GravSlider 1.5   (GS120218a)

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QUICK HINTS

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- Hold at about 45 degrees, or "normally".
- Use with two hands, while sitting.
- Rest hands in lap; below stomach is best.
- Press Play and Tilt device to move slider.
- Keep slider in dotted square for 1 second.
- Higher levels (Lev 1-9) scores points faster.
- Finish game to get Credits to Make Sliders.
- Touch slider to make Your Own Sliders.
- When making a slider take a full-size head shot, then when later editing it, expand it further to fill all corners of a square image; the slider will be easier to see, and funnier.

GAME PLAY

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While holding the device "normally" the slider (the thing that seems to slide around on the screen) can be moved by tilting the device front to back and side to side. The main idea of the game is to repeatedly move the slider into the target box and keep it there for about a second.

Game play can take place whenever the Play button is enabled (not dim). Pressing the Play button starts a scored game. Pressing it while playing will stop and cancel the game. During a game the current score and remaining game time are shown in the target box. The top scores appear on the central scoreboard, between games. The lowest score on the scoreboard will be displayed, in brackets beside the current score, inside the target box, when the current player is close to getting onto the scoreboard. (Note, the scoreboard can be reset by pressing "Reset SB" on the toolbar, when showing this INFO, within the first few seconds after starting the App.)

When the border line around the playing surface is solid, the slider will stay in play no matter what happens. However, when the border appears as a dashed line, the slider can slide off the game surface. If the slider leaves the game boundary then points are deducted from the score, and the game continues, but with the solid border temporarily back up. Pressing the Lev+/Lev- buttons adjusts the level of difficulty prior to game play. Higher levels earn points faster, and result in getting more Credits at the end of a game, which can be used to make new sliders.

CUSTOM SLIDERS

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New sliders can be made on the slider-making page, which can be accessed by touching the moving slider. Credits are required to be able to make new sliders with the Camera, or from the Camera Roll, if they are available. (Note the hint on making new sliders, mentioned above.) When a new slider is made, it is displayed on the slider-making page, and can be selected with the "Use This Slider" button. The "Older" and "Newer" buttons change which existing slider can be used. The "Delete" button permanently deletes a user-made slider. Different existing sliders can be selected without Credits.

HOW IT WORKS

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The slider moves as if it had mass and were on a frictionless surface, like a puck on an air-hockey table. The sliding action is caused by gravity, but not ALL of gravity. Signal processing is used to remove the constant "bias" of gravity, so that the slider does not just fall to the edge of the screen. Pressing the Anti-Grav button (so that it says GRAVITY) will turn off the bias removal processing and allow normal gravity to have an effect. When under normal gravity, the slider can still be balanced and held in the middle of the screen, but it is much more difficult.