

Shufflepuck CAFE

Welcome to the Shufflepuck Cafe

You are the galaxy's most successful Krypton-3 salesman. On the way to close the biggest sale of your career, your brand new Nash Sombrero has blown a capacitor in the reactor valve. You exit the Grawway and coast down into the wrong side of town. Now all you need to do is find a phone and a repair sled will be on its way. The only signs of life seem to be coming from a shoddy structure three doors down and across the street.

Opening the door you make your way down a flight of debris-covered stairs. Something loathsome scampers over your feet on its way to the activities below. A shout of recognition is heard as whatever it was enters the smoke-filled room.

You stumble into the room and suddenly it's as silent as the depths of space. Several pairs of hostile eyes, and a few sets of three, challenge you to enter. The only thing that stands between you and the telephone is eight Galactic misfits, an obsolete droid and a few "friendly" games of Shufflepuck. Relax. If you lose, you'll earn their contempt. Win, and you'll earn their resentment.

Meet the Gang

To begin playing just click on your opponent. You may want to select the droid first as a practice partner and first opponent. He can be set up to play anyway you want. When you are ready to leave the Shufflepuck Cafe and go home, simply click on the EXIT sign. During an actual game you can exit by pressing any key and then selecting Quit from the File Menu.



DC3-ALSO

DC3-ALSO is a standard training robot developed by Toys-O-Fun Industries. You can adjust his playing style and characteristics to suit yourself. Create a wimp or a real Puck Warrior, it's up to you. While a bit battered and known to malfunction on occasion, at least he's been programmed against taking a human life.



Skip Feeney

Skip Feeney is a pretty much of a novice player. Skip works at the local laundry putting cardboard into the collars of dress shirts. Bit of a wimp.



Visine Orb

Visine Orb is a native of Squalor III. On the shy side due to his lack of height, he has a great sense of humor. While not a top level player, he should never be taken lightly.



Vinnie the Dweeb

Vinnie the Dweeb is a grad student attending the University of Xyrtal. A physics major, he is able to place his shots with great accuracy. In general, he is mild mannered. However, do not ever make him angry as he is a native of the planet Conspic in the Bessemer galaxy!



Lexan Smythe-Worthington

Lexan Smythe-Worthington is a remittance board from one of the finest families on Sauris VIII. He receives 2,500 credits a month providing he never gets within five light-years of his home planet. He has a real thing for the local blue champagne.



The General

Eng Doozwpvot, alias "The General," poses as an intergalactic revolutionary. The truth is he arrived home for dinner one evening wearing a rather girly military outfit. When his wife asked him what in the name of Kniehr he thought he was doing, Doozwpvot replied, "I'm revolting." She agreed with that statement and tossed him out of the house.



Neural Tottle

The mysterious hooded figure, Neural Tottle, is one of the top players you'll face. Unfortunately the will be difficult as Neural does not have a face. To date no one has had the nerve to even make inquiries as to its whereabouts. Neural does indeed have a very original style so you will be about even in playing ability. He tends to get emotional if he loses a point, so watch out.



Princess Bejin

The lovely Princess Bejin is said to be romantically linked with the General but she is probably just wishful thinking on his part. She can trounce any of the other players, except Biff, so she is a worthy opponent. The Princess has unique mental powers and other gifts as well. Her serve is something to see.



Biff Raunch

The reigning champion, Biff Raunch, is president of the local chapter of an outlandish Galactic club, Heaven's Devils. Biff is mean, a terrible winner and an even worse loser. The only thing worse than losing to Biff is beating him.



Enjoy yourself and have a pleasant evening at the Shufflepuck Cafe. By the way, hope you have a credit card for the phone, because the bartender doesn't make change.

Playing the Game

When you are facing your selected opponent, simply move the mouse to control your Shufflepuck paddle. Holding the mouse button down while playing will give you a different playing style as explained below. Pressing any key will put the menu bar on screen. Pressing the mouse button will hide the menu bar and return you to your game. The "Droid" menu appears only when playing the training droid. The rest of the menus appear throughout the game. You may select a new opponent during a game by selecting New Opponent from the Game Menu. The rest of the menus are outlined below.

The Paddle Menu

Paddle adjustments may be made only when you are randomly seeing opponents. They may not be made during a tournament.

Size... You can make the paddle tiny or as wide as the court. (If you make it too wide, though, you'll have trouble putting spin on the puck and the other players will laugh at you.) Just move the slider bar to the left or right to make your paddle larger or smaller. The figure shown is a percentage of board width. That is, if you set the paddle size to "50" it will be half as wide as the playing surface.

Button Up and Button Down... These adjustments allow you to set the power and feel of your paddle. You actually have two sets of paddle responses at your fingertips. Button Down operates when the mouse button is pressed. Button Up operates when you are just moving the mouse without pressing the button.

Selecting either Button Up or Button Down Reveals two types of adjustments: "Bounce" and "Power." Each type has two sliders so that. You can separately adjust response in the side to side differences to rear directions. The "Bounce" sliders control how fast the puck leaves your paddle when you block your opponent's shot. The number in the slider is a percentage; at a setting of "50" the puck leaves your paddle at half the speed it struck with. The "Power" sliders control how fast you can actually hit the puck when you swing your paddle. In general, high "Bounce" settings favor a defensive game, and high "Power" settings favor an aggressive game.

Example Paddles

The paddles are set to the Tournament setting when you start the game, and whenever you begin (LC3-F? Tournament rule [FISTG42, 1, 2, 3, Paddles, Tournament]). They favor an aggressive game. The "Button Down" paddle is slightly larger and stronger.

If you desire pinpoint accuracy, modify the Tournament Paddle by adjusting both bounce settings to zero.

To create a Down the Line Paddle, use the basic Tournament paddle with the sideways power set to zero. The allows you to hit the puck straight back, parallel to the side of the court. Unfortunately you will not be able to do bank shots with this setting so use it with caution.

A Set Up Paddle requires that everything be set to zero. It is used to slow the puck down so you can really smash it with a more powerful paddle at the precise moment to send it rocketing past your opponent. Use the button up/down feature to select the proper paddle, and your own keen eye to choose the time to do it.

Startup Special

ATARI ST and AMIGA

1. Reset Machine
2. Insert Shufflepuck Cafe into your disk drive.

The Blocker Menu

To add even more excitement and variety to a Shufflepuck challenge, try selecting a "Blocker" from the Blocker Menu. This will place an obstruction of a selectable size between you and your opponent. It will start to move the first time it is hit. The Custom Blocker allows you to set the exact "Size" and "Weight." The "Weight" setting determines how fast the Blocker will move.

It's a good idea to get in lots of practice before entering a tournament. DC3-ALSO can really help you sharpen your playing ability. You can adjust his skill to whatever level you choose by using the Droid Menu.

Training

The Droid Menu

Paddle Size and Paddle Power... let you control the droid's paddle response. The available settings are the same as those in the Paddle menu's Button Up selection described above. Pressing the mouse button will make no difference when playing against the droid.

Idle... controls the droid's behavior when he isn't doing anything else like chasing or hitting the puck. The "Range" sliders control how far he wanders, and "Speeds" control how fast. The slower and wider his movements, the easier it is for you to find open court to hit to.

Speed... "Blocking Speed" controls how quickly the droid can chase the puck, and "Backswing Speed" controls how quickly he can then set up to hit it. The higher the "Backswing Speed" the more likely he'll hit the puck back as hard as he can.

Return... controls how hard the droid will hit the puck. Remember, the "Backswing Speed" controls how quickly he can be set up for the shot and Paddle Size and Paddle Power will control how effective the hit will be.

Serve... controls the serve exactly the way Return controls regular shots.

The Tournament

When you think you are ready to challenge the house, just click on the Champion sign in the barroom. You will be whisked to the game room where you will begin your ordeal with Skip Feeney. Each subsequent opponent will automatically enter the game room after the defeat of the current one. No modifications of any sort will be allowed. If you defeat all of your opponents you will have the extreme honor and pleasure of writing your name on the board as the reigning champion. The Shufflepuck Cafe's Roster of Champions will also be displayed at this time.

If you fail, well, you're on your own, and don't say we didn't warn you.



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