

GAME MANUAL

Two modes. Four walls. One ball. Tilt, roll, smash.

FALCON GAMING STUDIOS

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START HERE

1. Choose CLASSIC (3 lives) or HARDCORE (one hit).
2. Phone: hold the phone still while the level is set.
3. Roll into the wall that matches your ball.
4. Smash through, keep moving, beat your best.

https://www.rolchigame.com
Visit the official game website

info@rolchigame.com
Suggestions and bug reports

discord.gg/H2ndKq48CR
Join the Rolchi Discord

KEYBOARD, MOUSE AND TILT

Take control

Roll the ball with your keyboard on PC or by tilting your phone. Buttons respond to a click or a tap. The camera looks straight down at the arena and leans slightly toward the way you are rolling.

Action	PC: keyboard / mouse	Phone: touch and tilt
Roll the ball	W A S D or the arrow keys	Tilt the phone
Press a button	Left-click	Tap
Zoom the camera	Mouse wheel up / down	Pinch with two fingers
Pause a run	Esc, or double-click	Double-tap the screen, or Back
Back / exit	Esc (Options: back. Menu: exit prompt)	Back button
Skip the intro	Click, Space, Enter or Esc	Tap
Menu shortcuts	1 = Classic, 2 = Hardcore, O = Options	-

The intro plays every time the game starts. It cannot be skipped the very first time; after that, on PC it can be skipped once the video has played for 2.5 seconds.

Pausing

Pause opens the **PAUSED** card. **RESUME** continues the run. **END RUN** stops it and your score so far still counts. On the main menu, Esc / Back asks **EXIT ROLCHI?**: choose **YES** to quit or **NO** to stay.

Phone: setting level

Before every run the **HOLD STILL** screen appears for about 1.5 seconds. Hold the phone the way you like to play; that angle becomes **LEVEL**, so you never have to hold the phone flat. Tilting away from that angle rolls the ball. Very small tilts are ignored so the ball does not drift.

Change how far you need to tilt with **Tilt sensitivity** in Options (LOW, NORMAL or HIGH; HIGH is the default). If the ball rolls the wrong way, use **Invert left** / **right**, **Invert up** / **down** or **Swap tilt axes**. Use **RECALIBRATE** in Options to set a new level angle at any time.

PC: no calibration

PC has no tilt sensor, so the HOLD STILL screen is skipped and the run starts as soon as you choose a mode. The tilt-only options (Tilt sensitivity, Swap tilt axes, Recalibrate) are hidden on PC. Invert left / right and Invert up / down still apply to the keyboard.

Tip: the ball keeps its speed and has real momentum. Short taps steer; holding a key or a tilt builds speed quickly. Plan your bounce before you commit.

TWO MODES. ONE RULE.

Match the wall

CLASSIC	HARDCORE
Start with **3 lives**. Extra Life pickups can raise this to a maximum of **5**. Your lives are shown as dots in the pill on the right of the screen. The run ends when the last life is lost.	**One hit ends the run.** Any mistake that would cost a life in Classic is game over. Extra Life pickups never appear. Hardcore keeps its own best score.

How a round works

The arena is a square with four colored walls. Your ball starts in the center wearing one of those four colors. **Roll into the wall that matches your ball**: it smashes, you score **+1**, and the next round begins with new wall colors. Your ball keeps its speed between rounds, so the action never stops. Your score is also your round number.

For the first three rounds of every run an arrow points from the ball to the target wall, and the first round shows a hint (**ROLL towards the GREEN wall** on PC, **TILT toward…** on phones).

The round clock

Each round gives you **8 seconds** to get through, shown by the bar under your score. The bar turns red when time is short. From score 200 every round gets 7 more seconds (15 in total).

Ways to lose a life

Banner	What happened	What happens next
WRONG WALL	You touched a wall that does not match your ball.	The ball bounces off and the round continues.
FELL IN!	You rolled into a hole of a different color, a missing floor square or a crumbled tile.	The ball dissolves and respawns in the center; the clock restarts.
OVER THE WALL!	You hit a ramp too fast and flew out of the arena.	Respawn in the center.
TOO SLOW!	The round clock ran out.	Respawn in the center.
LOST MOMENTUM	The ball crawled too slowly for 1.5 seconds. **KEEP MOVING!** flashes first, with a warning bar.	Respawn in the center. The first 3 seconds after a fresh start never count.

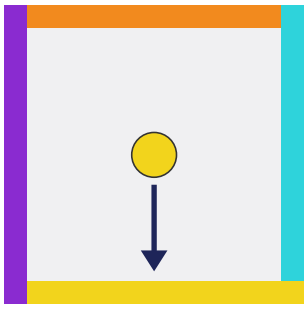
Gray wall sections never cost a life; they are safe to bounce off. After a wrong-wall hit you get half a second before another hit can count.

Reading the screen

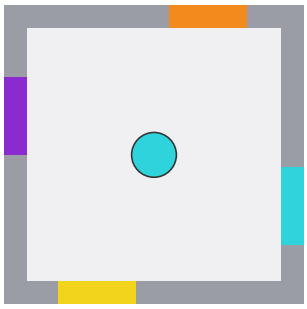
Top left: mode chip (CLASSIC or HARDCORE). Top center: score, with the round clock below it. Right: lives pill (Classic). Center: short banners such as **GATES!**, **NOW BLUE** or **SKIP!**. The screen flashes when you lose a life.

Read the round

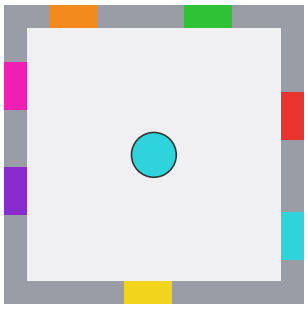
Every round is drawn from a shuffled bag, so you get a varied mix instead of long streaks of the same thing. A banner announces any special round as it starts.



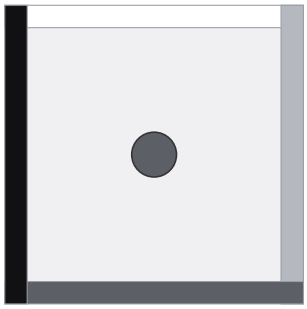
SOLID WALLS
Four solid colors. Roll into the one that matches.



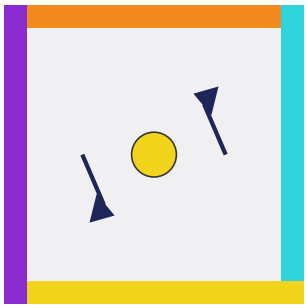
GATES
Gray walls, one colored opening per wall. Only the opening that matches your ball lets you through.



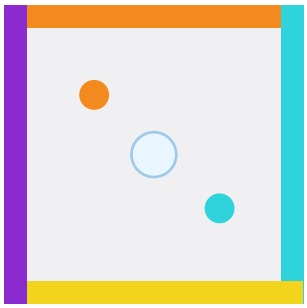
MULTI GATES
Gray walls with one to three colored openings each.



GRAYSCALE
Solid walls in white, light gray, dark gray and black. Tell the shades apart.



WALLS ROTATE
Every 2 seconds each color moves one wall over. Time your approach.



GRAB A COLOR!
Your ball starts clear and every wall bounces it. Grab one of the two color orbs, then roll into that color.

Getting through a gate

Your ball has to be mostly inside the opening, not just touching its edge. A clean, centered approach works better than a fast diagonal. Gates can also **MOVE** (all openings on a wall slide back and forth together) or **PULSE** (each opening shrinks and grows on its own rhythm). The banner tells you which: **MOVING GATES**, **PULSING GATES** or both.

Round intensity

Each round also rolls an intensity: **EASY**, **MEDIUM**, **HARD**, **VERY HARD** or **EXTREME**. Higher intensity means more kinds of obstacles (one on Easy, up to five on Extreme), more of each, a higher chance that obstacles move, faster movement and narrower gates. Moving obstacles and moving gates never appear on Easy rounds. Until score 10, colors that look alike (such as orange and yellow) are never placed side by side.

Fair by design: nothing is ever placed right next to the ball's starting point, obstacles always leave room to pass between them, and a straight lane from the center to the target is cleared of anything solid, so every round can be finished.

EVERYTHING THAT CAN GET IN YOUR WAY

Know the arena

Obstacles join the mix as your score rises. The **From round** column shows the earliest round each one can appear.

	Obstacle	What it does	From round
	**Peg**	Small gray post. The ball bounces off it.	2
	**Slow patch**	Brown floor patch. Drags the ball while it rolls across.	2
	**Speed patch**	Bright green floor patch. Pushes the ball forward faster.	3
	**Colored hole**	Glowing circle in the floor. Same color as your ball: sink in and skip ahead (page 6). Any other color: FELL IN!	3
	**Block**	Orange cube. Cracks on a firm hit and breaks after 2 hits (SMASH!).	4
	**Bumper**	White ball, standing still or drifting around. Knocks the ball away.	5
	**Rainbow wall pad**	Blinking rainbow strip on a wall. Kicks the ball away fast.	5
	**Spin bar**	Long dark bar spinning in place. Swats the ball.	6
	**Spinner**	Dark spinning triangle. Knocks the ball away hard. May drift.	7
	**Ramp**	Orange wedge against a wall that pushes the ball up the slope. Hit it too fast and you go OVER THE WALL!	7
	**Roller**	Big black cylinder that sweeps across the arena from wall to wall. Knocks the ball aside.	8
	**Chaser**	Big black ball that hunts you down. After a hit it backs off for a moment.	9
	**Crumble tile**	Dark floor tile. Roll over it and it collapses into a hole about half a second later.	11

Bumpers and spinners sometimes move, more often on harder rounds. Rollers and chasers always move. Every bump makes a sound, so you can hear a collision even when the screen is busy.

Pickups and shortcuts

Most rounds hold one pickup. Roll over it to collect it; the effect is instant and lasts for the current round only.

	Pickup	Effect	From round
	**Any Color**	Rainbow orb. **ANY WALL!** Every wall counts as a match this round.	6
	**Color Swap**	Orb in one of the wall colors. Your ball changes to that color (**NOW BLUE**), so the target changes too.	4
	**Teleporter**	White circle on the floor. Moves the ball instantly to a random safe spot.	5
	**Extra Life**	Classic only. **EXTRA LIFE!** +1 life, up to 5. Never appears when you already have 5.	3

Skip ahead: matching holes

About one colored hole in three matches your ball. Roll into a matching hole and the ball sinks through: **SKIP!** You jump **5 rounds** ahead and your score rises by 5. A hole of any other color costs a life, so check the color before you dive.

The Warp



Pass **4 matching walls in a row within 12 seconds** without touching anything else (no obstacles, no gray walls, no lives lost) and a golden Warp orb appears in the next round. Collect it to **WARP TO 200!**, jumping straight to round 200. The Warp can be earned once per run, and only while your score is below 200.

Clear-ball rounds

From round 10, about one round in 19 starts with a **clear** ball: **GRAB A COLOR!** All four walls simply bounce you until you collect one of the two color orbs. Your ball takes the orb's color and only that wall opens; every other wall now counts as wrong. Grabbing Any Color also ends the clear state.

Tip: pickups change the target. After a Color Swap or a clear-ball orb, look for the new wall before you roll.

THE LONGER YOU LAST, THE HARDER IT GETS

Late game and scoring

Rolchi has no final round. The game keeps adding pressure for as long as you survive.

From score	What changes
100	The late game begins. Difficulty rises one step every 60 seconds of play, plus one step every 10 rounds.
Each step	Moving obstacles, sliding and pulsing gates and rotating walls get 5% faster (gates and rotation stop at double speed). Obstacle counts grow 3% (up to double).
Each step	Extra rollers and chasers become more likely and more numerous (up to 4 extra).
Each step	Squares of the floor may go missing (up to 3 per round). Falling through one is FELL IN!. They never appear next to the ball, on the path to the target or under an obstacle.
200	Most rounds are now HARD, VERY HARD or EXTREME; an EASY round shows up only about once in 11. Every round gets 7 extra seconds on the clock.

Game over and best scores

When the run ends the **GAME OVER** card shows your **SCORE**, the mode and the intensity of your last round, and either your **BEST** or **NEW BEST!** Classic and Hardcore keep separate best scores, saved on your device. **RETRY** starts the same mode again; **MENU** returns to the main menu. The buttons wait a moment before accepting a tap, so a last-second swipe does not skip the screen.

Survival checklist

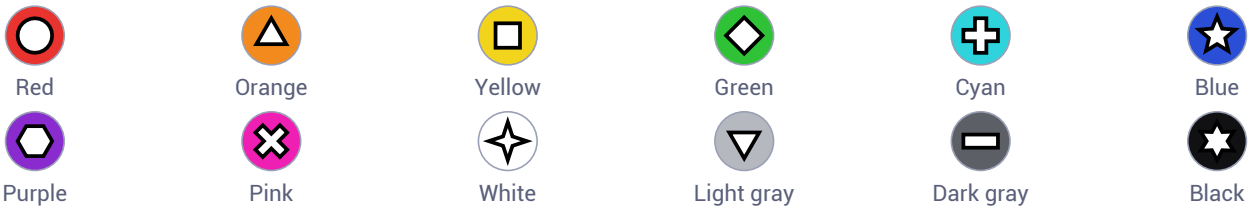
- Know your color before you move: the ball's color is the target.
- Keep the ball moving. Stopping to think costs momentum and time.
- Use gray walls as safe cushions to slow down or change direction.
- Do not chase every pickup. A pickup that sends you past the wrong wall is not worth it.
- Watch ramps: approach slowly or you will fly over the wall.
- In Classic, Extra Life pickups are your safety net for the late game.

Make it yours

Open **OPTIONS** from the main menu. Every change is saved straight away.

Option	What it does	Default
Music	Turns the soundtrack on or off.	ON
Sound effects	Turns all sound effects on or off.	ON
Target arrow	Always shows an arrow from the ball to the target wall (it always shows for the first 3 rounds).	OFF
Colorblind icons	Puts a white shape on every colored wall, gate and on the ball, so colors can be matched by shape.	OFF
Tilt sensitivity (phone)	LOW, NORMAL or HIGH: how far you need to tilt for full speed.	HIGH
Invert left / right	Reverses left and right.	OFF
Invert up / down	Reverses up and down.	OFF
Swap tilt axes (phone)	Swaps the two tilt directions.	OFF
Language	Tap or click the row to step to the next of the 31 languages; the flag shows the current one.	Device
DEFAULT OPTIONS	Restores the settings above to their defaults. Language and Night / Day are kept.	-
RECALIBRATE (phone)	Sets the way you are holding the phone right now as level.	-
NIGHT / DAY	Corner pill: switches the background to a night sky with shooting stars, and back.	DAY
CREDITS	Corner pill: studio notice, email, Discord and website links, and music / sound credits.	-

Colorblind shapes



31 languages

English, French, German, Italian, Spanish (Spain), Spanish (Latin America), Arabic, Bulgarian, Czech, Danish, Dutch, Finnish, Greek, Hungarian, Indonesian, Japanese, Korean, Malay, Norwegian (Bokmål), Polish, Portuguese (Brazil), Portuguese (Portugal), Romanian, Russian, Swedish, Thai, Turkish, Ukrainian, Vietnamese, Chinese (Simplified) and Chinese (Traditional). Rolchi starts in your device language when it is supported, and remembers your choice.

Credits and contact

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