# Tilt. Roll. Smash.

A fast arcade game where you roll a colored ball into the wall that matches it, smash through, and keep going as the arena fills with obstacles. Windows PC (keyboard and mouse) and Android phones (tilt and touch).




## Start here

Choose **CLASSIC** or **HARDCORE** on the main menu. On a phone, hold it the way you like to play while the **HOLD STILL** screen sets your level. Your ball starts in the center wearing one of the four wall colors: roll into the matching wall to smash through and score. Every round has a short clock, so keep moving.

## Two ways to play

**Classic:** start with 3 lives. Extra Life pickups can raise this to 5. The run ends when the last life is gone.

**Hardcore:** one hit ends the run. No Extra Life pickups. Hardcore keeps its own best score.

You lose a life by touching the wrong-colored wall, falling into a wrong-colored hole or a gap in the floor, flying over the wall off a ramp, running out the round clock (8 seconds; 15 from score 200), or letting the ball crawl to a stop.

## Features

Six round types: solid walls, gates, multi gates, grayscale, rotating walls and clear-ball rounds. Moving and pulsing gates. 14 obstacle types including bumpers, spinners, force fields, ramps, rollers and a ball that chases you. Pickups: Any Color, Color Swap, Teleporter, Extra Life and the Warp. Matching holes that skip you 5 rounds ahead. Endless late-game escalation. Colorblind shape icons. Day and night skies. 31 interface languages. No ads. No data tracking.

# Controls & settings

Keep the ball moving and read your color before every roll.

| ACTION | PC: KEYBOARD / MOUSE | PHONE: TOUCH AND TILT |
|---|---|---|
| **Roll the ball** | W A S D or arrow keys | Tilt the phone |
| **Press a button** | Left-click | Tap |
| **Zoom the camera** | Mouse wheel | Pinch |
| **Pause a run** | Esc or double-click | Double-tap or Back |
| **Back / exit** | Esc | Back button |
| **Skip the intro** | Click, Space, Enter or Esc | Tap |
| **Menu shortcuts** | 1 Classic, 2 Hardcore, O Options | - |

The intro cannot be skipped on the very first launch. On PC it can be skipped after 2.5 seconds on later launches.

## Phone tilt and calibration

Before every run, the angle you hold the phone at becomes level. Use **RECALIBRATE** in Options to set it again. If the ball feels too slow or too twitchy, change **Tilt sensitivity** (LOW, NORMAL, HIGH; HIGH is the default). If it rolls the wrong way, try **Invert left** / **right**, **Invert up** / **down** or **Swap tilt axes**. PC skips calibration and hides the tilt-only options.

## Pickups and shortcuts

**Any Color:** every wall counts as a match this round. **Color Swap:** your ball changes color. **Teleporter:** jump to a random safe spot. **Extra Life:** +1 life in Classic. **Matching hole:** sink through and skip 5 rounds. **Warp:** pass 4 matching walls in a row within 12 seconds without touching anything else and a Warp orb appears; collect it to jump to round 200 (once per run, below 200).

## Options and language

Options: Music, Sound effects, Target arrow, Colorblind icons, Tilt sensitivity (phone), Invert left / right, Invert up / down, Swap tilt axes (phone) and Language. **DEFAULT OPTIONS** restores the defaults. The corner pills switch between **NIGHT** and **DAY** skies and open the **CREDITS**. Every change is saved straight away.

Tap or click the Language row to step through 31 interface languages. On first launch Rolchi uses your device language when it is supported. Your choice is saved.

# Troubleshooting & support

A quick reference for graphics, local data and useful feedback.

## Graphics on older PCs

Rolchi checks your graphics card at launch. On Intel graphics with an older driver (below version 101.5333, which includes chips such as the Intel HD 520) it automatically uses DirectX 11 with a lighter renderer so the game runs reliably. Other PCs use the standard renderer.

To force a graphics mode on Steam, open your Library, right-click Rolchi, choose **Properties** and add one of these to **Launch Options**: `-dx11` or `-dx12`. Remove the option to go back to automatic. If the game shows a "Known issues with graphics driver" warning, update your graphics driver or use `-dx11`. On older Intel graphics, `-dx12` is not recommended.

## Local game data (Windows)

Best scores and options are saved in one file. Close the game, press **Windows + R**, paste this path and press **Enter**:

```
%LOCALAPPDATA%\Rolchi\Saved\SaveGames
```

The save file is **Rolchi.sav**. To start fresh, rename it to **Rolchi.sav.bak** and launch the game; Rolchi creates a new save with default options and no best scores. Rename it back to restore your old data.

## Local game data (Android)

To reset Rolchi on a phone, open the phone's **Settings > Apps > Rolchi > Storage** and choose **Clear data**. This erases your best scores and options.

## Send useful feedback

Include your device (PC: CPU, graphics card, RAM and Windows version; phone: make, model and Android version), the mode, the round you reached, the steps that cause the problem, what you expected and what happened. A screenshot or short clip helps with visual problems. If the game crashed on PC, zip and attach the **Crashes** folder from `%LOCALAPPDATA%\Rolchi\Saved`.

## Minimum PC requirements

| | |
|---|---|
| **OS** | Windows 10 64-bit |
| **Processor** | Intel Core i3-6100U (2 cores, 2.3 GHz) or equivalent |
| **Memory** | 6 GB RAM |
| **Graphics** | Intel HD Graphics 520 or equivalent (DirectX 11) |
| **Storage** | 1 GB available space |

## Official contact

Email: **info@rolchigame.com** / Discord: **discord.gg/H2ndKq48CR**

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