

I, BALL

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Amstrad conversion by ANDREW ROGERS

THE GAME

The totally evil Terry Ball has captured your Spherical pals:- Lover Ball, Eddy Ball, Glow Ball, and No Ball. Armed with only a bubble gun, you must enter Terry Ball's domain and struggle through the sixteen defence zones. You will find a pal to rescue at the end of every fourth defence zone. Each zone will offer a constant barrage of obstacles - glowing ones are electrified and will electrocute your ball on contact. Terry Ball has also populated these zones with such nasties as doughnuts, microwave ovens and roulette wheels which are harmless when they first appear but become highly dangerous when they stop flashing. However, do not despair, for as you negotiate these deadly zones, POWER DISCS will be created. If your ball picks one up, he will receive either a piece of weaponry or a bonus of some kind. Weaponry is shown as a series of icons to the right of the screen. These are TURBO BOOST, HORIZONTAL LASER, SMART MISSILE, BULLET SPRAY (Front and Rear Bubble Gun), ELECTRO SHIELD, LASER SPRAY (Left and Right Lasers), MOLECULE BOMB (Nullifies Electrical Obstacles), SUPER BRAKES, LASER COOLING UNIT, RAINBOW RIPPLE LASER.

When you start the game a POWER DISC will instantly appear on the screen. Pick this up for TURBO BOOST. Now progress upwards through the first zone. If you let your bubble gun fire for too long then it will overheat and you will have to wait for it to cool down. Every time you die, you will lose a piece of weaponry. As you progress through the levels, some FAULTY DISCS will start to appear. These discs make movement even harder. Finally, on the twenty-seventh POWER DISC, you will get the ultimate weapon - PICK IT UP FOR RAINBOW RIPPLE LASER.

LOADING

AMSTRAD 464 OWNERS

1. Place the rewind cassette into the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664, 6128 and 464+ DISK OWNERS.

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewind cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

Note: Full loading instructions can be found in your Amstrad Manual.

PLAYING THE GAME

Use the following keys to play the game:-

Q=Left W=Right P=Up L=Down SPACE=Fire
or press 2 on the menu to redefine them

These keys may only be used if you have collected the relevant piece of weaponry:-

ENTER=Smart Missile

Alternatively, use a joystick.

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* Correct at time of printing

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