



**MARBLESOFT**

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# Single Switch Games 2

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# Introduction

Welcome to *Single Switch Games 2*, a set of arcade-style games for single switch users.

## System Requirements

### Macintosh

*Single Switch Games 2* requires a Macintosh PowerPC with MacOS 9.0.4 or later and the Macintosh Carbon Library 1.6. A G3 or later processor is recommended. If you do not have CarbonLib installed on your computer, you can download a copy of it at:

<http://www.apple.com/support/downloads/>

### Windows

*Single Switch Games 2* requires Windows 98 or later. A Pentium II or later processor is recommended.

## Installation

Read the “Read Me First” file on the CD for any last minute changes to this guide.

### Macintosh

To install *Single Switch Games 2*, place the CD in the drive and double-click the “SS Games Installer” icon. By default, the installer will place the programs inside a folder named “Marblesoft” in your Applications folder, though you can select any location you want.

*Note: If you move Single Switch Games 2, be sure to move the entire folder. Single Switch Games 2 will not run correctly if all its files are not in the same folder.*



## Main Menu

After the title screen you'll see another scanning activity called the main menu. The program scans among all the activity groups, which are described in the next section. Press the switch to select a group when it is flashing.

The main menu also shows the current players' names. To change players, type ⌘-O on a Macintosh or Ctrl-O on Windows before starting a game.



*The Main Menu*

See the **Options** section later in this guide for a description of all the play options available in the games.

Once you've selected a group from the main menu, you'll see another menu showing all the games in that group. The menu will scan all the games in the group.

If the "Show difficulty on menus" option is on (see the **Options** section), a thermometer will be placed next to each game on a group activity menu, showing that game's relative difficulty. While all games start simple and get progressively harder, some games are conceptually much harder for the beginner. The thermometer helps you see which games are hardest to master.



### Important

There's also a convenient keyboard shortcut that you can use to select an item from a menu. Of course, a single-switch user can't do this, but it's a convenient shortcut for a supervising parent or teacher: On a Macintosh, hold down the command key (⌘) type a number from 1 to 5 that represents the item you want to choose. On Windows, use Ctrl-1 through Ctrl-5 to do the same thing.

For example, the item in the upper left corner is ⌘-1 (Ctrl-1), and the item just below it is ⌘-2 (Ctrl-2). Go down the 2 or 3 items on the left side, then continue counting down the right side.

There's one more keyboard shortcut you'll surely want to know about: Before any points have been scored on a game, you can advance to the next level (up to level 7) by pressing ⌘-A on Mac or Ctrl-A on Windows. This allows experienced players to skip the early levels and get right to the exciting stuff.

The 5 activity groups and their games are described in the following sections.

# The Games

When a game is selected, the player plays it to its completion using just the single switch. All games have multiple levels of difficulty. When the student completes a level, the game automatically advances to the next level, which is incrementally more difficult.

When a player fails to complete a level, the game is over, and the program displays the top score screen, which is described in a later section.

A supervising teacher or parent can also quit a game in the middle and return to the group menu by pressing **⌘-M** on a Macintosh or **Ctrl-M** on Windows.

## Play Options

There are many ways you can customize the games, including:

- Normal or easy modes of play
- Cause and Effect Mode
- Simple Backgrounds option to give the games higher visibility
- Repeating levels for players who cannot advance
- Control of how some sound effects are played

All play options are described in the **Options** section of this guide.

The following pages describe each group of games in *Single Switch Games 2*.

*Note: The following pages include lots of screen shots which show many variations in difficulty and some of the options available to you. They may not specifically describe the exact variations shown. Be sure to check out the **Options** section later in this guide to see the numerous ways you can custom-fit the games to your students.*

# Maze Games

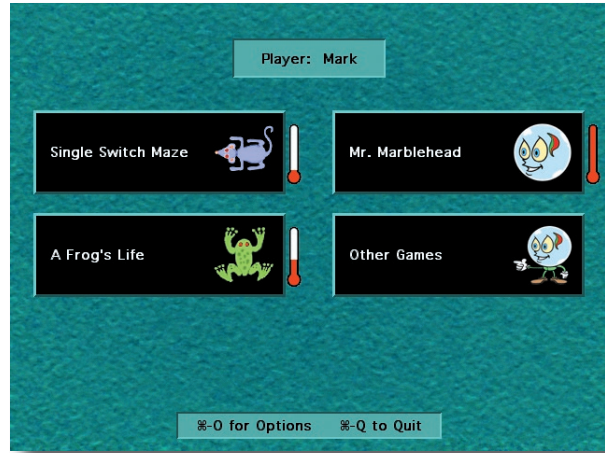
The three maze games all start very easy, but get hard enough to challenge any adult. Single Switch Games is one of the easiest games on which beginners can start. Mr. Marblehead gets very difficult very quickly, and will challenge any player.

In Easy mode, the player simply gets more time. In Cause and Effect mode, the player is given an unlimited amount of time to solve the maze

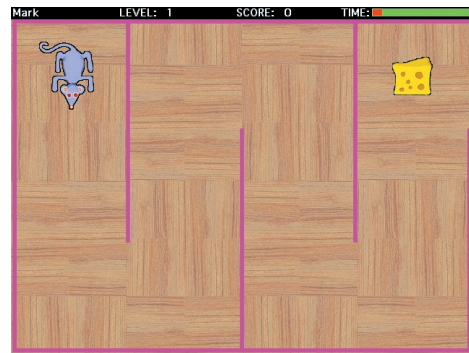
## Single Switch Maze

Single Switch Maze is a game where the player navigates a mouse through a maze. The mouse scans all the possible moves from each square. When the player hits the switch, the mouse moves to the square ahead.

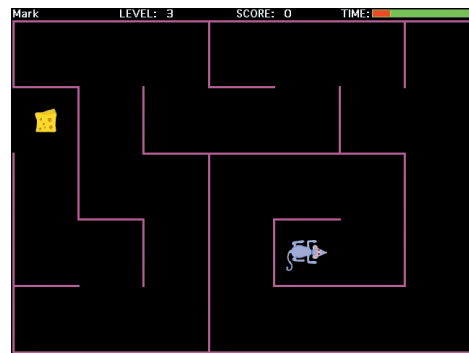
A piece of cheese highlights the exit to the maze. The player must get to the cheese and exit the maze within the allotted time in order to advance to the next level. As the level of difficulty increases, the maze increases in size and complexity. On the higher levels, you have very little spare time, and mistakes become costly.



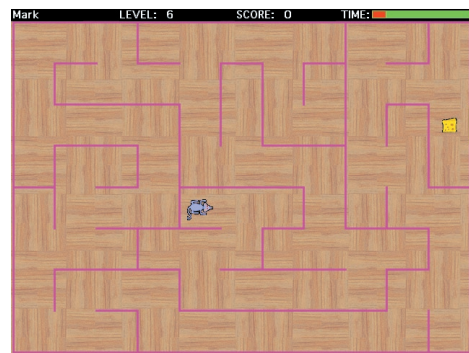
Maze Games Menu



Level 1



Level 3 - Simple background on



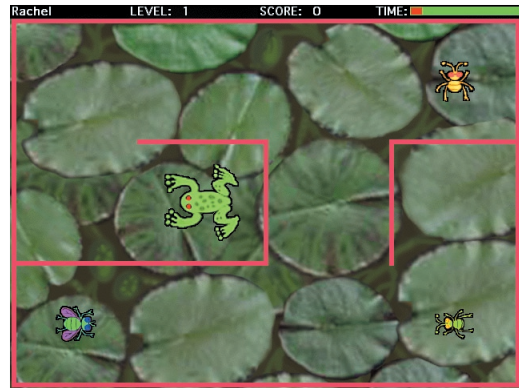
Level 6

### A Frog's Life

In A Frog's Life, the player navigates a frog through a maze, trying to eat all the bugs. The frog scans all the possible moves from each square. When the player hits the switch, the frog jumps ahead to the next square.

The player must eat all the bugs within the allotted time in order to advance to the next level. As the level of difficulty increases, the maze increases in size and complexity.

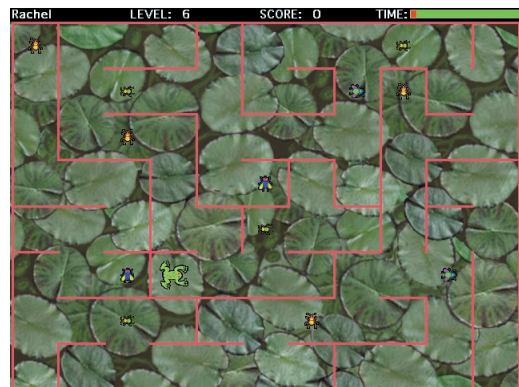
Having to backtrack to get to all the bugs makes A Frog's Life just a little bit harder than Single Switch Maze. On the higher levels, if you don't choose the most efficient route to gather the bugs, you won't have enough time to complete the maze.



Level 1



Level 3 - Simple background on



Level 6

### Mr. Marblehead

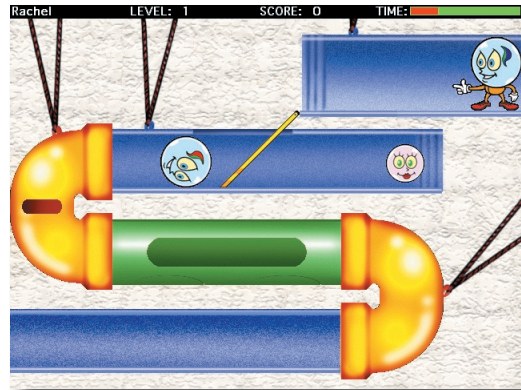
One of the most difficult of all the games is Mr. Marblehead. It's much more than just a maze game; it's really more of a puzzle.

Mr. Marblehead rolls continuously through a maze of floors, ramps, trap doors, and other obstacles. Each time the switch is hit, some of the obstacles open, close or otherwise change. The trick is to time the switch hits so Mr. Marblehead can climb to the top of the maze.

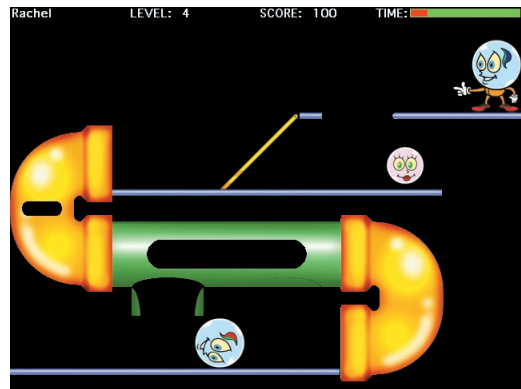
Mr. Marblehead also collects points by reaching Ms. Marblehead, who is strategically placed around the maze. Sometimes the points are worth the time it will take to reach her, sometimes not.

Some devices on the maze do things which are not immediately apparent. That's where the maze becomes a puzzle. It is possible to solve the puzzle on every level. It's doing it within the allotted time that's the hard part.

The lowest levels of Mr. Marblehead are quite simple, and suitable for every player. By the time you reach level 5, though, it's getting pretty difficult. Only the most skilled players will reach the highest levels of this game.



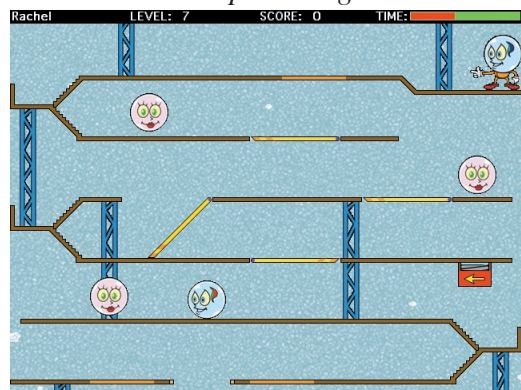
Level 1



Level 4 - Simple background on



Level 5 - Simple background on



Level 7

## Driving Games

The two driving games are quite simple conceptually. Just don't crash. The player hits the switch to make the car change lanes and avoid collisions.

Both games start with the cars moving very slowly so almost any player can play. As the difficulty level increases, faster reflexes are required.

In Easy mode, the cars move slower and don't have to travel as far. In Cause and Effect mode, the cars never crash.

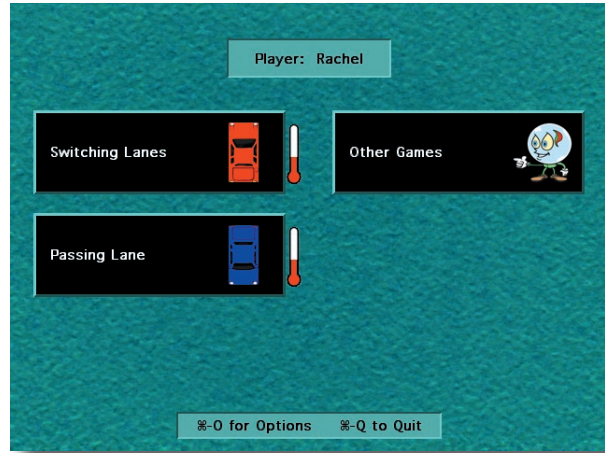
### Switching Lanes

Driving a car with just one switch is easy with Switching Lanes. The player uses the single switch to change lanes and avoid the other traffic on the road.

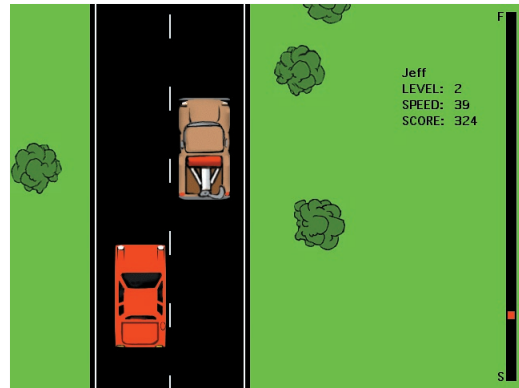
When the player has safely traversed the required distance, the program advances to the next level. As the level increases, the car moves faster and the spaces between other cars decrease. The player's reaction time is really put to the test on the higher levels.

### Passing Lane

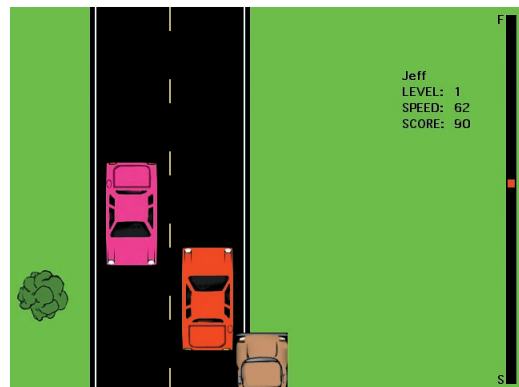
Passing Lane works just like Switching Lanes, except that there is oncoming traffic in the left lane. Keep to the right except to pass, and get back to the right as soon as possible to avoid oncoming traffic.



*Driving Games Menu*



*Switching Lanes - making a pass*

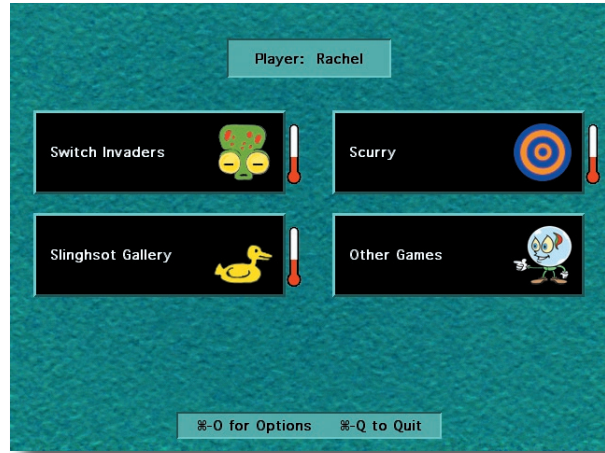


*Passing Lane*

# Target Games

The third set of games are the target games. They're all fairly easy to play on the lower levels. On the higher levels, though, they get quite hectic.

In Easy mode, you're given more time and more ammunition. In Cause and Effect mode, you're given an unlimited amount of time and ammunition.



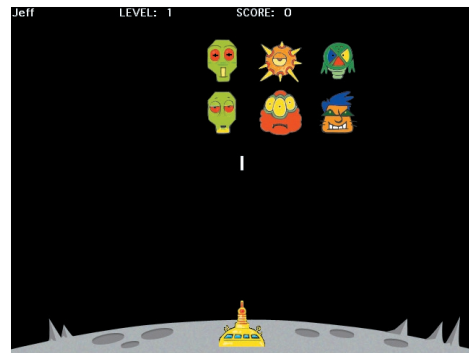
Target Games Menu

## Switch Invaders

Switch Invaders sends hordes of angry aliens descending upon you from space. Blast them with your laser gun before they come crashing into you!

Players cannot just hammer away randomly at the switch to be successful. Only one shot will fire at a time, so you must wait for

When all the aliens have been eliminated, the player advances to the next level. The aliens become more numerous and move faster as the level increases.



Level 1



Level 4



Level 7 - Simple background on

### Slingshot Gallery

Reminiscent of a day at the carnival, Slingshot Gallery has the player shooting pebbles at moving targets. Timing is critical as the player tries to knock over all the shapes. Careful aim is required to prevent running out of time or pebbles.

When a level is completed, the program advances to a higher level having more, smaller targets moving at a faster speed.

The progress bar at the top shows the time remaining. The remaining shots are shown at the bottom of the screen.



Level 1 - Simple background on



Level 4 - normal background



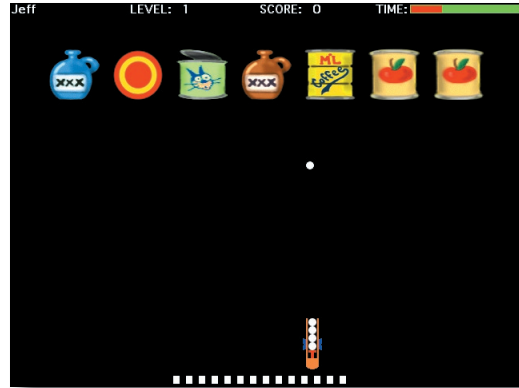
Level 7

### Scurry

How about target practice while standing on a moving platform? In Scurry, the player shoots balls at plates, bottles and cans lined up on the fence while rapidly moving back and forth. Lots of breaking glass makes the game fun!

When the player knocks all the targets off the fence without running out of time or balls, the program advances to the next level. Increasing levels of difficulty present more targets while the speed of the shooter increases.

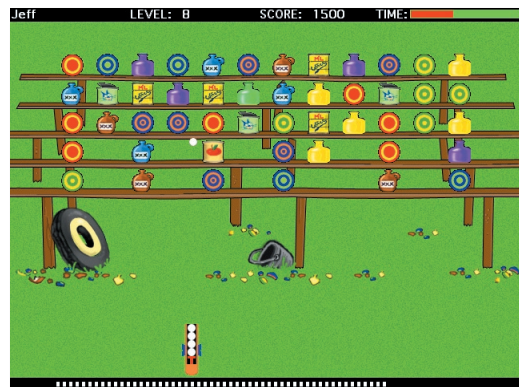
This one gets real wacky, real fast!



Level 1 - Simple background on



Level 4 - normal background

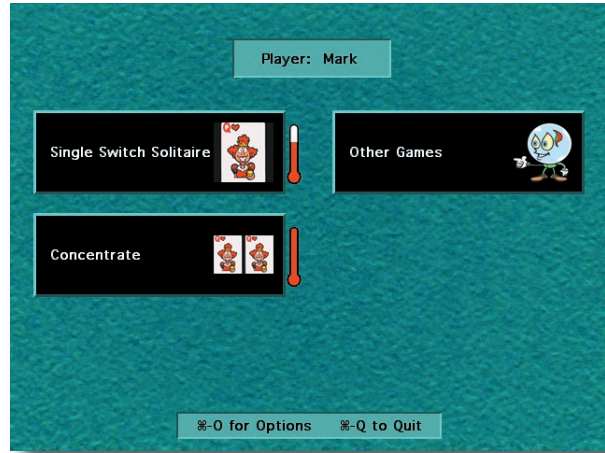


Level 8

# Card Games

New in *Single Switch Games 2* are two classic card games. Both games are very difficult on higher levels. Very young players will have trouble with these even on the lowest levels.

To quit the games, select the scoreboard icon in the upper left corner. Your score will be recorded. (You can also use  $\text{⌘-M}$ /Ctrl-M to return to the Card Games menu, but your score will not be saved.)

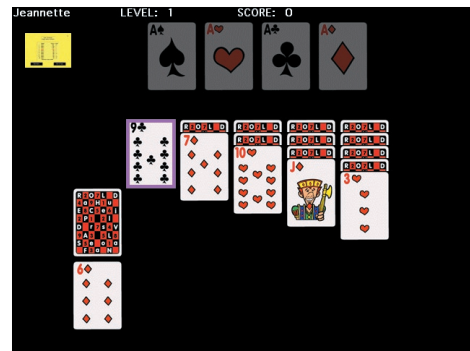


Target Games Menu

## Single Switch Solitaire

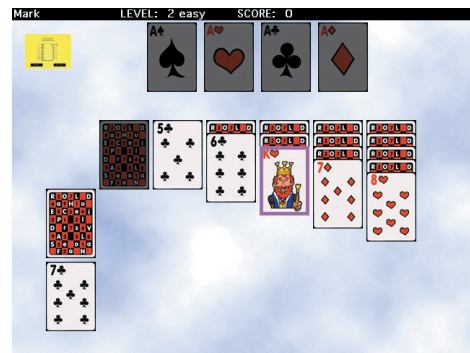
Up until now, single switch users have not had a great way to play Solitaire like every other computer user on the planet. That's all been changed.

Single Switch Solitaire is a full-blown solitaire game that will challenge any player. We've made it useful for single switch users by scanning all the possible moves, ignoring illegal moves, and automatically playing cards that are no longer needed to the foundation.



Level 1 - Simple background on

On level 1, there are 5 stacks of cards to move to the foundation. Each time you select from the draw pile, one card is turned over. On level 2, there are 6 stacks, and on level 3 there are 7. On level 4, two cards are turned over each time you select from the draw pile, and on level 5, three cards are turned over. At that point, the game is almost identical to Klondike, one of the most popular types of solitaire.



Level 2 - Easy mode

On level 1, the computer will always suggest a good move. From level 2 on, the player must determine the best move on their own. In Easy mode, the computer will put one less card on each stack on the lower levels, and will suggest the best moves up through level 7.



Level 5

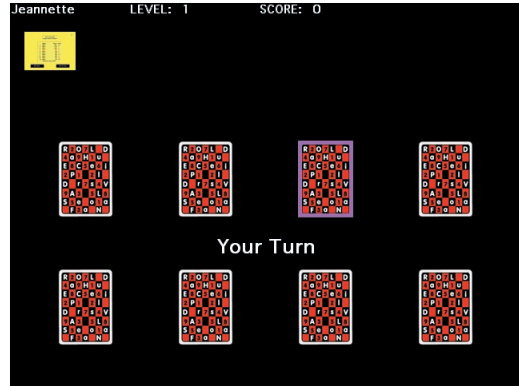
### Concentrate

Marblesoft's implementation of the classic game matches the player against the computer. Cards are turned over a pair at a time, and matching pairs are collected by the player and the computer until they're gone. Whoever has the most pairs wins.

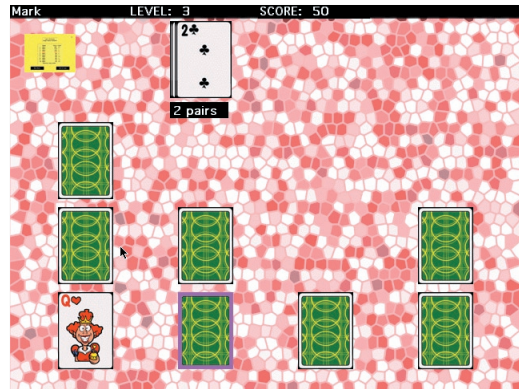
The player must concentrate on each card as it is revealed, in order to remember where the matching card was revealed.

On the lower levels, the computer plays poorly. On higher levels, the computer makes fewer and fewer mistakes. If a pair has been revealed, the computer will not overlook it.

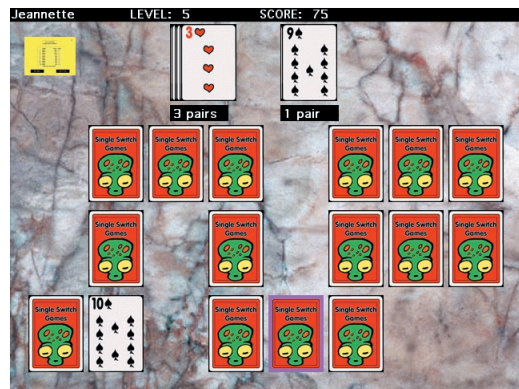
In Easy mode, there are fewer cards on each level, and the computer plays a little bit worse, allowing the player to win more often.



Level 1 - Simple background on



Level 3 - normal background



Level 5

## Two-Player Games

*Single Switch Games 2* includes four games for 2 single-switch users to play against each other. The games play identically to their single-player versions, except there are two players.

### The Duel

The Duel plays just like *Switching Lanes*, except that there are two players, each driving an identical course. When one player crashes, they are out, and the other player drives on until they crash. This game provides real head-to-head competition.

### Dual Switch Invaders

This game is identical to *Switch Invaders*, except that the two players work together to blast all the aliens. The game is over when either player is hit by an alien.

Dual Switch Invaders is perfect for a skilled player to be teamed with an unskilled player. The skilled player can “carry” the team, and the unskilled player can just blast away to their heart’s content!

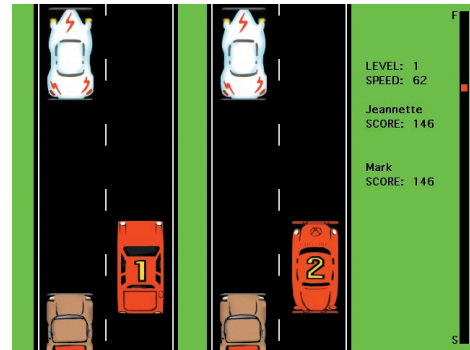
### Dueling Slingshots

This game is just like *Slingshot Gallery* for 2 players. Player 1 can’t reach the items on the right side, and player 2 can’t reach the items on the left side, so some amount of cooperation is required, though the points in the middle are up for grabs. The same ammunition is shared by both players, so that is a consideration as well.

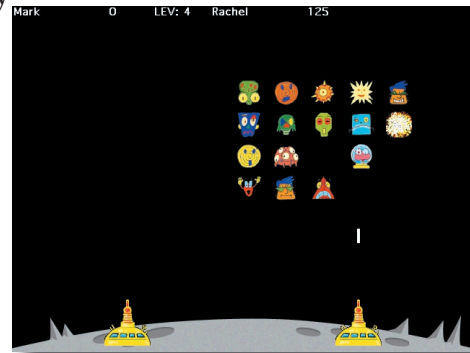
The game ends for both players when they run out of time or ammunition.



*Target Games Menu*



*The Duel*



*Dual Switch Invaders*



*Dueling Slingshots*

## Scurry Too

Scurry Too plays just like Scurry for two players. The ammunition is shared, so both players are responsible for being accurate.

Each player can only reach the targets on their side of the screen, so they must work together to complete each level. Both players can reach the objects in the middle, so there's a little competition for points as well!

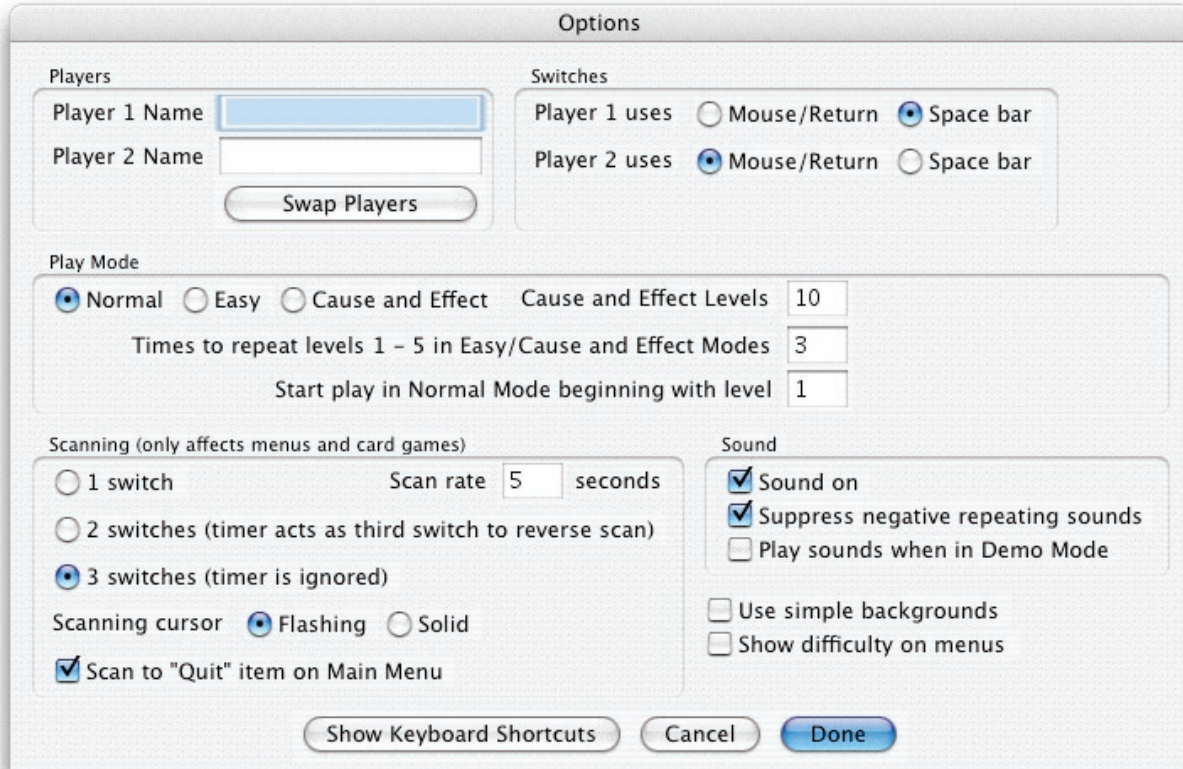


*Scurry Too*

The game ends for both players when they run out of time or ammunition.

# Play Modes

There are four play modes in *Single Switch Games 2*, each one designed to allow players with different abilities to fully enjoy the games. To select the play mode, use the Options dialog by pressing ⌘-O on a Macintosh or Ctrl-O on Windows. The four play modes are described here (Macintosh OS X version of the Options Dialog shown here):



## Normal

Normal mode is for adults and older children with good single switch control. Each level gradually increases in difficulty until it eventually extremely difficult to advance, typically after a dozen levels or so.

## Easy

Easy mode is for small children and adults with limited single switch control. Each level is identical to normal mode in content, but is made easier to complete by allowing more time, easier number/spacing/timing of objects, or extra shots. The points earned in easy mode are slightly less than those earned in normal mode.

Each game has 7 to 10 levels of Easy mode play. If the player reaches the Easy mode limit, you should switch them to normal play, so they can advance through the lower levels more quickly and achieve higher scores.

Another option allows you to force the game to repeat the lower levels while in Easy mode. See the next section, **Options**, for a description of this feature.

## **Cause and Effect**

Cause and Effect mode allows the player to play all difficulty levels, but does not require the player to “beat” the levels. Play is literally a “cause and effect” activity, where the player sees the effect of hitting the switch at any given time, even though they may not be able to control the actual game play. The player never runs out of time or shots and never collides with anything “deadly”. If the player does complete a level, the program moves on to the next level, and cause and effect play continues.

You can return to the main menu from Cause and Effect mode by typing ⌘-M on a Macintosh or Ctrl-M on Windows. You can also use the Options dialog to set the maximum number of levels that will be played in each game while in cause and effect mode.

## **Demo**

After 60 seconds of scanning, the menu or top score screens will go into a “demo” mode, where the games play themselves randomly. The player just watches as the game proceeds through all difficulty levels.

By default, the demo mode runs silently. You can turn sound effects on for the demo mode by using the Options dialog.

You can force demo mode to begin at any time by typing ⌘-D on a Macintosh or Ctrl-D on Windows.

# Options

There are many options in *Single Switch Games 2* for the parent or teacher to use to customize the program for an individual player. To set these options, use the Options dialog by pressing **⌘-O** on a Macintosh or **Ctrl-O** on Windows. The program options are described here (Windows XP version of the Options Dialog shown here):

## Player Names

Player 1 Name is the name that is used for the single-player games and for Player 1 (the left player) on the two-player games. Player 2 Name is only used in two-player games.

Once you have entered a player name, it will show on the main menu and on all the game screens. It will be saved with that game score, once the game is completed. There is no way to change the name after the game is played.

You can swap the player names by clicking the “Swap Players” button. You can also swap the players while playing a game by pressing ⌘-P on a Mac or Ctrl-P on Windows.

## **Switches**

Use the Switches buttons to select which player uses the space bar and which uses the mouse. Either the mouse or the space bar can be used to control the single-player games, so this setting is ignored for those.

When using external switches set your switch interface to send a mouse click for one switch and a space character for the other, or use the numbers “1” and “2”.

## **Play Mode**

The play mode is described in the previous section. There are just a few more settings to discuss here.

The first is the number of Cause and Effect levels. This is the number of the highest level that can be played in Cause and Effect mode. Set this number low for students who will lose interest if the activity gets too complex.

Second is the number of times to repeat levels in the Easy and Cause and Effect modes. When this number is 1, each level is played once, just as you’d expect. When set to 2 or 3, though, each level will be repeated that many times. Use this repeatability for players who need the games played at their absolute easiest settings.

Third is the level on which to begin games in Normal mode. You can set this number to a higher level if your students are bored with the lower levels.

## **Scanning Options**

Single Switch Games 2 will accept up to 3 switches for scanning the menus and the games that use scanning, like the card games.

For a single switch (the hardest way to play), set your switch interface to send a mouse click or a “1” key when the switch is pressed.

For two or switches, set your interface to send a “1”, a “2” and optionally a “3” when the switches are pressed.

### **Scan Rate**

The scan rate is the number of seconds that the cursor flashes on an item in a scanning activity. Set the scan rate higher to slow down the scanning. If the player gets bored by having to wait too long, lower the scan rate.

The scan rate affects the scanning on the activity menus, the scoreboards, Single Switch Solitaire and Concentrate. It does not affect the scanning of the mouse or the frog in Single Switch Maze or A Frog’s Life.

When using 2 or 3 switches, the cursor will move to the previous item when the scan rate is reached. That way, you can use the timer as a third switch. One switch to select, one switch to move forward, and one switch to move backward.

### **Scanning Cursor**

The scanning cursor normally flashes once per second. Click the “Solid” option to remove the flash for players who are distracted or bothered by the flashing.

### **Scan to “Quit” Item on Main Menu**

When this box is checked, the program will scan to a “Quit” item on the main menus, allowing single-switch users to quit the program. Leave this option off for students who you don’t want to quit accidentally.

## Sound

All sound effects in *Single Switch Games 2* can be silenced by turning the “Sound On” checkbox off.

For students who are distracted by negative reinforcement, such as when the car crashes or the frog smashes into the wall, you can turn off the negative sound effects by checking “Suppress Negative Sounds”.

Normally, when the program runs in Demo mode, it runs silently. However, if you check the “Play sounds when in Demo mode” box on, all sound effects will be played in Demo mode. Use this for players who cannot actually play the games, but who may be entertained by just watching.

## Use Simple Backgrounds

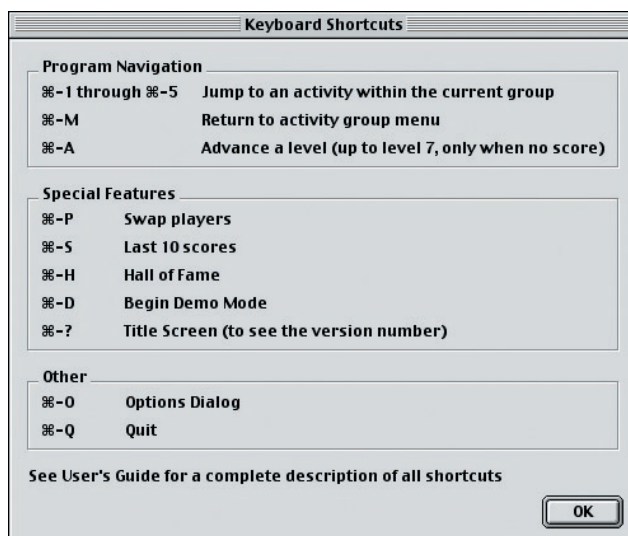
Turn on this checkbox to cause the games to be played on a plain colored background. This is useful for low-vision students or students who are distracted by the normal backgrounds. It doesn’t affect the game play in any other way.

## Show Difficulty on Menus

Turn this option on to cause the thermometer icons to be shown next to the games on the activity menus, showing the relative difficulty of the games.

## Show Keyboard Shortcuts

Clicking this button brings up a dialog showing all the keyboard shortcuts for the program (Mac OS 9 version shown here).



# Keyboard Shortcuts

*Single Switch Games 2* includes the following keyboard shortcuts. On the Macintosh, hold down the command key (⌘) while you type the specified key. On Windows, hold down the CONTROL key while you type the specified key.

Shortcut	Macintosh	Windows	Notes
Activity 1	⌘-1	Ctrl-1	Within the current group
Activity 2	⌘-2	Ctrl-2	Within the current group
Activity 3	⌘-3	Ctrl-3	Within the current group
Activity 4	⌘-4	Ctrl-4	Within the current group
Activity 5	⌘-5	Ctrl-5	Within the current group
Activity menu	⌘-M	Ctrl-M	
Options dialog	⌘-O	Ctrl-O	
Advance a level	⌘-A	Ctrl-A	Only before any points are scored, and only up to level 7
Hall of Fame	⌘-H	Ctrl-H	
Last 10 Scores	⌘-S	Ctrl-S	
Swap Players	⌘-P	Ctrl-P	
Begin Demo mode	⌘-D	Ctrl-D	
Title screen	⌘-?	Ctrl-T	To see the version number
Quit (Exit)	⌘-Q	Ctrl-Q	Or use the Windows standard Alt-F4

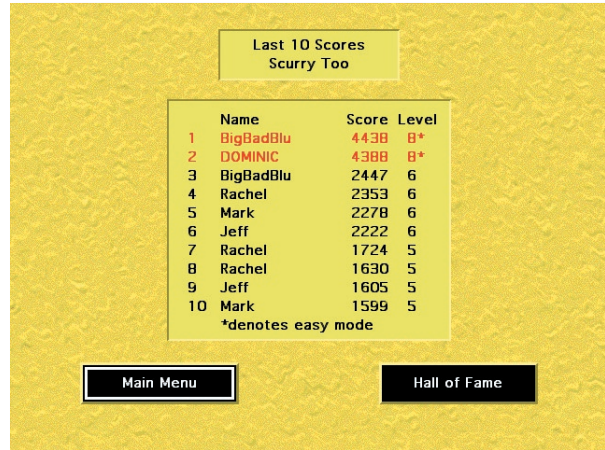
## Top Scores

After each game is over, *Single Switch Games 2* displays the top scores in a typical arcade-style list. Unlike conventional games, however, which display the highest scores achieved, *Single Switch Games 2* tracks the *last 10* scores. That way, the players always see their own names in the top scores list, highlighted in red.

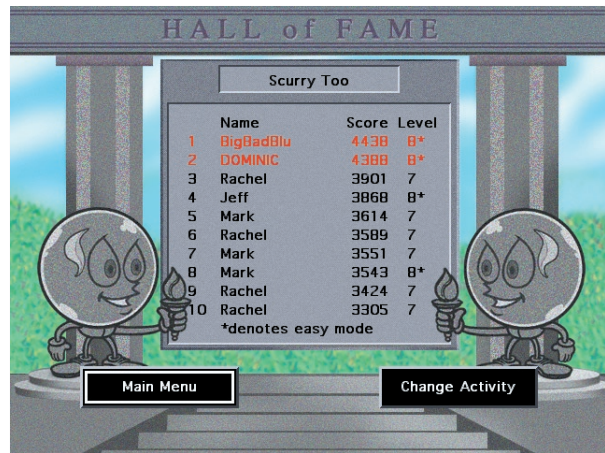
Use the Options dialog to change the current players' names.

## Hall of Fame

The Hall of Fame shows the top 10 scores of all time. You can select the Hall of Fame by typing ⌘-H on a Macintosh or Ctrl-H on Windows.



*The Last 10 Scores*



*The Hall of Fame*

# Technical Support

If you have any technical problems, you can contact Marblesoft's free technical support:

## Mail

Marblesoft Tech Support  
12301 Central Ave NE  
Suite 205  
Blaine, MN 55434

## Phone

763-502-0440

## Fax

763-862-2920

## e-mail

[support@marblesoft.com](mailto:support@marblesoft.com)

## World Wide Web

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