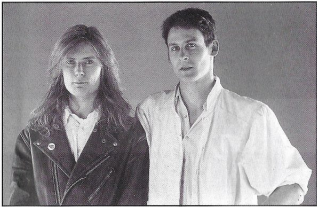# PROJECTYLE MANUAL

ELDRITCH THE CAT

was

formed in April 1988 by Marc Dawson and Steve Wetherill in order to create original computer games software. Marc and Steve are both programmers with long track records in the computer games industry.

Marc started his programming career in business software, writing such diverse applications as a bookmaking system and a radio linked information transfer system. From here Marc went on to join Imagine Software's team of programmers, where he was working on the third Imagine Mega Game.

Steve's career started at the National Coal Board, where he learned "Care and Maintenance of Hand Tools" — Shovelling muck, but this was far too technical, and his hair was far too long, so he did a career switch and became a games programmer.

The Eldritch Cats: Marc Dawson, right and Steve Wetherill

GENESIS OF AN ELDRITCH CAT OR TWO

And so it came to pass that Stairways Nitespot for the Homeless did beckon them forth from the seclusion and safety of Software Projects, and they did partake of the wine, and they did partake of more wine, and they did partake of the curry.

And lo, the great god Thor did appear, luring the young innocents into the house of the omnipotent Odin. Long did they toil. Wet did they sweat. Games by the score did they transcribe. Smashes by the Crash did they endure. Sizzles by the Zzap did they survive. Nodes of Yesod, Robin of Woods, Heartland, Hypaball et al, did they do.

And lo, in the splendour of the Hall of the Goddess Beatrice, who sometimes goes by the name Buzby, did mighty Odin come to grief.

And so, crosswise into the wilderness, the vast ocean of nothingness where no armies move, were the two prodigals cast.

Evil she devils did they encounter, sent forth by the offspring of Hew, and that mischievous sprite Denton had designs on their souls.

Many moons later, our two heroes chanced upon an unearthly feline being, an Eldritch Cat, deserted and abandoned by its owner, the wicked beast from the garden of England.

The three, the three who are one, as friends would say, became one, and set sail for the Westward lands in a magical ship of the air, but they had to come back to finish Projectyle.

And to this day it is said that in the stillness of the night, when the moon is full in the sky, when there is just one more match to play, that if one listens very carefully, one can almost hear the distant howling of an Unearthly Feline.

ELDRITCH THE CAT LIVES.......

Get Going

ATARI ST

1. Switch off your ST for 30 seconds before loading Projectyle.
2. Plug in a parallel port joystick adaptor if you have one.
3. Insert the Projectyle disk in drive A.
4. If you have a second drive, insert your save disk or blank disk in drive B.
5. Switch on your computer.

The music in Projectyle is only available to owners of STs with a double-sided A: drive, and only on the Projectyle menu screen, not whilst playing a game.

The saved game disk uses a non standard disk format that will erase any previously stored data, if you wish to save a game please use a blank disk.

A third joystick can be added by using a parallel port joystick interface. As only one of the two extra ports on the interface will work with Projectyle, we suggest that you mark the port once you have identified it. To identify it select the Parallel Port option from the option screen (see the Menu Screen section below), and then start a game, pressing fire on the parallel joystick when your team appears. **PARALLEL** will appear if the correct port is being used. Projectyle calls a port 1 joystick, **JOYSTICK 1** and a port 0 joystick, **JOYSTICK 2**.

Use the keyboard or Joystick 1 to select items from the Menu screens.

AMIGA

1. Switch off your Amiga for 30 seconds before loading Projectyle.
2. Plug in a parallel port joystick adaptor if you have one.
3. Insert the Projectyle disk in the internal drive.
4. Switch on your computer.

The saved game disk uses a non standard disk format that will erase any previously stored data, if you wish to save a game please use a blank disk.

A third joystick can be added by using a parallel port joystick interface. Select the Parallel Port option from the option screen (see the Menu Screen section below). and then start a game, pressing fire on the parallel joystick when your team appears.

Use the keyboard or Joystick 2 to select items from the Menu screen.

LAY DOWN THE TRUTH ABOUT THE TRIBAL GAMES

'*Sweet !*', a voice spoke from the darkness. '*Get this ?*'

A tungsten light shone across the cold orbital rock, a mass of small almost indistinguishable shapes huddled in the beam.

'*Uncle, you are out of your tree, they ain't nothing but a bunch of rocklife waitin' for the skip'town to come back.*'

'*Fool, not them; look over beyond that Jello tip, past the edge of the skip'town blast-wall. Get those three! What in Jiva's name are they about?*'

Uncle M. Troid the Third, was first caught by the Tribal bug at a lone Skipped Town shuttle outpost on Jupiter's second moon. He found a wild bunch of lost throwout gangs from Earth's satellite cities, fighting a violent and furious game through the strange pattern of the shuttle's blast-walls. Uncle, never one to miss the passion and spirit of such an event exploited and dominated the creation of the sport now known as *Tribal*.

Tribal, a game of three halves, a systematic sport, a media extravaganza and Uncle's weekend job. Since the birth of *Tribal* in the blast-walls of man's outposts, the sport has grown and grown. The teams have now evolved into tribes of physical and mental beings born to boost the projectile. The blast-walls have been replaced by dedicated pitches, designated home to each tribe.

THE PLAYERS

The Eldritch Cats	The Podium Mersey Docklands, Liverpool, England	
The Uzteks	Barnsley Megadome, Grimethorpe, South Yorkshire, England	
Sledge Hammers	Estadio Deporte, L'Estartit, Catalonia, Espana, Europa	
Manic Moose	Foster City Ice Rink, Bay Area Landfill, San Mateo, CA, USA	
Vectors	Battlezone, An Arcade somewhere in time and space.....	
Jovian Jello Juggernauts	Cell Block Park, 2001 Ramsey St., Melbourne, Jupiter	
Devils	Its Hell Down There	
Terminators	Kwikitilla Complex, Checkout point, Wossissan, Bahkoad Rheeda.	

UNCLE'S CONTROL METHODS

When starting a game of *Tribal*, Hit Fire on either a regular or parallel joystick or the keyboard, when your team is flashing, to select your controller.

KEYBOARD

These are the keyboard equivalents to the joystick control. (all of the numbers are for the numeric keypad only)

Left	Q E T U O 7 9
Right	W R Y I P 8 -
Up	A S D F G H J K L 4 5 6
Down	Z X C V B N M 1 2 3 [Enter]
Fire	0 (zero) [Space] [Alt] [A] (AMIGA ONLY)

OTHER KEYS

Pause	[Help]
Unpause	[Undo] — ST ONLY
	[Del] — AMIGA ONLY
50/60 Hz	F1 — ST ONLY. If you are running a European ST (50Hz), you can switch to 60Hz mode to stretch the screen and have the game run slightly faster.
Sound Filter	F1— AMIGA ONLY. Turns the sound filter on or off on the A500/2000 (also toggles the power light)
Game Music	F2 — AMIGA ONLY. If you have opted to play music in the game from the Option screen (see below), press F2 to toggle between music and normal sound effects.
Abort game	F10
Abort menu option	[Esc]

UNCLE'S QUICK GUIDE TO DOING THE TRIBAL THING

Once the game has loaded, press the fire button —from here on in known as Hit Fire. You and your tribe will be The Eldritch Cats. Hitting Fire selects your control device.

At the **GET READY** screen, you will be shown the pitch layout. Your tribe's starting position is shown here (See Fig. 2 - The Pitch). You will have two goals to defend, one in your Defend Zone, and one in the Frantic Zone. You score by boosting the projectile into any of the other tribes' goal mouths. When prompted, Hit Fire to begin the game.

You will begin in the Central Zone. The Central Zone has four gates leading to the Attack1, Attack2, Defend and Frantic zones. The attack and defend zone gates have coloured markers above them to indicate whose zones they are. A countdown will commence in the top left corner of the screen. As soon as the countdown reaches zero, play starts. Move your player around the Central zone. Hit Fire to boost your player toward the projectile. Boost and bounce the projectile through the gates and into your opponents' zones.

Stay sweet, take time out to get the feel of play. As with many sports, the aim is to score goals against your opponents, and to prevent them scoring against your tribe.

Various shapes and letters will appear on the pitch these are special bonus objects, see the section on Bonus Objects below for more information.

After a goal has been scored, a **REPLAY** box will appear on screen. Hit Fire to skip the replay; it will automatically play up to twice if you do nothing. If you score an own goal, the goal is credited to the last opposing player to touch the ball.

Tribal is a game of three halves, each half is actually called a set, the time remaining in the current set is reflected by the horizontal bars on the right of the screen. Each set is split into 64 time units. As the end of a set approaches, a countdown will start in the bottom right corner of the screen.

At the bottom right of the screen are two displays. One indicates which is the current zone, the other tracks the position of the players and projectile in the current zone.

At the start of a new set, the position of your tribe is rotated clockwise on the pitch, and your new position shown on the pitch layout.

MENU SCREEN

DISK SCREEN

Allows you to load or save a League or Sudden Death. To save, you will need a blank disk. The program will format this automatically, and save out your current standings in the League or Sudden Death. The save disk can only contain one each of a Sudden Death and a League game; any existing game of the same type will be overwritten.

TOP GOAL SCORERS

Tracks the top six goal scorers for any Game Type.

CREDITS

Take a look, these guys have worked hard!

MUSIC

Hits the vibes. Hit Fire on here again to select a different theme; there are eight in all.

GO!

Starts the Game.

OPTIONS SCREEN

The status of all the options apart from the save/load drive and Play Music (ST only) options will be recorded when a game is saved – Projectyle will set these automatically depending on your memory and drive configuration.

Use the joystick to move up, down, left and right, Hit Fire to change options.

Faces shown when a goal is scored — After a goal a picture of the player is displayed if this is set to **YES**. The elapsed game time is also displayed with the scorer.

Player positions displayed at the start of a new set — The pitch layout is displayed to show new positions for the next set.

Computer intelligence during solo matches — This allows you to practise without the computer getting in the way.

Fig. 1 The Menu Screen

Watch matches that have no human players involved — Turn this on to watch three computer tribes battle it out.

Sound effects enabled —Toggles all of the sounds on or off.

Music (M) or Extended Sound Effects (FX) (Amiga only) – Toggles between music or extended sound effects in the game. Each team has it's own anthem, played at their home pitch.

League updated if the match is aborted — The scores for the match and the league will be calculated and tribes' positions altered.

See position tables at the end of match — This will display the league position after each game.

Goal replays — This toggles on or off the slow motion replays.

Play music (ST only) — Toggles the elapsed time music after a game.

Set skill level — Low, Medium or High. The higher the skill level, the better the computer tribes will play.

Deploy/train players in between matches — This allows you to train and redeploy the players in your tribe before each match. It also means that your players are open to injury.

Number of disk drives to be auto-scanned (ST only) — If you have two disk drives, set this option to **TWO** in order to load and save games with the second drive. Projectyle will only recognise the second drive if a disk is inserted before your machine is switched on.

Drive for saving and loading games (Amiga only) – Projectyle will automatically use the last drive in your system for saving and loading games (DF0: if you have one drive, DF1: if you have two). Selecting this option will switch through the available drives.

Ball/player player/player sound effects - This toggles all sounds resulting from collisions between the projectyle and player.

Buffer sound effects — This toggles the sound effects from collision with the buffers at the corner of the pitch.

Wall sound effects — This toggles the sound effects from collision with the walls.

Parallel port joystick adapter in use — A parallel/printer port adapter allows you to use a third joystick.

Weeks in league —This option allows you to change the number of weeks that are to be played in the league. The number of weeks can't be changed for a Sudden Death game.

EXIT — Returns to the Projectyle menu.

LEAGUE TABLE

This shows the placings and overall performance of all the tribes partaking in a League or Sudden Death.

LEAGUE AND SUDDEN DEATH SCORING

8 points for a win
4 points for second place
0 points for a loss
6 points for a winning draw
4 points for a three way winning draw
2 points for a losing draw

GAME TYPE

LEAGUE	Allows you to play a league of between 6 and 21 weeks with all 8 tribes.
SUDDEN DEATH	Six preliminary games will decide which six teams will proceed to the semi-final. The winners of the two semi finals, plus the best runner up will enter the final to decide the Sudden Death Champion. If at the end of a semi-final or the final there is no single victor then the game will enter extra time until a tribe is sole victor.
SOLO	Is a single match for one, two or three players.

On selecting a Game Type, you will be asked to select the number of players. Use the joystick to move up and down and Hit Fire to select a tribe for each player. On completion, you will be returned to the Projectyle Menu screen.

DISK EXTRAS

For future game expansion. Not used in the standard Projectyle game.

THE PITCH

Each tribe plays best on their home pitch. The game starts with the home team defending the top zone. The Attack and Defend zones rotate clockwise after each set.
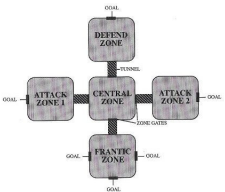
Fig. 2 The Pitch

DEPLOY YOUR PLAYERS

Your tribe has eight players, each with particular attributes. Use your joystick to select a zone and Hit Fire. Move left and right to select a player and Hit Fire to deploy that player in the chosen zone.

You may then Exit or Train your tribe

TRAIN YOUR TRIBE

You may alter the following attributes of any member by spending your **DOSH**. Values are relative to other teams, rather than absolute. The attributes have maximum and minimum values which can't be exceeded.

RATE is your maximum speed. The faster the better.
POWER is your ability to accelerate, for boosting toward and colliding with the projectile.
SLIDE is your rate of deceleration. The higher the slide value, the slower your rate of deceleration.
BOING is your bounce factor. This is important in collisions.
MASS is your physical weight, again useful in collisions.
NOUS shows the intelligence of computer players. **Nous** for human players has no effect.

Hit Fire on **SELECT** and move left and right to choose a player. Hit Fire to pick a player and move the joystick up or down through the various attributes. The fire button toggles between increasing or decreasing (+ or -) an attribute. To buy an attribute, move the joystick to the right so that **BUY** is highlighted and Hit Fire. Naturally, you can only buy what you can afford, so watch your **CREDITS REMAINING**. Collect the **DOSH** bonus objects to increase the size of your wad (credit balance).

When you have trained one player, move the joystick down to **SELECT** and repeat the process with any other players you wish to train.

On completion of training, click on **DEPLOY** to return to the **DEPLOY YOUR PLAYERS** screen, and click on **EXIT** if you are ready to play.

INJURY

When you have selected the **Deploy/train players** option in between matches your players will be susceptible to injury. This will affect an individual's performance and monitor injuries on the **TRAIN YOUR PLAYERS** screen, it is advisable to monitor injuries on the **DEPLOY YOUR PLAYERS** screen.

BONUS OBJECTS

Bonuses last for 9 seconds and will end if the projectile leaves the zone the bonus was collected in. Only pitch effects continue when switching zones.

PLAYER EFFECTS	SPECIAL EFFECTS	PITCH EFFECTS
B+ Boing plus	Seal exits	S+ Slide plus
B- Boing minus	Teleport	S- Slide minus
P+ Power Plus	Free Kick	B+ Boing plus
P- Power Minus	Loony Ball	B- Boing minus
S+ Slide Plus	Chip shot	
S- Slide Minus	About Face	
	DOSH Dosh	
	Stamina Up	

Teleport - transports all players to the Frantic zone.
Chip Shot - when hit, the projectile jumps in the air and can't be hit again until it lands.
About Face - The collector will boost away from the ball when hitting fire.
Dosh - 25 credits for use in training your team.
Stamina - during the game your Power will decrease, picking this up will maintain your Power.
Loony Ball - the projectile will act unpredictably for the collector.

TECHNICAL SUPPORT

If you have any queries about this product, Electronic Arts' Technical Support Department can help. Call (0753) 46465 or 49442 Monday to Friday between 9:00am and 6:00pm. Please have the product and the following information to hand when you call. This will help us answer your question in the shortest possible time:

- Type of Amiga /Atari ST you own
- Any additional system information (like type and make of hard disk, graphics card, printer, size and type of memory expansion etc.)
- Description of the problem you are having

If you live outside of Europe, you can contact one of our other offices.

- In the United States, contact Electronic Arts, P.O. Box 7578, San Mateo, CA. 94403-7578. Tel: (415) 572-ARTS
- In Australia, contact Electronic Arts Entertainment, 4/18 Lawrence Drive, Nerang, Gold Coast, QLD 4211. Tel: (75) 963-488

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