE ALL DYNAMITE BOXES in the same manner.
- **ADD SQUARE (A)** – Right click + A on the board area where you want the square to be. If one is already there, a square will be created ABOVE IT instead and vice versa. 'Upper level' board squares prevent dropping of pieces beneath them during play until blown up by a skull bomb which you CAN place upon them if you want the squares to blow up (vanish) later!
- **DELETE SQUARE (D)** – Right click + D/Del on a PIECE OR SQUARE to remove it.
- **INSERT PIECE (I)** – Right click + I/Ins on a piece to insert a piece beneath it or on an empty board square. This is useful when inserting on a board square that has an upper level board square above it also.
- **PIECE PALETTE MOVEMENT (P)** – Up/down key arrows + P to move the piece palette (along the board's edge). Click on the piece TYPE that you want to drop next when creating or modifying a board. The piece TYPE selected will ROTATE.
- **-/+ SLOT CHANGE** – Changes CURRENT SLOT # by 1, or 10 if SHIFT ADDED. Add a CTRL also to LOAD the level INSTEAD.

EDITING the Level's INTRO…

- **Shift+Home/End, Shift+arrows, PageUP/DN, arrow keys, Del, Ins, Home, End, ETC…**can be used similar to Windows editors**.
- **Right click for a CUT/COPY/PASTE/DELETE menu.**
- **NO UNDO/REDO.**
- **Only 2000 characters allowed, with tabs converted to spaces.**
- **No wraparound!**
- **No scrolling!**

A Plan for Creating Levels (See FULL online manual)

Playing Someone Else's Levels (See FULL online manual)

Game Pieces (descriptions)

REMINDERS:

When a piece is CAPTURED, it CONVERTS. All pieces CONVERT in their own way. Some change PIECE TYPE, some change OWNERSHIP, some change BOTH, some BLOW UP, and some CANNOT BE CAPTURED. Some don't capture other pieces either (no ownership). All pieces are neutral OR owned by the player or the computer.

ALL "computer pieces" (enemies) behave as regular (GREEN) pieces with regard to capturing other pieces and being captured UNLESS otherwise stated.

ALL "PLAYER PIECES" behave as regular (BLUE) pieces regarding capture.

- **PLAYER PIECE (Blue)** – "Regular" ("normal") piece owned by you. It converts to GREEN if captured.
- **COMPUTER PIECE (Green)** – "Enemy" piece that converts to BLUE player piece if captured.
- **FIRE BOX** – Like a GREEN enemy piece, BUT it MELTS any PLAYER owned PIECE in play directly on top of it when a board evaluation occurs, which is when a piece is dropped into play. The exception is ROTATING DYNAMITE, which never melts. Don't let these melt any pieces related to your OBJECTIVE(S) or you will LOSE THE GAME! Orange bombs landing upon a fire box will NOT activate! A piece landing upon a fire box WILL perform a capture BEFORE MELTING (vanishing).
- **LEMON BOMB** – Like a GREEN piece, BUT you do NOT want to blow these up by capturing them IF the level requires OBJECTIVE "B", which would be printed via LCD when the game starts.
- **CHERRY BOMB** – Like a GREEN piece, BUT if you capture it, it explodes and CONVERTS ALL ADJACENT normal pieces (BLUE and GREEN) and FIRE BOXES, with the EXCEPTION of any piece directly ON TOP OF IT! The reason has to do with the fact that the explosion causes the piece above to fall and the conversions occur slightly afterwards. MOVING PIECES are NOT IN PLAY FOR CAPTURING!
- **LIME BOMB** – Like a GREEN piece BUT if you capture it, it explodes and converts GREEN pieces and FIRE BOXES, not blue player pieces! If OBJECTIVE "B" is required by the current level, you will NOT want to capture these! Any piece directly on top of a lime bomb is EXEMPT!

- **ICE CUBE** – Like a BLUE player piece, BUT if OBJECTIVE "B" is required you DON'T want to get this piece captured and exploded by enemy pieces during board evaluations!
- **ORANGE BOMB** – Player piece that can be used to convert ALL GREEN and FIRE BOX PIECES on a playable stack to BLUE when it lands, if not landing on a fire box. To drop one of these, just RIGHT (hold) + LEFT CLICK when dropping a piece on the board. Note that you must actually have ORANGE BOMB CHARGES remaining to do this, and dropping one deducts BOTH one CHARGE AND a PLAYER PIECE from your total. If an orange bomb is ever captured, ALL player pieces on its playable stack will turn GREEN, including ice cubes and orange bombs!
- **SKULL BOMB** – Worth more the closer it is captured to board square level (tier #1), as long as it is NOT captured immediately upon dropping onto the board! If OBJECTIVE "A" is required then YOU MUST GET ALL SKULL BOMBS AT TIER #1 ONLY! Skull bombs melt through pieces and then explode through board squares if they make it that far! Don't let them screw up any of your objectives! Note that skull bombs force a board evaluation EACH TIME THEY FALL INTO PLAY OR MELT THROUGH A PIECE AND FALL AGAIN IN PLAY! Other pieces force board evaluations when FIRST dropping into play ONLY! Skull bombs are activated when IN PLAY or when they fall, even if superstacked, OR when on an upper level board square at game start.
- **SKULL BLOCK** – NEUTRAL enemy to ALL! This means that each time the board is evaluated a GREEN piece in between two of these will turn BLUE and a BLUE piece will turn GREEN, assuming no other captures are involved upon the target piece of course! This is just an example.
- **NULL BLOCK** – Just an obstacle. This cannot capture or be captured (NEUTRAL).
- **GOLD BAR** – NEUTRAL piece (NEVER captures)…Most valuable piece type, next to a skull bomb which CAN be worth more depending upon where it is captured.
- **SILVER BAR** – NEUTRAL piece (NEVER captures)…A little less valuable than gold.
- **ELECTRIC GREEN BOX (EGB)** – NEUTRAL piece (NEVER captures) that can do TWO SPECIAL THINGS if you own it. Right click (hold) + <Enter> on the EGB, its square, or any piece on its stack other than special ones whose properties would interfere to ELEVATE or DEELEVATE the square. This will bring superstacked pieces into play and lower playable pieces out of play underneath the board. Middle click OR right click (hold) + <Spacebar> will convert adjacent BLUE player pieces to GREEN and turn the EGB to GREEN if it is in play when clicked upon. If an EGB is lowered beneath the board and a skull bomb goes off on its stack, the square will fall out of play!
- **DYNAMITE BOX** – NEUTRAL piece (NEVER captures) that explodes when right clicking + <Enter> upon it. All in play on its stack will be DESTROYED. You must first own this piece to do this. Rotating dynamite behaves differently, just as a checkered box permanently owned by YOU, and they don't melt on fire boxes! Do NOT destroy

pieces that you are supposed to capture in your OBJECTIVES or you will LOSE the game!

- **CHECKERBOARD BOX (CHECKERED BOX)** – NEUTRAL piece (NEVER captures) that explodes when you right click + <Enter> on it IF YOU OWN IT.
- **KEYLOCK BOX** – Like a GREEN piece, but if you capture it you will receive an ORANGE BOMB CHARGE!

<u>Rules of Play</u>

Quick Summary…

The game is simple. Drop a piece, evaluate the board, AND find all captures and convert captured pieces AT THE SAME TIME. REPEAT until the game is done AND YOU WIN IF YOU REACHED ALL OBJECTIVES GIVEN to you at play start. You do the dropping. The computer does the rest!

When a piece "converts" it may change piece type, ownership, both, explode, etc. Each piece type has its own way of "converting" when captured. Some piece types have other special properties. Some pieces can capture and some cannot. Some cannot be captured. See the GAME PIECES page!

Defining 'In play'

A) STOPPED PIECES on a board square OR STACK at or below max. stack height are IN PLAY!
B) Pieces above max. stack height are SUPERSTACKED, and NOT in play.
C) Pieces BELOW the board are NOT in play.
D) Pieces on an upper level board square (if one) are NOT in play.
E) A piece moving or just about to fall (on top of an explosion) are NOT in play.

A 'Board evaluation'

A) When a piece is dropped and lands directly IN PLAY, all offensive captures are found and their target pieces converted.
B) Pieces falling from upper level board squares or superstacks do NOT force board evaluations. SKULL BOMBS force one each time they fall or melt through another piece IN PLAY!

'Capturing'

A) Anytime the board is evaluated, all pieces IN PLAY that have MORE ENEMY CAPTURES UPON THEM THAN FRIENDLY CAPTURES are 'CONVERTED' if they can be captured. See 'GAME PIECES'.
B) 'ONE' CAPTURE is defined as TWO PIECES with the SAME OWNER on OPPOSITE, ADJACENT sides of the target piece IN ANY OF 7 DIRECTIONS (3D).

'OBJECTIVES'

The level designer can add extra challenges, instructions and hints in the INTRO TEXT, which is displayed BEFORE playing a level IF it exists. However, most of the time the level designer will state the level 'objective(s)' by selecting 1 or more of 5 automatically available ones. Note that even pieces OUT OF PLAY count, so capture them ALSO! After doing so, all but lemon/lime/ice can be removed from the playable area (by EGB, square explosion,…) when dropping your final piece. Of course, the lemon/lime/ice reference is only relevant if Objective B is required. Here are the BIG FIVE:

   A) SKULL BOMBS at tier #1
   B) Lemon/Lime/Ice UNEXPLODED
   C) ALL captured or destroyed
   D) Get all of the SIX MAJOR PIECE TYPES. See below. Objective IS IMPLIED (DEFAULT) if (C) is NOT SELECTED during creation of the level. You will be able to select this option via the "Recreate" Quick Menu command implicitly.
   E) Dynamite and Checker Boxes

Objective A: REQUIRES you to capture ALL skull bombs (if any) at tier #1 height (resting on a board square).

Objective B: REQUIRES you to NOT let any lemon, lime or ice (cubes) bombs BLOW UP. ALSO, these must ALL BE 'IN PLAY' to be counted (NOT above or below the playable area) when the game ends!

Objective C: REQUIRES that you CAPTURE ALL PIECES and BLOW ALL dynamite and checkered boxes. ALL pieces must be turned BLUE, or player owned if they do not change piece type when captured. This EXCLUDES pieces that cannot be captured AND lemon/lime/ice BOMBS.

Objective D: If option C is NOT CHOSEN by the level's creator then THIS IS THE DEFAULT. This option REQUIRES that the 6 major piece types (GOLD, SILVER, KEYLOCK BOX, EGB, SKULL BOMB and CHERRY BOMB) ALL be CAPTURED. EGB's do NOT have to be turned BLUE, just captured and then turned GREEN via special action.

Objective E: If 'C' is NOT selected, then this option is available. This option REQUIRES ALL DYNAMITE AND CHECKERED BOXES to be DESTROYED!

Note: The DEMO allows only levels 101-121 and 1-4 to be played. Some other features are off limits, like level creation, etc. In the FULL VERSION, there are some levels beyond the last tutorial #121 that were going to be discarded. You can play these when you get really good.

See the MANUAL ONLINE (Main Menu HELP – F1) for more details.

Tutorial

Click PLAY on the MAIN MENU when the game starts and play level #101, which is the first level loaded when you run the game for the first time. Then continue on through level #121. After this, repeat any levels that gave you trouble, or to review. Now, you should be ready to play levels #1 and up!

If you have the FULL VERSION, you can create your own levels also to test your questions and theories. Just use the piece palette and the upper right corner quick menu to make your level, save it, and PLAY!