

HOW TO PLAY IMPACT

GETTING STARTED

Insert the IMPACT disk into drive A of an Atari ST, then reset the computer. On an Amiga, power up the computer normally, but insert IMPACT instead of Workbench (use cursor up/down to centralise the screen on your monitor). The game will boot automatically.

The object is to demolish the wall on each screen - there are 80 in all. After every tenth screen a password is displayed - use the passwords to skip screens that you have already conquered.

Press the left mouse button to start the game, then again to launch the ball (after 2 seconds the ball will launch automatically). Use the mouse to move the bat left and right to hit the ball against the wall. If you miss the ball you lose it - you start the game with five. Whenever the ball is caught on the bat you can adjust its position by holding down the right button and moving the mouse left or right.

Most bricks are destroyed with a single hit from the ball, but some need to be hit more than once, whilst others are indestructible. On certain screens you will encounter invisible bricks.

ALIENS

Various alien life forms move about the screen as you play. Although they are not harmful, they can interfere by deflecting the ball. On some screens the aliens drop small yellow stun bombs - if one of these hits the bat it is paralysed for about a second. Aliens are destroyed on contact with either the bat or the ball. Each alien destroyed scores 100 points.

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TOKENS AND WEAPONS

Some bricks contain yellow tokens which can be used to purchase weapons - so catch them if you can. Any tokens unspent at the end of a screen score 1000 points each (maximum 9000 points). The nine available weapons are represented by icons, and a white square indicates the weapon currently available for purchase (this depends how many unspent tokens you have). Press the right button to buy it.

Slowdown - 1 token

Reduces the speed of the ball to 75% of its current speed. Can be selected more than once if you collect more tokens.

Magnet - 2 tokens

Allows you to catch the ball and hold it (for about 2 seconds).

Divide - 3 tokens

Splits the ball into three.

Wide - 4 tokens

Enlarges the bat (the extension is not vulnerable to stun bombs).

Torch - 5 tokens

Lights up invisible bricks

Laser - 6 tokens

When selected you can fire laser bolts by pressing the left button. Beware, some bricks reflect laser bolts back onto the bat.

Smart bomb - 7 tokens

All aliens are removed from the screen and do not reappear - once you have selected this icon activate the bomb by pressing the right button.

Missile - 8 tokens

Up to three missiles can be launched, one at a time, by pressing the left button. Missiles can destroy multi-hit bricks with a single hit.

Force field - 9 tokens

A force field encircles the ball, allowing it to smash through bricks and aliens without being deflected. When surrounded by the force field the ball can pass through, but not destroy indestructible bricks.

All weapons other than *torch* are lost when you lose a ball, or at the end of the screen. Some cannot be used together, e.g. *laser* and *missile* or *magnet* and *divide* - choosing one will cancel the other.

BONUSES

An extra ball is awarded after 50,000 points have been scored, and for every 50,000 points thereafter. On some screens you can gain a bonus by destroying, in order, bricks marked with the letters B-O-N-U-S.

STOPPING THE GAME

You can abort the game by pressing **ESC**. Pressing any other key will pause the action; press any key to restart.

DESIGNING YOUR OWN SCREENS

There are 48 user-definable screens (81-128); the password for screen 81 is *user*. The screen designer is selected by pressing **Return** as the game begins to load. It has a built-in help screen - just press the **HELP** key. Use the cursor keys to move around the screen and press the space bar to draw a brick in the currently selected colour. With **+** and **-** on the numeric pad (*Atari*) or **F9** and **F10** (*Amiga*) you can cycle through the available colours (use black to erase a brick you have previously drawn).

The points scored by destroying a brick depends on the colour; no points are awarded for black (i.e. invisible) bricks, 5 for white bricks, 10 for red bricks, and so on up to a maximum of 75 points. Press **M** to make a brick multi-hit, **I** to make it indestructible, or **R** to make it reflect lasers. Invisible bricks are created by pressing **M**, **I**, or **R** without first drawing a brick. Press **B**, **O**, **N**, **U** or **S** to draw a bonus brick.

Clr/Home (*Atari*) or **F7** (*Amiga*) moves on to the next screen; **Insert** (*Atari*) or **F6** (*Amiga*) goes to the previous screen. You cannot access the built-in screens. There are various additional parameters that need to be defined for each screen. Press **Return** to change the first parameter, then use the **Return** key to step through the parameters.

initspd	the initial speed of the ball, in the range 4 to 16
accel	the acceleration of the ball, in the range 0 to 8; the ball speeds up when it hits a brick
maxspd	the maximum allowable ball speed on this screen, in the range 4 to 16
tokens	the number of tokens hidden in bricks; up to 99, but no more than one per brick
speedup	when the number of bricks on the screen falls to this figure the ball speeds up whenever it hits anything on the screen, not just bricks
aliens	there are 8 alien types; up to six aliens in total are allowed on any screen
bombs to kill	the rate at which aliens drop stun bombs, 0 to 8 the number of times a multi-hit brick must be hit before it is destroyed

Press **F1** to save the screens you have designed to the program disk, then reset the machine and reload the game.