

ADDICTA BALL



HOW TO PLAY

Choose **1** or **2** player game by pressing **1** or **2** on option.

Imagine a spacecraft penetrating through a continuous Bombardment of asteroids and aliens—yeah I know what you mean I have difficulty imagining a bat is really a spacecraft so lets cut out the imagination bit and call things Bats, Balls and Bricks its much easier—don't tell the advertising agent because he had dreamt up a real pearler for this paragraph.

The Basic aim of the game is to guide your bat safely to the end of each level. A life is lost if the ball drops through your lower barrier or if your bat hits a brick or alien.

Protect your barrier by catching any falling bricks or fireballs with your bat.

Score points by blasting as many bricks as possible. On some levels you will need to develop a technique to clear your way through. Make careful use of your booster and ammo as they are needed at strategic times.

Your position in the level is indicated on the right of the screen in the plan overview.

Each level is on a new theme eg. Transport, Space, Sport, Circus etc.

Secret hyperspace transporters are included and if your ball penetrates you whizz to a new section of the level or a new level altogether.

Make use of the feature bricks below.

- M** Knock chunks out of the barrier
- A** Recharge Ammo
- B** Rebuild barrier
- C** Catches ball on bat
- E** Extra life
- F** Fuel for booster
- H** Halt scrolling
- L** Laser fire unit
- T** Thruster unit
- S** Fast/Slow ball speed
- V** Various Alien bricks—watch out

LOADING INSTRUCTIONS

AMSTRAD CASSETTE

Hit **CONTROL** and small **ENTER**. Press play on tape then any key.

AMSTRAD DISK

Run "DISC".

C64 CASSETTE

Hit **SHIFT/RUN STOP** keys together.

C64 DISK

LOAD "****", 8, 1 (return)

SPECTRUM 48/128

LOAD "****" (enter). Follow onscreen loading instructions.

MSX CASSETTE

LOAD "CAS:", R press (return).

ATARI ST

Insert disk. Switch on machine. Follow onscreen instructions.

MOVEMENT

Keyboard—(NOT ST) redefine keys.

Joystick/Mouse

Left — Right

| Boost

| Drop

● Fire

Mouse

Fire

Boost



To collect features —Hit with ball or laser
Some need touching with bat.

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