

Beach Ball Valley

Welcome to Beach Ball Valley: Early Access. My name is Paul, and I'll be your developer today. Drop by and let me know how it's goin'! I'm easy to reach on my [Discord Chat server](#) as Puzzabug.

Gameplay

Hit Beach Balls!

Controls

Thumbpads = Spawn more balls.

Menu Button (Orange Diamond) – Start a minigame (if one exists!)

Menu Button (Blue Arrow) – Teleport by hitting a squishy hologram button!

Triggers – Desktop Music Control play / pause / next / back hologram buttons!

Grips – !?!?!

Minigames

Castle Hoops

Hit the balls through the hoops.

Each additional hoop scored adds the number of hoops the ball has scored to your score.

Mountain Avalanche

Keep them out of the goal, or let them in!

Music Game

- 1: Have some music playin' (Triggers open up your desktop play controls)
- 2: Choose
 - a: Freeplay where the fun doesn't stop
 - b: Scored, where you can't miss too many beach balls or it's over!
- 3: Tap along with the beat of the song on the metronome
- 4: Hit those beach balls with the music!
- 5: End the game by
 - a: Hit end to end it
 - b: Pause it by hitting the metronome. (retap tempo to start again)
 - c: Miss too many beach balls in scored mode.

Play with your friends

Tell your friends to do silly stuff, and hit a key to make 'em think it's in the game

- C – Add an edible coin
- G – Toggle Giant Mode
- Z – Toggle Zero Gravity (only applies to currently active beach balls)

- K – Kick away Beach Balls
- I – Attract Beach Balls (Rapid fire this for best (or worst) results)
- A – Attract a single Beach Ball

- B – Spawn a huge Beach Ball (Over the Castle)
- E – Launch a Beach Ball (from where the player is looking)
- W – Launch a Beach Ball (alternate Launcher point if available)

- L – Send the Beach Balls Away

- M – Toggle a minigame
- T – Teleports player randomly

- End – Fade out and remove all beach balls
- Home – Fade in from the castle starting point!

Show your friends which buttons they should press easily:

- 1 big trackpad button (launch beach ball)
- 2 small menu button (teleport)
- 3 music menu
- 4 grip (!?!?)
- 5 big trackpad button (launch beach ball)
- 6 small menu button (game / ui)
- 7 music menu
- 8 grip (!?!?)

Break stuff

- F – Add a Storm System (does not attack until the next time you go over the ball limit)
- P – pop all the balls (but why?!)
- ESC – Quit Game
- Ctrl + M – Removes the ability for players to open the media menu with their triggers.

Graphics

Screen percentage:

Numpad 1 = 100%

Numpad 2 = 150%

Numpad 3 = 200% (default)

Numpad 4 = 300%

Numpad + Screen percentage +20

Numpad - Screen percentage -20

Advanced

Mind Control!

Figure it out yourself. There is now an arrow that totally gives you a clue how you're doing this.

Extra Vive Trackers!

Extra fun! Try them on your feet and arms and pets! (Not your fan though, please not the fan)

Known Bugs

~~There's a weird bug where if you tap the start game mode button at exactly the right time, you can have it write your score to the scoreboard twice. How horrible!~~

~~There are no beach balls near you to start with.~~

~~There is a ladybug on my keyboard wrist rest, and it's fallen asleep. If I wake it up, it might bite me.~~

~~Someone has reported that another ladybug has landed in my hair.~~

~~Time for a haircut!~~

~~Yesterday a mosquito bit me.~~

~~There is an X beetle in here somewhere. I can't see where because it is dark.~~

~~I saw a bug that was moving very fast, so I'm reporting it. Might have been a roach.~~

Credits

Paul Eckhardt – Lead / Art / Hype / Node Wrangler / Sound / Stuff

Ben Visness – Code Wrangler / Beach Ball Herder / Math Warrior / Score Board Designer

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