

# obulis™



## ABOUT OBULIS

Based on the award-winning mobile game of the same name, Obulis takes things to the next level by fusing highly compelling gameplay with outstanding graphics, music and state of the art physics effects.

The goal of Obulis is to drop all of the colored spheres into their like-colored pots. Spheres are connected to the playfield using chains and ropes and the player must cut these constraints to put the spheres and the level in motion by the forces of gravity and physical interaction. The controls are extremely simple and intuitive. Obulis can literally be learned in seconds, but the puzzles will keep you thinking for hours.

- Over 150 Levels
- Over a dozen interesting themes
- Breathtaking Graphics and Music
- Spectacular Physics and Special Effects

## SYSTEM REQUIREMENTS

- Windows Vista/XP/2000
- 1.0 GHz Processor
- 128 MB RAM
- DirectX 9.0c
- DirectX compatible 64 MB graphics card
- DirectX compatible sound card
- 50MB of available hard drive space
- Mouse and keyboard

## TECHNICAL SUPPORT

For an optimal gaming experience, be sure to update your computer with the latest drivers and system updates. Some of the most popular hardware and system software companies are listed below.

Be sure to check your PC manufacturer's Web site for additional updates and drivers.

- **ATI Technologies®** - [www.ati.com](http://www.ati.com)
- **Creative** - [www.creative.com](http://www.creative.com)
- **nVIDIA®** - [www.nvidia.com](http://www.nvidia.com)
- **Microsoft® DirectX®** - [www.microsoft.com/windows/directx](http://www.microsoft.com/windows/directx)
- **Windows® Update** - <http://windowsupdate.microsoft.com>

Should you have any questions concerning the operation of this product, first check our Support page on our web site listed below to see if your issue has already been resolved. If you still need to contact us, please send an email to our technical support staff at: **support@meridian4.com**.

Please attach your dxdiag file to the email. You can get to your dxdiag by following these steps:

1. Click on Start
2. Select Run
3. Type "dxdiag" (without quotes)
4. Select Enter
5. Save and email the file to support (at) meridian4 (dot) com

Meridian4 web site: [www.meridian4.com](http://www.meridian4.com)

## SCREEN RESOLUTION

Obulis will run at the resolution of your Window's desktop. To change the resolution Obulis runs at, simply change your desktop resolution in Windows.

If you are experiencing slow or choppy gameplay, try reducing your Window's Desktop resolution by doing following;

### Vista:

1. Exit Obulis
2. Right-Click on an empty spot on the Desktop.
3. Click 'Personalization'
4. Click 'Display Settings'
5. Locate the Slider labeled 'Resolution:'
6. Move the slider to a lower resolution. Try 800x600 for maximum performance.
7. Fonts and Icons may appear very large. This is normal.
8. Run Obulis again
9. When you are finished playing, return the 'Resolution:' slider to its original position.

### XP, 2000 and older:

1. Exit Obulis.
2. Right-Click on an empty spot on the Desktop.
3. Click 'Properties'.
4. A dialog box will appear. Click the 'Settings' tab.
5. Locate the Slider for changing resolution.

6. Move the slider to a lower resolution. Try 800x600 for maximum performance.
7. Fonts and Icons may appear very large. This is normal.
8. Run Obulis again
9. When you are finished playing, return the 'Resolution:' slider to its original position.

## CONTROLS

To cut a rope/chain, you must first select it using the left mouse button. When you are ready to cut the rope/chain, you can either click the right mouse button or press the space bar.

You can restart a level by clicking the 'retry' option in the upper left corner of the screen or by pressing the 'r' key.

## MAP

The Map screen is where you select a level to play. Levels are represented as tiles. At first, only 1 level is available on each map. As you complete a level, new levels will become available. To play a level, simply click on the tile.

## WINNING

To win the game, you must acquire 6 medallions. Medallions are awarded after completing specific levels. An icon of each medallion can be seen on each map.

## BONUS TILES

Completing certain levels will award the player with pieces of a bonus tile. Once the player finds all of the pieces of a given bonus tile, several new levels will become available in the game.

## CREDITS

Obulis was developed by Joe & Bob Johnson.

Published by Meridian4

[www.ionfx.com](http://www.ionfx.com)

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