

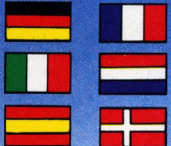
Screen pictures shown
may be different machine
versions of game.



Pick it up for Rainbow Ripple
Heben Sie ihn für Rainbow Ripple auf!
i Recógelo para Rainbow Ripple!
Raccoglietelo per Rainbow Ripple!
Attrapez la pour Rainbow Ripple!
Oppakken★ voor 'Rainbow Ripple'!
Saml den op for 'Rainbow Ripple'!
Joystick or keyboard



'For two quid this is a steal... [illegible] Overall rating 90%
Ben Stiller CRASH Magazine April 1987



CBM
64 128

SILVER
199
RANGE

COMMODORE 64/128

I.B.BALL



I.B.BALL



Other exciting games in the Firebird 199 Silver range

★ Denotes availability of game
to your computer

Correct at time of printing

	Amstrad	Atari 800/ 800XL/ 130XE	CBM 16	CBM 64/128	Spectrum
Bomb scare	★			★	★
Booty	★			★	★
Buccaneer		★		★	★
Caverns of Eriban	★			★	★
Chickin Chase	★	★		★	★
Chimera		★		★	★
Collapse	★			★	★
Cyru	★			★	★
Freak Factory			★	★	★
Fury			★	★	★
Galaxibirds			★	★	★
Goldrush			★	★	★
GoGo the Ghost				★	★
Gunstar				★	★
Gyron Arena				★	★
Happiest Days of Your Life				★	★
Harvey Headbanger	★		★	★	★
Helicopter	★			★	★
Imagination	★		★	★	★
Into the Deep			★	★	★
Kai Temple				★	★
Kings Keep				★	★
Mad Nurse				★	★
Megabucks				★	★
Microrhythm			★	★	★
Netrun 2000	★	★		★	★
Ninja Master				★	★
Olli and Lissa				★	★
Oriental Hero				★	★
Park Patrol				★	★
Pneumatic Hammers				★	★
Raging Beast	★			★	★
Rebelstar			★	★	★
Runner	★			★	★
Seabase Delta	★			★	★
Shorts Fuse			★	★	★
Shark			★	★	★
Special Agent				★	★
Spike			★	★	★
Spiky Harold	★	★	★	★	★
Star Firebirds	★			★	★
The Prince	★			★	★
Think	★			★	★
Thrust	★	★		★	★
Thrust II	★			★	★
Thunderzone	★		★	★	★
Torpedo Alley			★	★	★
Tubaruba				★	★
Twinky Goes Hiking				★	★
UFO		★		★	★
Warhawk	★			★	★
Wild Bunch	★			★	★
Willow Pattern				★	★
Zone Ranger				★	★

MAIL ORDER

If you are having problems obtaining any of our other games from the exciting Silver Range you can order them directly from our Mail Order department. Please state the name of the game, machine and quantity required. All enclosed crossed cheques/P.O.s should be made payable to FIREBIRD SOFTWARE. All orders are subject to availability. Games will be despatched promptly. All prices are inclusive of VAT and postage.

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I, BALL

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THE GAME

The totally evil Terry Ball has captured your Spherical pals:- Lover Ball, Eddy Ball, Glow Ball, and No Ball. Armed with only a bubble gun, you must enter Terry Ball's domain and struggle through the sixteen defence zones. You will find a pal to rescue at the end of every fourth defence zone. Each zone will offer a constant barrage of obstacles - glowing ones are electrified and will electrocute your ball on contact. Terry Ball has also populated these zones with such nasties as doughnuts, microwave ovens and roulette wheels which are harmless when they first appear but become highly dangerous when they stop flashing. However, do not despair, for as you negotiate these deadly zones, POWER DISCS will be created. If your ball picks one up, he will receive either a piece of weaponry or a bonus of some kind. Weaponry is shown as a series of icons to the right of the screen. These are TURBO BOOST, HORIZONTAL LASER, SMART MISSILE, BULLET SPRAY (Front and Rear Bubble Gun), ELECTRO SHIELD, LASER SPRAY (Left and Right Lasers), MOLECULE BOMB (Nullifies Electrical Obstacles), SUPER BRAKES, LASER COOLING UNIT, RAINBOW RIPPLE LASER.

When you start the game a POWER DISC will instantly appear on the screen. Pick this up for TURBO BOOST. Now progress upwards through the first zone. If you let your bubble gun fire for too long then it will overheat and you will have to wait for it to cool down. Every time you die, you will lose a piece of weaponry. As you progress through the levels, some FAULTY DISCS will start to appear. These discs make movement even harder. Finally, on the twenty-seventh POWER DISC, you will get the ultimate weapon - PICK IT UP FOR RAINBOW RIPPLE LASER.

LOADING

COMMODORE 64 OWNERS

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

Use the following keys to play the game:-

Z=Left X=Right O=Up K=Down P=Fire

These keys may only be used if you have collected the relevant piece of weaponry:-

Space= Smart Missile M= Molecule Bomb

Alternatively, use a Joystick in Port 2.

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If this program is faulty, or fails to load, please return it to the address below CLEARLY MARKED "RETURNS" and it will be replaced free of charge and postage refunded. This offer does not affect your statutory consumer rights.