

WIZBALL



For many years, Wiz and his feline friend Catelite have lived happily in the colourful land of Wizworld. However, an evil force called Zark has moved in with his horrible sprites. Zark is determined to turn the colourful land dull and grey once and for all. Your aim is to aid Catelite in restoring these original colours by shooting RED, BLUE and GREEN colour bubbles and collecting the valuable chemicals as they burst. But watch out! Zark is constantly on your heels to kill you off. There are hidden features that Wizball and Catelite can use to prolong their existence. Wizball is a fast-paced game that will transport you to an exciting world of fun, fear and fantasmagoria.

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WIZBALL

By Ocean



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PACK

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WIZBALL

LOADING

1. Set up your Amiga in the usual fashion. If this presents difficulties, please refer to the 'Introduction to the Amiga' manual, Chapter 2 'Setting up your Amiga'.
2. Switch on your monitor or television and then your Amiga.
3. When the display prompts for a Workbench Disk insert the program disk. After a few seconds the disk drive light will come on and the game will automatically load.

PROBLEMS: If you experience any problems with this software, before returning it, please carry out the following procedures:

- a) Make sure you are following the loading instructions correctly.
- b) If you still experience problems, some programs require external drives or memory upgrades should be removed. Please switch off your Amiga from the mains & disconnect any external drives or upgrades.
- c) If problems persist, please try another piece of software, that you know to load and work. If this software loads and runs, then return the faulty software to the place of purchase stating the problem encountered.

NOTE: We suggest that you ensure that your disks are write protected. See your Commodore manual for instructions.

THE STORY SO FAR

For many years, Wiz and his fantastic cat lived happily in brightly coloured Wizworld. All was not well, however, as a malevolent force had discovered the vista and intended to stamp out brilliance once and for all. The evil Zark and his horrible sprites have moved into eliminate the spectrum and render all landscapes drab and grey. So jump in your transporter and with the help of your faithful servant Catelite restore Wizworld to its former glory. Collect icons for special effects, as you manoeuvre to shake off alien forces.

CONTROLS

Wizball is joystick/keypad controlled.

FIRE BUTTON: FIRE WEAPONRY
SPACE BAR/FIRE: PAUSE ON/OFF
Q(WHEN PAUSED): ABORT CURRENT GAME

LEFT SPIN ← ● → RIGHT SPIN

JOYSTICK (PORT 2): Controls Wiz and Catelite on one player option and controls Wiz only on two, three and four player options.

JOYSTICK (PORT 1): Controls Cat on team option.

TITLE SCREEN OPTIONS

Select between the options with the joystick and press FIRE to start.

ONE PLAYER: One player controlling both Wizball and Catelite.

TWO PLAYER: One player V another player, alternate lives.

TWO PLAYER TEAM: Wiz and Cat with separate controls playing together.

THREE PLAYER: One team V one player alternate lives.

FOUR PLAYER: One team V another team alternate lives.

GAME PLAY

The landscapes are comprised of three colours. Your objective is to restore these original colours by shooting the RED, GREEN and BLUE bubbles and then use Cat to collect the droplets of chemicals as they fall to the ground. Droplets collected will be stored in the cauldrons at the bottom left of the screen, until you have enough of each colour to make the target colour displayed in the cauldron to the far right.

In the three levels which have aliens on: one

has red, one has green and one has blue. Move between levels using the tunnels to collect all three colours.

To complete a level you must colour in all three shades of grey, darkest first. After each colour is completed there is a bonus stage.

ICONS

When certain aliens are killed they deposit a green pearl which stays on the screen. If Wizball passes over this pearl and picks it up, the first icon on the top of the screen will glow. This gives Wiz the option to select the feature in the icon. If you want to select another feature, collect more pearls until the icon you want is glowing. To select an icon, quickly move the joystick left and right.

ICON 1- THRUST: Gives Wiz more control over the Wizball and allows him to move it left or right.

ICON 1- ANTIGRAV: Gives Wiz control over the Wizball, stops perpetual bouncing.

ICON 2- BEAM: Gives supra-beam weapon.

ICON 2- DOUBLE: Gives Wiz and Cat automatic two directions fire power.

ICON 3- CATELITE: Gives Wiz a cat fresh from training college.

ICON 4- BLAZERS: Gives Wiz and Cat super power blazers.

ICON 5- WIZZ SPRAY: Gives Wiz mega spray protection.

ICON 5- CAT SPRAY: Does the same for our feline friend (Wiz and Cat cannot have a spray at same time).

ICON 6- SMART BOMB: Kill every sprite in sight.

ICON 7- SHIELDS: Gives Wiz and Cat shields for a limited period only.

WIZ-LAB

After a bonus stage Wiz enters Wiz-Lab and is given Wiz-Perk by his guardian angel. You may select one weapon or control which will be magically endowed upon all subsequent Wizballs from birth or opt for the bonus of 1000 points x Wiz-Level number.

DROPLETS

Sometimes droplets of a different colour will

be produced by the bubbles as follows:-

WHITE - Awards you extra Wizball life
GREY - Awards you 128 lives for Cat
MAGENTA - Mutant Cat
BLACK - Blackout
BLUE - Filth Raid

STATUS & SCORING

ALIENS	10 - 500 points
COLLECTING PEARLS	100 points
COLLECTING DROPLETS	150 points
COMPLETING COLOUR	2000 points
COMPLETING LEVEL	7500 points
BONUS WAVE	Extra Bonus Wave
ALIENS KILLED	<40 points
WIZ POINTS IN HAND	Level 1000 points

A Wizball is awarded every 100,000 points. Extra lives can also be gained on the bonus wave by shooting Wiz's lookalike (if the image makes a noise an extra life is awarded)

HINTS & TIPS

* Level 4 cannot be entered until Level 1 is completed, likewise Level 5 cannot be entered until Level 2 is completed etc.

* There can never be more than 3 landscapes occupied by aliens and when you complete a landscape all aliens disappear, that is except on Level 8.

* Near to all the tubes there are arrows which indicate whether the tube will take you to a level below or a level above.

DISK DRIVE LIGHT

NOTE: The disk drive light will stay on throughout the running of Wizball. This is normal. Do not remove the disk. When you have finished playing, press 'CTRL' and the two Amiga keys to reset the machine.