



## instruction manual

If you want to contribute to the project, send me an email  
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# What is the a7titude?

a7titude is a game of skill which ensembles several tricky puzzles which have to be solved to get to the next stage to get more and more points to reach the highscore.

The game has been done for the Conitec 100 lines contest (June 2008) which involves programming limitations like only 100 semicolons as delimiters for lines and only a sourcecode filesize of max. 10 kB.

a7titude fulfills these requirements and is still a cool game. Ensembling the very well received but not used A7 logo design, a7titude is also a homage to the A7 game engine community. Filled with rockin' tunes from the very well know electronic artist Binärpilot from Norway, an easy to understand but hard to master gameplay, you are asked if you've got the right a7titude.

The a7titude to make games, to play games, to have fun or chill with style while listening to a fine selection of electronica music.



# Installation

After you have download the installer file, double-click it to start the installation process. After some seconds the installation screen will appear. Follow the instructions and install the game on your harddrive wherever you like. In addition, the installer tries to install the OGG Vorbis sound drivers which are necessary for playing the a7titude. Otherwise it won't start or will run with jerky. Please make sure, that you have had also installed the latest DirectX version on your PC.

After the installation process you will be asked if you would like to read the manual as electronic document or if you like to start the game. Check or uncheck one of these options and close the installation dialogue.

# Menus

After you have started the game you will see the main menu screen:



In this menu, you can select from different game modes. The a7titude consist of several game stages. From beginning, the first stage is unlocked and you all further stages are locked. If you click on the „play all“ - button, you will start the „tour“. If you play the tour and you enter new levels, these levels get unlocked. Unlocked levels can be played independently if you click their buttons in the main menu.

You can see also on each stage button, that there are digits indicating the highscore of the particular stage or the global highscore (on the play all button).

There is also a game menu, indicated by the small button in the upper left.



If you press F1, you can see it. You can exit the game menu by pressing F1 again. You can also switch the resolution through F5 or mute the game with F12. If you press ESC, you exit the whole game; with Q you exit the stage back to the menu. **Important: the F1 menu does NOT pause the game.**

# How to play

Playing the a7titude is really easy, you can pick up and play it even without reading this manual. Your mission is to set all bulbs alight. Each stage consists of more than a dozen puzzles.



In each, you pick up a disc. Move it with the mouse and touch the bulb with it to solve the puzzle. Beware of the light rays and other stuff which rotate or move around the bulb! Solving a puzzle raises your score and if you make any errors, your score will be decreased.



The a7titude is music-orientated. If the stage-song is over, you will leave the stage. So, if you want to achieve a higher highscore, play faster and without any errors! If you finish the stage before the song has been finished, you will also switch to the next stage.



# FAQ

Sometimes there could be more or less questions regarding the game. I hope you will find all unanswered question here:

**Q: When I play the game, it runs only with 2 or 3 frames per second. I am not able to play the game if it acts so jerky! How do I make the game run smooth? I played <insert high quality AAA game here> yesterday and it runs supersmooth on my powerful PC!?!?**

A: If you have got a super powerful machine, the a7titude should run smoothly, correct. Most often it happens, that users with this problem don't have the OGG Vorbis sound drivers being installed. The game installation (rather than the source of the game!) includes an automated installation of these drivers. Reinstall the game and make sure, that the installer installs these drivers.

**Q: The game is running slow, how can I improve that?**

A: The a7titude has no quality settings screen. Though, you can improve the performancy by switching with F5 to a lower resolution. Also check the OGG Vorbis related performance problem above. Try to close unnecessary applications which are running in the background while you are playing the game. Though, if you have just a 100 Mhz CPU and no hardware accelerated graphics, we still can't help you.

**Q: Do you plan to extend the game in the future?**

A: Yes.

**Q: How can I help you to go on with this project?**

A: There are several ways. The easiest way is probably to tell your friends about the game and the project so that more people get to know about it. The second easiest and a also a great way to help us, is to donate money via paypal (ID: christian@behrenberg.de). All donations will be used to buy and refinance software which will and has been bought to create this game or other purposes. And if there is no purpose, it is a great gesture by you. All monetary donations will make your name appear in the credits list in future versions of the game. In addition, you can of course contribute by making 2D or 3D content for the game. There are lots of things being undone for the expansion, so you will guess there is always a place for artists and designers.

# Credits

In the following you will find a credits list of all people who had contributed more or less to the project.

## **project lead, programming & graphics**

Christian Behrenberg

## **music**

(Gesouble) Gesutch, Cornered! (Promo Edit) & Pharmacokinetik are © Alexander Støver aka Binärpilot. Used with permission. Please visit his page: <http://binaerpilot.no>

## **sound ressources**

SoundSnap.com

grsites.com

# License information

The a7titude can be downloaded in two flavors: the uncompiled source and the compiled and packaged version. Both versions are free to use and play and therefore indicated as freeware.

The source of the a7titude including all contents are not allowed to be used for any commercial purposes except otherwise negotiated. You can download it, read, watch and modify it (and of course, play with it)... you can even distribute it (as it is, of course!), but you are not allowed to make money with it or something like this.

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