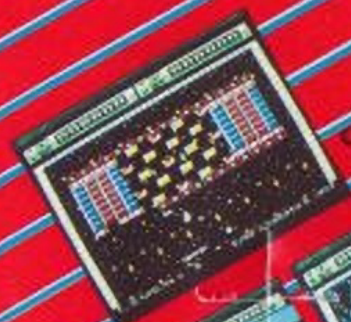




COMMODORE
64/128
SHOTS



BALL-BLASTA

BALL-BLASTA



£2.99

COMMODORE LOADING INSTRUCTIONS
PRESS SHIFT AND RUN STOP TOGETHER
THEN PLAY ON THE RECORDER

The object of the game is to remove all of the destructible bricks from the screen whilst keeping at least one ball in play.

There are several types of brick:

Bricks requiring 1 hit

Bricks requiring 2 hits

Money Bricks

Indestructible Bricks

Bricks which crumble away hit by hit

Warp Bricks

Bomb-dropping Bricks

You start the game with 3 balls and 5 lives.

When the sheet is cleared, or a ball has struck a Warp Brick, you progress onto the Level Selection Screen.

Remain as you are on the Level Selection Screen and press FIRE to see the Weapon/ability-buying screen (pressing FIRE over any completed screen will work).



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Program - Kevin Franklin
Graphics - Michael Owens
Music - Adam Dimes
Made in UK



C031

CONTROLS

JOYSTICK

Port 2

LEFT	Moves bat left
RIGHT	Moves bat right
DOWN	Shifts balls along bat
UP	Releases balls
FIRE	Fires weapon & Unpause

KEYBOARD

F1	Toggles 1/2 players
F3	Toggles Joystick/Keyboard controls for player 1
F5	Toggles Joystick/Keyboard controls for player 2
Z	Bat left
X	Bat right
,	Shifts balls
.	Releases balls
SPACE	Fire weapon
RUNSTOP	Pause/unpause game
When paused Q quits game	

Player has limited energy, some of which is lost when the bat collides with bombs or aliens, and a life is lost when all energy has gone.

ABILITIES

Triple Ball - 3 balls, Retain - allows player to catch ball(s), Enlarge - expands bat size, Slow Ball - balls start at a slower pace than usual, Antigen - prevents aliens evolving, Shield - protects bat from bombs or collisions with aliens, Disruption - balls can go through any bricks, Extra life. There are 6 weapons, which can only be used one at a time, and the more expensive weapons are very effective against bricks. Points are gained for killing aliens with balls or weapons.

MYSTERY BONUS

When killed, a few aliens release a bonus, which, when caught, gives the player an advantage, or occasionally a disadvantage.

BONUS'S

500 Points, 1000 Points, Bat Reversal, Ball Speedup, Bat Slow, 50 Credits, 100 Credits.

Have you tried DRACONUS,
Zeppelin's brilliant Zzap!
64 Silver Medal Winner?



Have you written a game which comes up to Zeppelin's high standards?
If so, send off for immediate valuation to the address below.



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