

# ***I BALL II***

## **(THE QUEST FOR THE PAST)**

© TIMOTHY CLOSS

Amstrad conversion by Andrew Rogers

### **THE GAME**

The highly developed and intelligent Ball race want to delve into their past to discover their evolution and ancestry. They will have to brave the radioactive dangers of the ancient mines and the perils that lurk beneath.

**Their mission:** to recover any artifacts that may give them insight into their past.

Different blocks have varying properties which must be correctly exploited to collect the key and reach the exit on each screen. Other objects include magic bombs, life particles (four make up one extra life) and gemstones. When a gemstone is collected, something unusual happens – often helpful, sometimes frustrating.

### **LOADING**

#### **AMSTRAD 464 OWNERS**

1. Place the rewound 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 rewound 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**

#### **Controls:**

LEFT=Joystick left    RIGHT=Joystick right  
JUMP=Joystick up    FIRE=Joystick down  
BOMB=Joystick fire

The keyboard controls are redefinable.

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\* Correct at time of printing

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