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Another five years have passed and the people of GHoLD meet again in order to perform the GRAND MONSTER SLAM, biggest sports festival of this fantastic fantasy world. Again they are there, the elves and trolls, goblins and orcs, dragons and knights, ready to hold the great tournament, each eager to win the Yellow Jerkin and the Golden Medal. Thousands of creatures flock into the arena of the ancient city of the emperor, in order to cheer men and monsters, kicking nice, cute beloms over the turf.

You, best among the dwarfs, have been chosen to represent your people in the games. You are small and hairy, but also sturdy and very strong. Sixteen opponents are looking forward to measuring their strength against your's. Are you skillfull enough to survive the "Revenge of the Beloms"? Are your passes exact enough in order to pass the qualification of the "Six Faultons"? Are you representing your people honourably (remember, your king is watching!)? And last, but not least, if you manage to gain victory - beware of the opposing fans!

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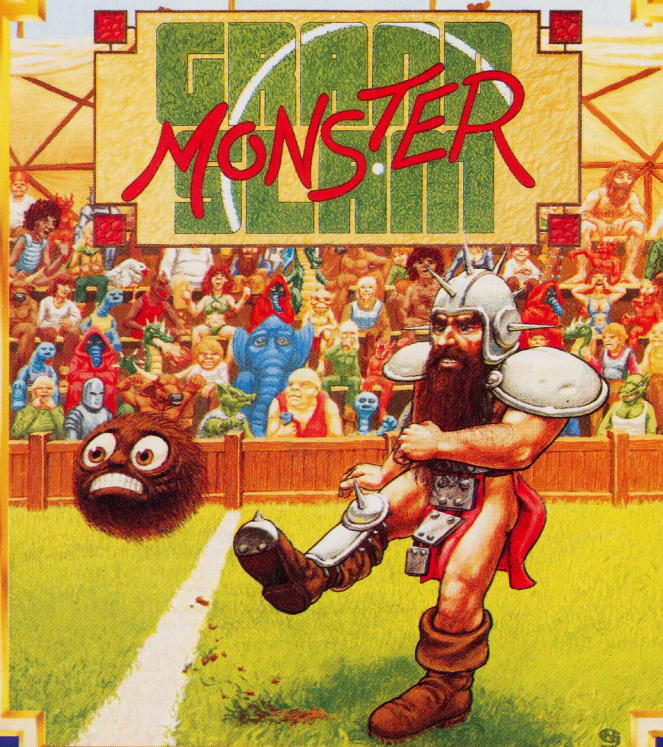


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Grand Monster Slam

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Grand Monster Slam

Rules of Play

The Grand Monster Slam takes the form of an elimination contest with 8 players. These fight against each other in pairs - this means that in the first round alone, 4 matches are played. The winners of these matches then go through to the second round where again pairs play against each other. This continues until there is only one player left - the winner of the first league. This winner must then pass a qualification event, "The Remarkable Six Faultons". Anybody who fails in this qualification cannot ascend to the next league and group of competitors.

Additionally, the winners of each match must participate in an interlude game. This is more commonly known as the "Revenge of the Beloms".

The competitors in the second league are veterans with considerable experience in the Games. Due to this fact they don't even need to play in the first league (indeed, only beginners, like your dwarf or fighters who have previously been disqualified compete in the first league). After the winner of the first league has joined them, the second group also consist of 8 players, and again there is an elimination contest to find out the second league winner. However, the pitch is now separated by a waist-high wall with a gap in the middle, thus making the game more difficult. This is especially so with the Home Run - performed by running to your opponents side of the pitch when your side is "free of beloms" - because you now have to move to the middle of the baseline before you can even begin the run.

After another "Remarkable Six Faultons" qualification game, the winner of the second league joins the final round, there meeting 3 players - champions of the last three Grand Slam tournaments. The second league winner must defeat these champions one after the other to finally obtain for himself the Yellow Jerkin and Gold Medal. This final round is extremely difficult as these ex-champions have various weird and wonderful magical powers...

The Main Game

You begin by seeing who will be playing against who in the first matches of the first league. The matches in which your dwarf is not involved will be played by the computer. Continue by pressing fire. Your opponent is then presented with background information. Continue by pressing fire.

Now the main game begins! The dwarf is always situated in the foreground. Six beloms squat patiently on each baseline - it is the players task to kick (yes, kick) the beloms waiting on his/her baseline across the pitch to the opponent. If all beloms have been successfully kicked off the baseline, the player can perform the "Home Run". This involves running across the pitch to the opponents baseline. If you achieve this, you are the winner of this match. While kicking beloms, it is most important to avoid the opponents beloms that he is kicking at you. If you are hit, you will remain on the ground for a time. The amount of time increases if you are hit several times in succession. This is then your opponents best chance to free his side of beloms. The same, of course, applies to you and you should therefore aim for your opponent when kicking beloms off of your baseline.

Do not be surprised if you see a pelvans (looks incredibly similar to a duck) arriving on the scene. This means that one of the players has fouled, for example by deliberately or accidentally kicking a belom into the crowd, or purposely irritating the opposing crowd. The pelvans sinks down a rope onto the pitch and places itself in the pelvans point (P) of the executing player. This player may now choose how to kick the pelvans to the outside; straight forward, to the left or to the right. The other player must decide in which direction the pelvans will be kicked and run there in order to catch it. This is merely a matter of luck. (The player being shot at may choose the direction in which to run by moving his joystick in that direction before the pelvans is kicked by the opponent. If you think the pelvans will be kicked

straight ahead, you simply remain where you are.)

Scoring: Each game is worth a certain number of points which the winner will receive. He will receive a time bonus if he completes the match especially fast.

Controls

Main Game:

Joystick left/right - Move along the baseline

Fire - Collect strength for a belom kick. The longer the fire button is pressed, the higher and further the beloms will go.

Joystick left/right + fire - Determine direction of shot. The longer you keep the joystick in the chosen direction, the greater the side-angle will be.

Release firebutton - Shoot

Joystick forward left/forward right - Special shot, low across the barrier. Determine the angle of the shot without collecting strength.

Joystick down + press fire - Irritate opposing fans!

Pelvans:

Joystick up/up left/up right - Determine direction in which the pelvans will be kicked.

Joystick left/middle/right - Determine direction in which to run to catch the pelvans (must be done before the opponent has kicked the pelvans).

Home Run:

Joystick up + fire - Start on home run

Revenge of the Beloms (Interlude Game):

After winning a match you must participate in an interlude game which allows you to increase (or decrease!) your score. The aim is to keep off the beloms (still fuming after the main game) for as long as possible by using a "shove-off pole" (a pole with wooden pushers at both ends). The beloms will try to reach your dwarf from 8 directions to knock him over by a precisely aimed tickling attack. Of course, the dwarf is not allowed to win this game (a conditions demanded by the beloms). Shortly before a particular beloms attacks you will see a short trail of dust. You should try to shove him away actively instead of simply blocking his path with

the pole-end. Shoved-off beloms need more time to reach their starting positions again. Joystick left/middle/right - Aim shove-off pole

Joystick in all 6 other directions - Push with shove-off pole.

These actions allow you to cover 6 of the 8 directions. To change your basic position to cover 6 different directions you need another action...

Joystick left/right + fire - Move into another basic position

The Remarkable Six Faultons (Qualification Game):

The winner of a league must first pass this qualification game before passing into the next one. By means of a well-aimed kick he must deliver a belom into each open faulton mouth. Don't be afraid to do this! The beloms will be spat out when the qualification is over. To pass from the first to the second league you must "feed" at least 2 of the 5 faultons. To pass from the second to the third league you must "feed" at least 4 faultons. Failure to pass will mean that the previous match must be repeated. Every belom delivered into a faulton's greedy mouth will provide you with points. If you do not pass the qualification you will lose all points acquired during that qualification and during the previous match.

Keep firebutton pressed - Determine strength of shot Release firebutton - Shoot

Loading

Insert the tape into your recorder and rewind it to the beginning. Press the SHIFT and RUN/STOP keys simultaneously and then PLAY on your recorder.