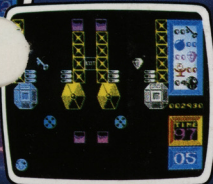


Screen pictures shown
may be different machine
versions of game:



BOING! The blockbusting ball bounces back.
BOOING! La balle gros calibre rebondit.
BOING! Mit einem Sprung ist der phantastische Ball wieder da.
BANG! La scoppiettante palla tra i quadrati rimbalza di ritorno.
BOING! La bola arrolladora rebota y regressa.
DONG! De paniekbal kaatst terug.
BOING! Pas på bolden, den springer nemlig tilbage.



CBM
64/128

I BALL II



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I BALL II



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I BALL II

(THE QUEST FOR THE PAST)

© TIMOTHY CLOSS

Commodore conversion by Andrew Betts

THE GAME

The highly developed and intelligent Ball race want to delve into their past to discover their evolution and ancestry. They will have to brave the radioactive dangers of the ancient mines and the perils that lurk beneath.

Their mission: to recover any artifacts that may give them insight into their past.

Different blocks have varying properties which must be correctly exploited to collect the key and reach the exit on each screen. Other objects include magic bombs, life particles (four make up one extra life) and gemstones. When a gemstone is collected, something unusual happens – often helpful, sometimes frustrating.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the reword 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

Controls:

LEFT = Z or Joystick left RIGHT = X or Joystick right
JUMP = P or joystick up FIRE = O or Fire button
BOMB = SPACE PAUSE = RUN STOP
RESUME = O or Fire button
ABORT = RUN STOP then CLR HOME

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