

SLAM BALL

Click 3, 2, 1 Whooooooh!

Heads up! Careful now slide down easy. Left... not enough English. Pull... that's it... Pull more... perfect... Now body armour ON!

CRASH... BOING... BOING... CRUNCH... BOING... 300 points not bad! But you know you'll have to do better... Pull right more... more... Oh NO!... ARMOUR ON... drop target... slaaam... too late...

After you've played at pinball and thought you had it down! Experience SLAM-BALL! The arcade game where you are the pinball! No room for mistakes, no time for thought, just awesome action as you frantically hold on to survive.

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CBM 64

SLAM BALL



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An outdated pinball machine sits lonely and unused in a corner of the arcade, as the video boom erupts with a mind boggling explosion. Mr. Slamball stands dejected in his mechanical inability to compete with the new technology... until a bright idea!... Why not become part of that technology... take over a video machine... and what is the result? An outstanding smooth scrolling masterpiece of this classic entertainment form. Enjoy this hi-tech version of a real thoroughbred.

- Complete ball control
- Unique "tilt" feature
- 4 sets of flippers
- 1 or 2 player option
- Packed with surprises

How to Play

When *Slamball* has loaded and the title page is on the screen, use the keys on the right-hand side of the keyboard to start the game, and select the number of balls and players.

F1 Pauses the game during play but has no function on the title page. Pushing this key will freeze the ball on the screen. Any joystick movement will resume play.

F3 Functions on the title page only. Allows you to select 3 or 5 balls.

F5 Functions on the title page only. Allows you to select 1 or 2 players.

F7 Starts the game. During game play, F7 will abort the game and return you to the title page.

The fire button on the joystick will also start the game.

Joystick (One Player)

If there is only one player, the joystick must be plugged into Port 2.

With the fire button released:

Direction 1: Has no effect.

Direction 2: Moves the left flippers.

Direction 3: Moves the right flippers.

Direction 4: Moves both sets of flippers.

With the fire button pressed:

Direction 1: Has no effect.

Direction 2: Pulses the ball to the left.

Direction 3: Pulses the ball to the right.

Direction 4: Has no effect.

Joysticks (Two Players)

The player with the joystick in Port 2 controls the flippers and the player with the joystick in Port 1 controls the ball motion. The fire button has no effect on either joystick.

Shooting the Cannon

The cannon loads automatically and the ball is ready to fire on to the playing field. Use joystick directions 1 and 4 to position the cannon backplate and set the amount of propellant charge. The fire button launches the ball. Pressing the fire button when the backplate is flush against the cannon automatically fires the ball with the maximum charge.

With two players, Player 1 controls the cannon.

P.T.O

Accumulating Points

There are four sequential levels of playing difficulty.

Targets: 200 points each.

You must knock down all targets once to complete one playing level and move on to the next one. Targets are arranged in banks. A bank resets from solid to hollow targets once all targets in the bank have been knocked down. In the scoreline, the "T#" shows how many solid targets have to be hit to complete the level.

Floating Bumpers: Score bonus points (amount depends on the level of play) and engage the score multiplier.

Knocking down a bank of targets releases the floating bumpers.

The floating bumpers have to be hit before they collide with any part of the playfield and disintegrate. If this happens no points are scored.

Rubberband Kick Bumpers: 10 points each.

Round Pop Bumpers: 100 points each.

Rollovers: 50 points each.

Score Multiplier

Each time you hit one of the floating bumpers, the score multiplier is changed from 1 to 2, from 2 to 3, from 3 to 4 or from 4 to 1 again. Anything hit for points will have its point value multiplied by the score multiplier currently in effect.

Scoring

Your score is calculated as a running total during gameplay. Upon completion of current level of play, the bonus is tallied based on the number of balls chosen at the start of the game (3 or 5).

5 Ball Game = current score + number of balls left at completion of level $\times$ level completed $\times$ 1000.

3 Ball Game = current score + number of balls left a completion of level $\times$ level completed $\times$ 2500.

Horizontal Jostle

Propelling the ball in a horizontal direction gives a pulse addition to the velocity. There is a forced wait between the pulses. The length of the wait is determined by the level of game play.

There are a fixed number of horizontal jostle pulses. The number (along with a random addition) depends on the current game level. The allowable number of horizontal pulses is reset if the ball returns to the cannon barrel. When the maximum number of jostle pulses is exceeded, the machine is TILTED and the ball in play is lost.

Strategy Hints

You can use horizontal jostle with the flippers to increase your score or save a ball. With the joystick, move the ball into the flippers and release the fire button and the flippers will move. This manoeuvre will switch ball movement between the flippers and horizontal jostle.

The "T#" in the score line indicates how many targets must be hit before you can advance to the next level. Sometimes there are targets up in the top of the playfield that need to be dropped. To get at them use the openings in the cannon chute to drop the ball back into the cannon. You can then fire the ball back up to the top of the playfield. This also resets the number of horizontal pulses.

To jump to a higher set of flippers/targets, hit the ball and hold the flippers up to allow the ball to pass through.

Don't forget that the Score Multiplier sequences 1-2-3-4-1. When it is at 4, be sure to avoid the Floating Bumpers. Otherwise, the entire sequence starts at 1.

Loading Instructions:

Connect cassette player as per user manual and rewind cassette on Master Program side. Turn on the computer and press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette player and the program will load and run automatically.

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