Yinyang
A Game of Tiles

by
Mark Sheeky

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by Mark Sheeky

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Let us begin.

Yinyang

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OVERVIEW

Welcome

Greetings Yang! Your girlfriend, Yin, has been kidnapped by the forces of chaos. You must roll across the tiles to make them vanish and open the exit. Progress through the levels to find and release Yin from her steel cage.

This manual includes a quick guide as well as more detailed information on how to play the game.

Quick Guide

Use the arrow keys (or a game controller) and the return key to use the menu. You can press the Esc key to go to the previous menu or screen. The main game screen is shown below.

Use the arrow keys (or a game controller!) to steer the ball. Rolling off a tile will flip it and make it vanish. Make all of the tiles vanish and the exit will open. Roll into the open exit to advance a level.

Different tiles have different effects, some are more slippery than others for example. Black and white tiles must all show white before the exit will open.

Your current score, lives and time remaining are present on the screen.

IN DEPTH

Main Menu

Use a game controller, or the arrow keys, and the return key to use the menu. You can press the Esc key to go to the previous menu or screen. You can also use the mouse wheel to highlight options, and use the left and right buttons to select and retreat respectively.

The main menu allows access to the other menus to configure the game. Quit will quit the program.

Start Game
Start Game will start a game with the current settings. You have a choice of three skill levels, Easy, Medium and Hard. Higher skill levels give you less time to complete each level.

Magic Menu

Bonus items and sub-games appear in this menu. Bonus games or other options will appear in this menu when those features are unlocked.

Magic Points

Completing any level gives you one magic point. Bonus items, like extra games are unlocked every 100 magic points..

Options

Ambient Light
You can specify how much background light is present in the game. Turn this value up to make the game more easily visible. If playing in a darkened room, turn this value right down to add atmosphere to the visuals.

Backdrop
You may toggle the existence of the smoky blue clouds in the background with this option.

High Scores

The top five high scores are shown.

Gameplay

The main game screen is shown below.

Controls
Use the arrow keys to steer the ball around the level. You can press Esc to abort the game and P to pause the action.

Aims
Flip all of the vanishing tiles on the level to open the exit. When open, the exit will change from red to blue, at that point enter it to complete the level. Some types of tile need to be flipped several times before they vanish. Black and white tiles should all show white before the exit will open.

Every five levels a bonus stage will appear. Flip 20 tiles within the time limit to gain an extra life.

Display
Score, lives, and time remaining are shown on the screen.

Tiles

There are several types of tile in Yinyang. To open the exit you must flip all of the tiles that can vanish, and have all of the light tiles set to white.

Basic Tile
The standard plain grey tile will flip to nothing when you roll off it.

Double Hit
Double hit tiles are pink checked. Roll off these to turn them into a standard tile.

Triple Hit
Triple hit tiles are checked grey and blue. Roll off these to turn them into a Double Hit tile.

Rough Tile
Rough tiles have a tread pattern. Like normal tiles these will flip to nothing but they also give a good firm grip.

Glass Tile
Glass tiles are smooth and slippery. These will flip to nothing like normal tiles.

Indestructible Tile
These are dark grey. They will not flip and are safe to roll over.

Indestructible Rough Tile
These are dark grey and have a tread pattern. These will not flip and give a good firm grip, ideal for slowing down.

Indestructible Glass Tile
These are dark grey and smooth and shiny. These will not flip and are very slippery.

Light Tile
Light tiles are black on one side and white on the other. Rolling off them will flip them over. You must set all of these to white before the exit will open.

Pusher
These green arrowed tiles will kick you in the direction of the arrow.

Jump
The jump tile has a green spot in the middle. It will kick you up in the air. Roll at them and use these like ramps to jump over gaps.

Rotating Pusher
These blue arrowed tiles are like normal pusher tiles but they will change direction after they push you.

INFORMATION

Credits

Yinyang
Yinyang was developed by Cornutopia Software.
Design, programming, graphics and sound by Mark Sheeky.

Music
"Yinyang"
Created using Noise Station v1.20.
Available on the album "Stupid Computer Music" by Mark Sheeky.

Cornutopia Software
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support@cornutopia.net

About

About Cornutopia

All of the Cornutopia games were designed and programmed by me, Mark Sheeky.

I began programming games in the 1980s on my first home computer, a Dragon 32. Game programming became an addiction and obsession, and this continued throughout the 1990s, programming many Public Domain and Shareware games for the Commodore Amiga computer.

My first Windows PC game was Arcangel in 1999, a squad level strategy game, and in 2002 I decided to publish my own games under the name Cornutopia Software.

I gradually transitioned into becoming an artist, and have painted over 500 oil paintings, composed and recorded over 30 albums of music, and written a few books, but game programming was my first passion, and this complex and supremely difficult task remains a solid foundation on which to build a mind.

You can find out more about my artwork, and browse my complete software catalogue on www.marksheeky.com. Search for Mark Sheeky on Amazon to discover more of my books and music.

Other Games

Visit the Cornutopia Software website or search for Mark Sheeky to see more titles. The current Cornutopia games catalogue is:

Thermonuclear Domination
Arcangel: The Legacy Of Peace
Roton
Martian Rover Patrol
Trax
Noise Station
Radioactive
Breakout Velocity
Fallout Velocity
Bool
Yinyang
Outliner
Firefly
Flatspace
Taskforce: The Mutants Of October Morgane
Future Pool
Gunstorm
Flatspace II
Future Snooker
Gunstorm II
Flatspace IIk

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