Mantual

of

Kaleido Chaos

《Kaleido Chaos 用户手册》

1 Game Objects

Kaleido Chaos has two important kinds of game objects. The first one is Kaleido Cube, and the second is Kaleido ball. Every game scene has only one Kaleido Cube but a variable number of Kaleido balls.

Kaleido Chaos 有两类重要的游戏物体，第一类是 Kaleido 立方，第二类市 Kaleido 球。每场游戏只会出现一个 Kaleido 立方，以及不确定数量的 Kaleido 球。



Fig.1 Kaleido Cube(+)

图 1 Kaleido 立方 状态+



Fig.2 Kaleido Cube(-)

图 2 Kaleido 立方 状态-

Kaleido Cube is available to be controlled by player. Press keys **WASD** or ↑ ↓ ←→ can change it moving direction.

Kaleido Cube 是玩家唯一能操控的物体，按 **WASD** 或者 ↑ ↓ ←→键可以改变它的移动方向。

As shown in figure 1 and figure 2, Kaleido Cube has two patterns: kaleido Cube(+) and Kaleido Cube(-). Press **left Ctrl** or click **left mouse** can change Kaleido Cube between these two patterns.

正如图 1 和图 2 所示，Kaleido 立方有两个状态：状态+和状态-。按下左 Ctrl 键或者点击鼠标左键可以控制 Kaleido Cube 在两种状态下进行切换。

2 Game Scene

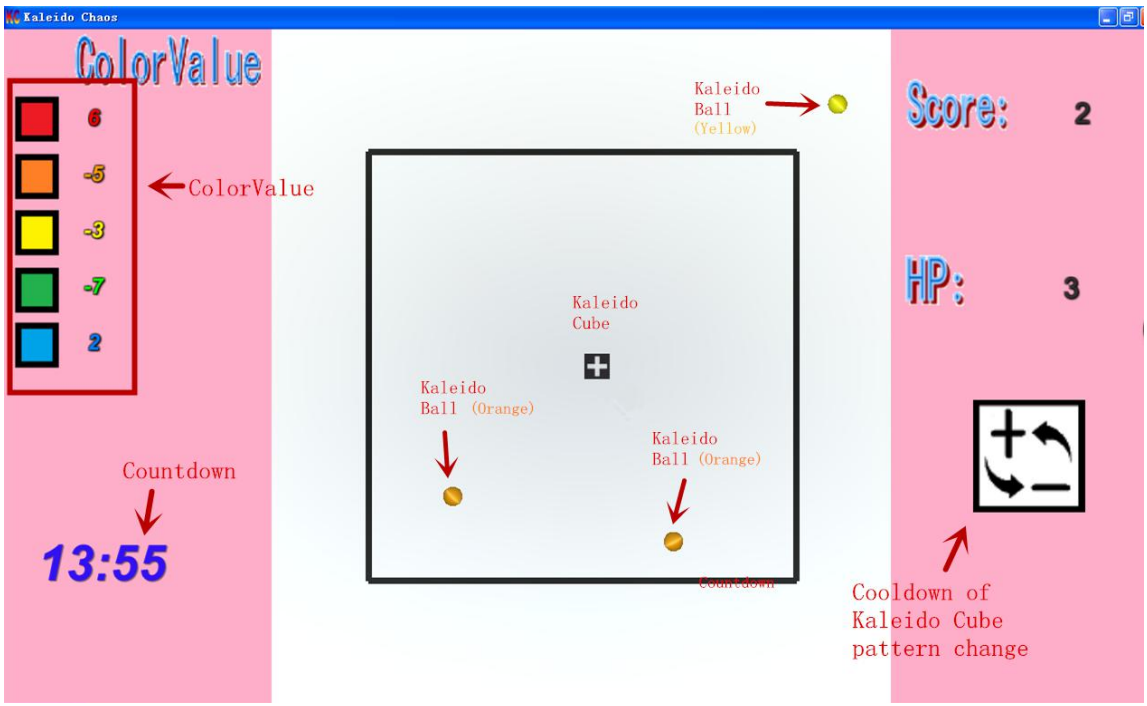


Fig.3 Game Scene of Five Colors Mode

图 3 Five Colors Mode 游戏场景

Fig.3 shows a game scene of **five colors mode INFINITE**(**five colors mode INFINITE** is a game mode of Kaleido Chaos and it is introduced at the next section).

图 3 展示了 5 色-无限模式的游戏场景（游戏模式将在下节介绍）。

In this scene, Kaleido Cube has a pattern of +, that means player gets score when Kaleido Cube hits Kaleido Balls with positive ColorValue and loses score when

Kaleido Cube hits Kaleido Balls with negative ColorValue.

在该场景中，Kaleido Cube 处于状态+，这意味着，Kaleido Cube 碰到 ColorValue 为正值的 Kaleido Balls 时玩家得分，碰到 ColorValue 为负值的 Kaleido Balls 时玩家失分。

For example, there are two orange Kaleido Balls and one yellow Kaleido Ball in the scene. The ColorValue of orange shown at the right side of the scene is -5 and the yellow ColorValue is -3. At the same time , Kaleido Cube is at the pattern of +. So, player loses score of 5 points if Kaleido Cube hits an orange Kaleido Ball and loses 3 points by hiting a yellow Kaleido Ball.

例如，在上面场景中，有两个橙色的 Kaleido Balls 和一个黄色的 Kaleido Ball。场景左方展示了各种颜色对应的 ColorValue。其中，橙色的 ColorValue 是-5，黄色的 ColorValue 是-3。且，Kaleido Cube 处于状态+。因此，当 Kaleido Cube 碰到一个橙色的 Kaleido Ball 时玩家可得 5 分；当 Kaleido Cube 碰到一个黄色的 Kaleido Ball 时玩家失去 3 分。

Every ColorValue does not remain constant. ColorValue changes when the Countdown(shown in the lower-left corner of the scene) reaches zero.

所有的 ColorValue 都不是恒量。每当场景左下角的倒计时到零时，ColorValue 就会改变。

A Kaleido Ball emerges every few seconds in the game scene and be destroyed when Kaleido Cube hits it.

游戏中，每隔几秒就会产生一个 Kaleido Ball。Kaleido Ball 在被 Kaleido Cube 碰到后消失。

HP shown at the right side of game scene is very important. The game is over when **HP** goes down to zero. Every time player loses score, HP decreases one point.

位于游戏场景右侧的 HP 值非常重要，但 HP 变成 0 时，游戏结束。每当玩家失分，HP 减少一个点。

3 Game Modes



Fig.4 Main User Interface

图 4 主界面

Fig.4 shows the **Main User Interface** of Kaleido Chaos. In this interface, **DEMO** is a game play demonstration of Kaleido Chaos. **Challenge** is a game mode with certain goal limits and contains nine levels （Fig.5）. Challenges level 2 to 9 are locked until player completes the previous levels.

图 4 展示了 Kaleido Chaos 的主界面。DEMO 是 Kaleido Chaos 的一个游戏演示。Challenge 是挑战模式，包含 9 个关卡。其中关卡 2 到关卡 9 需要玩家完成前面的关卡来解锁。



Fig.5 User Interface of Challenge

图 5 挑战 界面

INFINITE and **FUNNYLUCK** are two main game modes that players can play with no certain goal limits. In these two modes, players can score as much as possible until HP gets to zero.

INFINITE 和 FUNNYLUCK 是游戏的两个主要模式。这两个模式都是无尽模式，玩家可以在 HP 归零之前获取尽可能多的分数。

There is a difference between **INFINITE** and **FUNNYLUCK**. Some magical items could emerge in the game scene of **FUNNYLUCK** but , not of **INFINITE**.

INFINITE 和 FUNNYLUCK 的区别在于，FUNNYLUCK 存在魔法道具，而 INFINITE 没有。

Four magical items are available in **FUNNYLUCK**, they are **Freeze Cube**, **Speed-Up Cube**, **Speed-Down Cube** and **HP Cube**. The magic effect of all these four Cubes can be activated by hitting them with Kaleido Cube.

FUNNYLUCK 中有四种魔法道具，分别是 **Freeze Cube**、**Speed-Up Cube**、**Speed-Down Cube** 和 **HP Cube**。通过控制 Kaleido Cube 触碰即可激活魔法道具的效果。

Freeze Cube (see Fig.6): Freezes Kaleido Balls and makes them moving at a very low speed. Hitting two or more Freeze Cubes in a very short time can not cumulate the effect!

Freez Cube（见图 6）：冻结 Kaleido Balls，使 Kaleido Ball 进入缓慢的运动状态。Freeze Cube 的效果无法叠加。



Fig.6 **Freeze Cube**

Speed-Up Cube(see Fig.7): Speeds up Kaleido Cube. The effect can be cumulated.

Speed-Up Cube(见图 7):增加 Kaleido Cube 的速度。效果可以叠加。

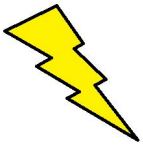


Fig.7 **Speed-Up Cube**

Speed-Down Cube (see Fig.8): Speed down Kaleido Cube. The effect can be cumulated.

Speed-Down Cube(见图 8)：降低 Kaleido Cube 的速度。效果可以叠加。



Fig.8 **Speed-Down Cube**

HP Cube (see Fig.9): Add one point of HP.

HP Cube(见图 9): 增加一个点的 HP。



Fig.9 **HP Cube**

Both **INFINITE** and **FUNNYLUCK** contain four sub-modes(**1 color mode**, **3 colors mode**, **5 colors mode** and **7 colors mode**, see Fig.10). Game difficulty grows with more colors available.

INFINITE 和 **FUNNYLUCK** 两种模式均包含 4 各子模式（**1 color mode**, **3 colors mode**, **5 colors mode** and **7 colors mode**，详见图 10）。游戏的难度随着颜色的增多而增大。

In **1 color mode**, only red Kaleido Balls emerge in the game scene(see Fig.11).

在 1 color mode 模式中，游戏只会出现红色的 Kaleido Balls（见图 11）。

In **3 colors mode**, Kaleido Balls with red, orange and yellow could emerge in the game scene(Fig.12).

在 3 colors mode 中，游戏会出现红橙黄三色的 Kaleido Balls（见图 12）。

In **5 colors mode**, Kaleido Balls with red, orange, yellow, green, blue could emerge in the game scene(Fig.13).

在 5 colors mode 中，游戏会出现红橙黄绿蓝 5 种颜色的 Kaleido Balls（见图 13）。

In **7 colors mode**, Kaleido Balls with red, orange, yellow, green, blue, cyan and purple could emerge in the game scene(Fig.14).

在 7 colors mode 中，游戏会出现红橙黄绿蓝靛紫 7 钟颜色的 Kaleido Balls（见图 14）。



Fig.10 User Interface of Sub-Modes

图 10 子模式的选择界面

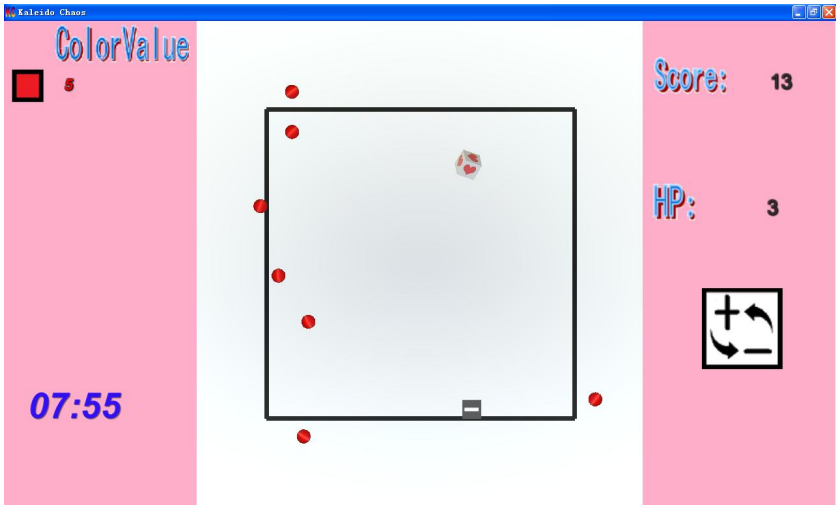


Fig.11 Game Scene of **1 Color Mode**

图 11 **1Color Mode** 的游戏场景

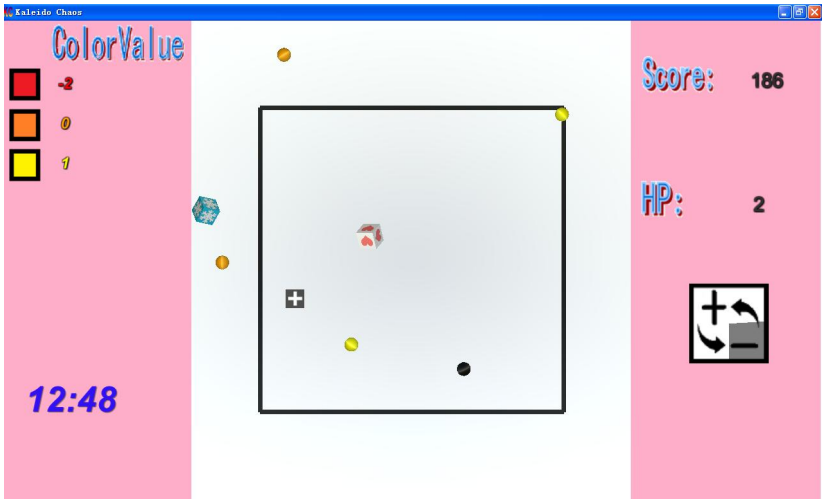


Fig.12 Game Scene of **3 Colors Mode**

图 12 **3 Colors Mode** 游戏场景

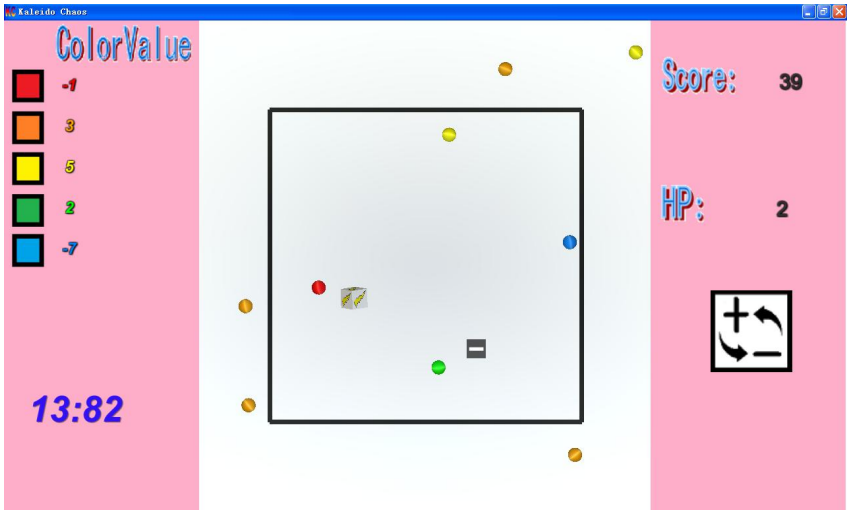


Fig.13 Game Scene of **5 Colors Mode**

图 13 **5 Colors Mode** 游戏场景

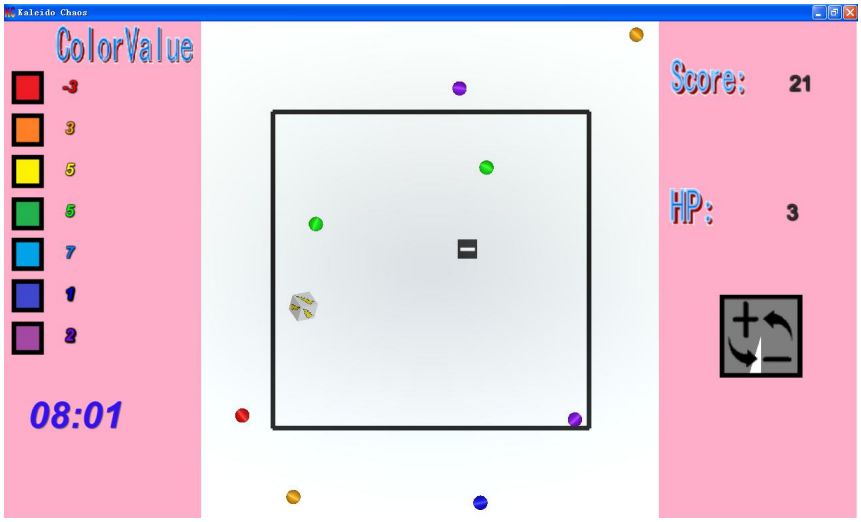


Fig.14 Game Scene of **7 Colors Mode**

图 14 **7 Colors Mode** 游戏场景