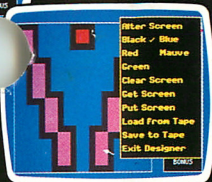


Screen pictures shown
may be different machine
versions of game.



Use brains not brawn to weather the storm!
Il faut de la matière grise et non du muscle pour réchapper à la tempête!
Mit Köpfchen statt Muskeln kommt man zum Ziel!
Usa il cervello: non usare i muscoli per resistere alla tempesta!
Usa el cerebro y no la fuerza para capear el temporal!
Gebruik je hersens en niet je spierkracht!
Her gælder det om at bruge hjernen og ikke muskelkraft for at klare skærene!

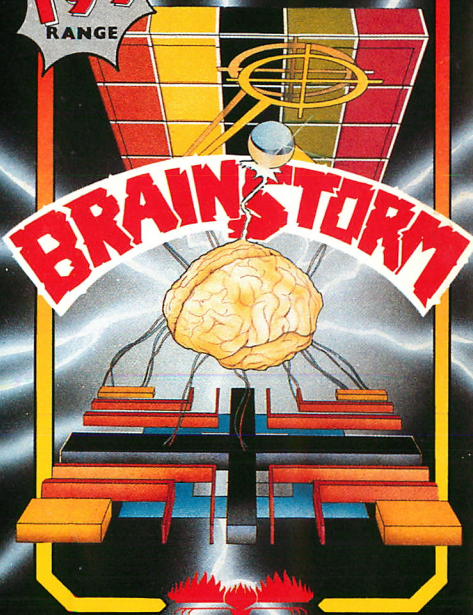


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BRAINSTORM



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*Correct at time of printing

BRAINSTORM

© PETE COOKE

Commodore conversion by D. Kirby

THE GAME

Brainstorm is an arcade strategy game. At the beginning of the game you will see one or two balls bouncing around a coloured grid. The object of the game is to trap the ball(s) on a red area of the grid, since your score will depend on the time the ball spends travelling over each particular coloured area of the screen.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

Brainstorm is played over 26 screens, each presenting different problems for trapping the ball. The lines which are used to trap the ball(s) can be selected by moving the pointer to one of the Cyan, Yellow or White bars of the control panel on the right and pressing fire. Once selected the bar will pulsate. Now move the pointer onto the playing area and press fire. The line you have selected will move across the grid to the position of the pointer. Each screen is played against a time limit, shown by the timer in the right hand panel. In order to complete a screen successfully your present finishing score must be greater than your score on finishing the previous screen. The screen displays two scores: - the top is your score

upon finishing the previous screen, the one below is your present score. If your present score is better than the last it will show on red, otherwise it will be on magenta. If your score goes below zero or you fail to turn the second score red before the time runs out then the game will end.

The Grid: BLACK and BLUE have no effect as the ball passes over them; RED increases your score; MAGENTA loses you points and GREEN will cause your ball to jump randomly to another part of the grid.

The Bonus Icon: Selecting the bonus icon will DOUBLE your SPEED of scoring, whether it be positive or negative. Whilst the bonus icon is selected lines cannot be drawn. Therefore this facility is best used after the ball has been trapped in a red area to double your score in the remaining time.

Levels of Difficulty:

- 1-3 lines to trap 1 ball
- 2-2 lines to trap 1 ball
- 3-3 lines to trap 2 balls (DIFFICULT!!!)

CONTROLS

The keyboard controls are:

Z=Left X=Right ;=Up /=Down
SPACE=Fire RUN STOP=Abort

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