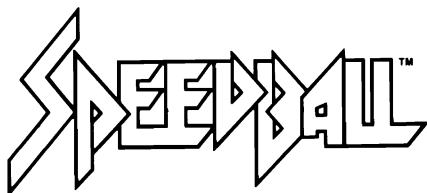




SPEEDBALL™

Image Works

Presents



Programming
The Bitmap Brothers

Graphics
Mark Coleman Designs

Music and Sound
David Whittaker

Original Concept and Design
The Bitmap Brothers

Software Documentation
Jerry Albright

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Welcome to Speedball—the fastest growing sport of the 21st century! Developed from the primitive games of soccer, basketball, and hockey in the late 1990's, Speedball rapidly developed from a pastime in the prisons of Siberia to its current status as the world's most popular game of strategy, agility, and strength.

Wearing armored uniforms (covered with razor-sharp spikes!), two 5-man teams compete to score goals by maneuvering a 5 pound solid steel ball on a sleek, alloyed metal surface. The Object: To score as many points as possible (while maiming the opponent) using a combination of speed, muscle, and strategic use of power tokens.

GETTING STARTED

LOADING INSTRUCTIONS

Amiga: Insert the game disk into drive DF0: and turn the computer on. The game will autoboot and display the loading screen.

The picture size is adjustable, so that you can make full use of all your screen. To change the picture size press the following keys as many times as required:

- Q** Move the bottom of the picture UP
- A** Move the bottom of the picture DOWN
- P** Move the top of the picture UP
- L** Move the top of the picture DOWN

Note: When the game starts, you may need to adjust the picture size to make the entire game screen visible.

Atari ST: Insert the game disk into drive A and turn the computer on. The game will autoboot and display the loading screen.

Commodore 64/128: Insert the game disk into your disk drive. Type LOAD"*",8,1 and the loading screen will be displayed.

IBM/Tandy: Insert game disk 1 into drive A: of your system. At the A> prompt, type the appropriate graphics driver (EGA, Tandy or CGA) for your system. Type:

EGA if your system is equipped to display EGA graphics.

TANDY to run in 16 color mode on a Tandy system.

CGA if your system can only display CGA graphics or if your EGA/Tandy system has a slow processor. CGA runs considerably faster than the more colorful EGA mode.



If you select EGA, a menu will prompt you to select either 64K EGA (F1 key) or 256K EGA (F2 key). Select the appropriate choice based on your system's capabilities (faster machines should use the 256K EGA option).

PAUSING A GAME

Amiga, Atari ST and MS-DOS: Press the F1 key to pause the game. Press the fire button to resume play.

Commodore 64/128: Press the RUN/STOP key to pause the game. Press the fire button to resume play.

SAVING A GAME

Select Save Game from the Main Menu. After selecting Save Game, follow the on-screen instructions. When saving a game, make sure you use a blank disk as any existing data on the disk will be lost. The disk will save one each of a knockout, league, and two player game. Any existing game of this type will be overwritten—so be careful that the game you save is the one you wish to play the next time you boot *Speedball*.

Note: Please keep your game disk write-protected!

Amiga/Atari ST: The save-game disk does not need to be formatted as the program does this automatically.

C-64/IBM/Tandy: Use a blank, formatted disk for your saved games.

LOADING A SAVED GAME

Simply insert your disk into the drive and choose the appropriate loading option (Load League, Load Knockout, or Load Two Player Game). The game will load and go back to the main menu. Choose "Continue Game" from this menu to keep playing.

CONTINUE GAME

This option lets you continue playing a saved game after you have loaded it.

QUITTING A GAME

Amiga, Atari ST, MS-DOS: Press the F10 key to quit the current game. This option returns you to the Select Team menu.

Commodore 64/128: Press the F3 key to quit the current game. This option returns you to the Select Team menu.



Note: Using the quit key will terminate the league/knockout you are currently playing and will not give you an opportunity to save the game.

JOYSTICK CONTROL

Amiga: Insert your joystick into port 2 for a one player game. For a two player game, insert a second joystick into the mouse port (port 1).

Atari ST: Insert a joystick in port 1 (port 0 is the mouse port) for a one player game. For a two player game, insert a second joystick into the mouse port.

Commodore 64/128: Insert your joystick into port 2 of your computer for a one player game. For a two player game, insert a second joystick into port 1.

IBM/Tandy: A menu will prompt you to select joystick (F1) or keyboard (F2) control by pressing the appropriate function key for each player. The screen will display the relevant key commands after keyboard selection is made.

GAME SELECTION

ONE PLAYER KNOCKOUT

Human vs. Computer—Your team wears green and will always face the goal at the top of the playing field. A knockout game consists of 10 rounds, the object being to reach the final round and win the championship.

The opposing teams become increasingly difficult as the rounds progress. Each round is based on a best of three matches. Round points are determined as follows:

Win = 2 points
Draw = 1 point
Loss = 0 points

To qualify for the next round, your team must score 3 or more points. For example, you can win the first match (2 points), lose the second (0 points) and draw in the third (1 point) to qualify.

If you gain 3 points in the first and second matches you do not play the third, but automatically qualify for the next round. You will be kept informed of your progress and requirements before the start of each match.



TWO PLAYER GAME

Human vs. Human—Player 1 controls the green team facing upcourt, Player 2 controls the red team facing downcourt. You will be asked to set the duration of the league from 10 to 100 weeks. Your team plays 1 game each week, so a 10 week season has ten games. Before each match you will be informed of your current status. You accumulate 100 points for a win, 20 points for a draw, and 5 points for each goal scored. The winner is the team with the most points at the end of the season.

ONE PLAYER LEAGUE

Human vs. Computer—A league game is played in a league system with scores of 100 points for a win, 20 points for a draw and 5 points for each goal scored. There are 11 teams in the league, including yours. After selecting One Player League you are prompted to choose between WHC (Western Hemispheric Conference) and EHC (Eastern Hemispheric Conference). After selecting a league season from 10 to 100 weeks, you play each week (one game per week) of the league as in the knockout game. The opposing teams are drawn randomly, so you will meet teams of different abilities throughout the season.

At the end of each week, the computer analyzes the results of the matches played by the other teams and compiles the current league standings. Your team is the name shown flashing in the league standings table.

Each week, 5 matches are played: ten teams play and one team rests. Your team rests in week 11 of league play.

At the end of the season, the top two teams go into a semi-final, and the other top 6 teams play through quarter-finals. The winners of the semi-finals go into a conference final. The winner of each conference final is eligible to play in the championship match—The Blood Bowl.

DEMO GAME

You may watch two computer teams play a match against each other. Use this option to learn the basic strategies of the game. Watch how the computer teams manipulate the ball, use tackles to take possession of the ball, and collect power tokens during gameplay.

Note: The Demo Game is not included on the Commodore 64/128 version.



THE GAME

TEAM SELECTION

Three team franchises are available for your selection, each with different characteristics.

The Teams

Verna—Known for its stamina. This team has great staying power.

Lacerta—A lot of head bashers on this squad. Their trademark is the scars they leave on their victims.

Draco—Defensive specialists. Widely known for their tackling and stealing skills.

TEAM ATTRIBUTES

Before each match, your team captain will be displayed along with a table of team attributes. The most important of these attributes are power, skill and stamina. Improve these attributes to increase your chances of defeating the toughest opponents.

Power—The more powerful your team, the more stamina you drain from opponents when tackling.

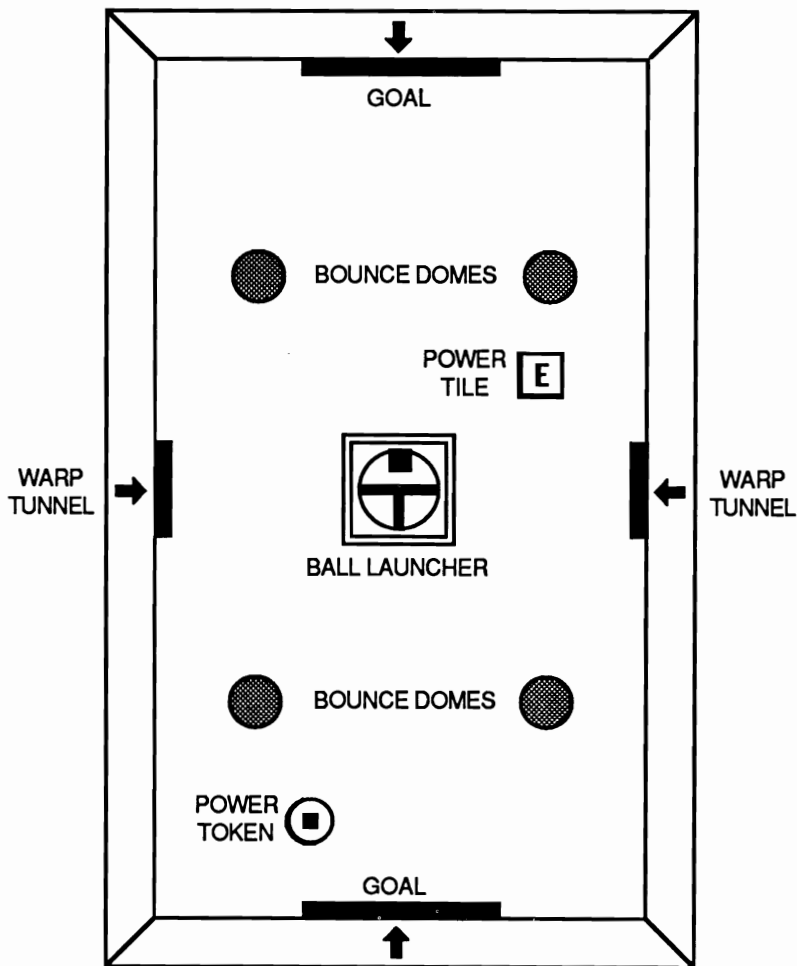
Skill—The higher the skill level, the more successful your team will be in tackling.

Stamina—As stamina depletes, your players get slower and cannot throw the ball as far, or with as much power. Your team's stamina is replenished to its maximum level at the start of each game. The small meters at the the bottom left and right of the game screen depict the current level of the highlighted player's stamina.



THE ARENA

Speedball takes place in a steel-walled, steel-floored arena, 160 feet long by 90 feet wide. The surrounding walls are 30 feet high. There is a goal mouth (4 feet high) centered at each end of the arena.





Warp Tunnels—At the midpoint of each side wall is a warp tunnel (5 feet high). A pass into the warp tunnel sends the ball shooting out the opposite side at the same speed and angle it entered (see *Passing*). Use the warp tunnels to pass the ball to teammates on the other side of the arena.

Ball Launcher—The ball launcher, located in the center of the playing area, begins each play by rising out of the playing floor, rotating and firing the ball in a random direction. Similar to a face-off in hockey, players struggle for possession of the ball after it is released.

Bounce Domes—Located at various locations on the playing area are bounce domes, magnetically charged barriers which rise above the floor. Bounce domes emit electrical energy which repels the ball, but permits players to run over them with no effect. Bounce domes appear in different formations for each match.

Time Meter—A time meter is displayed at the bottom center of the game screen. Each game lasts approximately 3 minutes. The time meter stops whenever the ball is not in play.

Stamina Meters—At the bottom of the screen are stamina meters which display the current stamina level of the highlighted players. The stamina level of player 1 is shown on the left. The stamina level of the highlighted computer player (player 2 in a two player game) is shown on the right.

PLAYER CONTROL

The player under your control is highlighted. Use the joystick (or relevant keys) to move your player around the arena. Run over the ball to take possession. The player in possession of the ball is highlighted by arrows.

OFFENSE

Passing—To throw the ball press the fire button. A very short press will throw the ball at waist height. To lob the ball high over oncoming opponents, hold the button longer.

Note: Practice the timing of your short passes. It is very easy to throw the ball too high to enter the warp tunnels and goal mouths.

Jump Catch—If your player is near the ball as it passes by, you may press the fire button to make him jump in the air for an attempted catch. However, when you jump, you are in your most vulnerable position, and can be easily tackled by an opponent.



Scoring—The team with the most goals at the sound of the buzzer is the winner. Unlike its predecessors (hockey, basketball, soccer), a draw is a draw; there are no sudden deaths or overtimes in Speedball (unless, of course, you bribe the official!).

DEFENSE

Sliding—If you press the fire button while your player is moving, he will slide. You may use this tactic to tackle an opponent or to move quickly for an interception. You cannot slide when you are in possession of the ball.

Tackling—To tackle an opponent, press the fire button (or key) while moving in the direction you wish to tackle. If you are in contact with the opponent, the tackle will knock him down and you can take possession of the ball. If you are at a distance, you will slide toward the opponent.

A tackle may or may not be successful; much relies on your team's skill level. If you succeed in tackling, the opponent will lose some stamina; the amount depends on your strength level. Also, the losing player will be sent reeling and will be unable to do anything for a few moments. **Note:** A tackle attempt on a player who is in the air will always be successful, regardless of the team's skill level.

Sometimes a successful tackle results in you taking control of the ball. You can tackle a player at any time, because there are no fouls called in this game!

Hint: If you tackle the opposing goalie, he will not be able to save the ball for a few seconds, allowing you a free shot at the goal!

Goalie—The goalie comes under your control when he is visible. Toggle between the goalie and your nearest highlighted player to form a defensive strategy against the attacking opponents.

With the joystick in the "centered" position, press the fire button to make the goalie jump up and punch the ball. As soon as the goalie touches the ball, he will automatically throw it out toward the center of the playing area (either straight or diagonally, depending on his movement when he takes control of the ball).

Diving—If the goalie is moving sideways when the fire button is pressed, he will dive in the corresponding direction. Only dive as a last resort. It takes time for the goalie to recover after a dive, leaving the goal wide open for a score.

POWER TOKENS

Power tokens are rotating coins that appear at various locations during gameplay. The tokens you collect can be used between matches to improve your chances of winning. Options you can choose include building up your team's abilities, lowering your opponent's abilities, and bribing officials. There are no limits to the number of tokens you can collect. However, you can only select each option once per match.

Example: If a round goes three matches, you could increase your skill three times, once before each match.

OPTIONS	TOKENS	RESULT
Bribe Official	2	Buys 1 minute of game time for the previous game (this can be used once per game)
Extra Stamina	3	Increases your team's stamina by 3 points (maximum stamina rating = 60)
Bribe Timer	3	Increases the length of time a temporary token lasts (8 stage countdowns become 10 stage countdowns)
Bribe Trainer	4	Reduces the intelligence of computer opponent
Extra Skill	4	Increases your tackling ability by 10 points (maximum skill rating = 255)
Reduce Stamina	4	Reduce opponent's stamina
Extra Power	6	Increases your strength by 100 points (maximum power rating = 300)
Reduce Skill	6	Reduce opponent's tackling ability
Bribe Ref	6	Buys a one goal advantage for the next game (or the previous game if you also buy extra time)
Reduce power	7	Reduce your opponent's strength

The changes to the attributes will be shown on the table below your team captain (which is displayed before each match).



Note: The damage to the opponent's attributes in a two player game are permanent, but in a one player game they affect the opposition for the current round only.

Note: The computer player can pick up tokens, but cannot use them to his advantage.

POWER TILES

Power tiles are rotating squares that appear at various locations during gameplay. Run over the tiles to pick them up. The tiles you pick up go into effect immediately and have a temporary effect on the opposition. The effects differ based on the letter displayed on the token.

- D** Decrease your opponent's stamina.
- E** Bolt of energy that tackles any opponent it hits for an 8-stage countdown.
- F** Freeze the opposing team (except goalie) for an 8-stage countdown.
- G** Get the ball if not already in possession of it.
- J** Reverse opponent's joystick control for an 8-stage countdown (two player game only).
- M** An 8-way electron burst for an 8-stage countdown.
- P** Protect your team, (*i.e.*, can't be tackled) for an 8-stage countdown.
- R** Reduce the opposing team's speed for an 8-stage countdown.
- S** Increase your team's stamina.
- W** Weapon. Turns the ball into a weapon. When it is thrown, it will tackle an opposing player for a 8 stage countdown.

Note: The computer player can pick up tiles, but cannot use them to his advantage.

END OF GAME

The game is over in Knockout competition when you either win the final match of the series or fail to qualify for the next round of play. The game is over in league play when you win the league championship or fail to qualify for the next round of playoffs.

LEAGUE STANDINGS

LEAGUE TABLE								
TEAM	GF	GA	MF	MA	MD	PL	L	POINTS
LAERTA	012	002	002	000	000	002	►	00260
PERSEUS	007	004	002	000	000	002	▲	00235
VELA	006	003	002	000	000	002	▼	00230
AURIGA	005	001	000	001	000	001	▲	00125
CASTOR	004	003	002	000	000	002	▼	00120
ANTLIA	003	004	000	002	000	002	▲	00115
DORADO	007	008	000	001	001	002	▼	00055
PAVO	006	010	001	000	001	002	▼	00050
MIRA	004	007	000	002	000	002	►	00020
VOLANS	002	012	000	002	000	002	▼	00010
TUCANA	001	003	000	001	000	001	▼	00005

(GF) **Goals For**—Total points your team has scored in league play.

(GA) **Goals Against**—Total points scored against your team in league play.

(MF) **Matches For**—Total matches your team has won in league play.

(MA) **Matches Against**—Total matches your team has lost in league play.

(MD) **Matches Drawn**—Total ties your team has had in league play.

(PL) **Games Played**—Total games your team has played.

(L) **Current Level**—The status of your team.

Up arrow = Your team has moved up in the standings.

Down arrow = Your team has moved down in the standings.

Right arrow = Your team has maintained its position in the standings.

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