DOOM ROLLER

The object of the game is to use the player's ball to collect all the gems in the level. Then you will advance to the next level. A level editor is also included with the game as a separate exe file so players can create their own levels.

Controls

Use the mouse to click on the player's ball with the left mouse button. This will move the ball in the direction the camera is facing. Use the A & D keys to rotate the camera around the ball.

Level Objects

The gems you need to collect are somewhat transparent and give off a blue light. There is a time limit. Every time you collect a gem five(5) seconds will be deducted from your time to finish the level.

The enemies are Doom Orbs. They are animated red glowing balls that will remain stationary until you come within a certain range. Then they will follow you around. One touch will suck out your soul and cause the level to restart.

Accelerators are glowing box shaped objects in the level that will accelerate the player's ball in a certain direction. Red will accelerate you on a bearing of 0 degrees, the game world's forward facing direction. Green will accelerate you on a bearing of 180 degrees. Blue will accelerate you on a bearing of 90 degrees and Yellow on a bearing of 270 degrees. White is random and will always accelerate the player in a random direction.

There are ramps you can use with accelerators nearby to jump across distances if need be.

The green obstacles in the levels will bounce the player's ball away when you come into contact with them. There are other solid objects in the level that are simply there to block your path. Have fun!

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