

Beach Ball Valley

Welcome to Beach Ball Valley: Early Access – Release Candidate 1. 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 with your controllers!

Hit Beach Balls with your extra Vive tracker puck controllers!

Controls

Thumbpads = Spawn more balls.

Menu Buttons = Open Minigame Selection Mode

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

Grips – mind control!

Minigames

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 Goalie

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

Strength Game

Hit the beach ball all the way up to the top!

Play with your friends

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

Space – Show / Hide Hotkeys / Full Screen

C – Add an edible coin (Players can eat these!)

G – Toggle Giant Mode

Z – Toggle Zero Gravity

P – Kick away Beach Balls

D – Attract Beach Balls (Rapid fire this for best (or worst) results)

A – Attract a single Beach Ball

S – Beach Ball Jumps

B – Spawn a huge Beach Ball

E – Launch a Beach Ball (from where the player is looking)

W – Launch a Beach Ball (alternate Launcher point if available)

Delete – Send the Beach Balls Away

H = Hoops Game

J = Goalie Game

K = Strength Game

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:

Hold keys to keep the hint hologram open, or ping rapidly. What will you choose?!?!

1/5 big trackpad button = launch beach ball

2/6 menu button = games selection

3/7 trigger = beach balls!

4/8 grip = mind control!

Break stuff

Delete – pop all the balls (but why?!)

ESC – Quit Game

Graphics

Screen percentage can be adjusted in game to create more or less pixels and sharper or faster to render images. Also, the steam SuperSampling slider does just as well.

Numpad 1 = 100%

Numpad 2 = 150%

Numpad 3 = 200% (default)

Numpad 4 = 300%

Numpad + Screen percentage +20

Numpad - Screen percentage -20

Pimax users can play the game with powerful graphics cards, or by using Numpad – a few times to lower the screen resolution.

Advanced

Mind Control!

Hold the grip. Move your hand in the direction you want the last ball you touched to move! Maybe it should be called hand control!

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.~~

SteamVR is having issues with trackers. If trackers work, you should be able to get 11 specials and 1 gun to track.

Credits

Paul Eckhardt – <http://bricklightstudios.com>

Lead / Art / Node Wrangler / Sound / Stuff

Ben Visness – <http://bvisness.me>

Code Wrangler / Beach Ball Herder / Math Warrior / Score Board Designer

John Stoffelen – <http://johnstoffelen.com>

That fabulous Beach Ball Model & Hot Air Balloon

Stu MacAskie – <https://www.facebook.com/Stu-MacAskie-323709047723215/>

Music in the trailer!

Also Featuring bits and pieces gleaned from the internet by these great folks:

Alireza Khajehali – <https://www.artstation.com/artbyalireza>

Macro Color Variation on grass (and other tips and tricks!)

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