

MADBALLS™

COMMODORE

FREEKY FUN FOR EVERYONE

Become top MADBALL on the planet ORB (and in so doing score as many points as possible). The key to domination is to become the leader of the notorious gangs of MADBALLS who collectively control what passes for a parliament, on this most unfortunate of planets. You are "Dust Brain" and have decided that none but your good self should rule from now on. To this end you must "convince" the other that your own policies are ultimately the best. This is accomplished by smashing them into the goals, and onto your team or "cabinet". Once captured, their individual talents and idiosyncrasies can be used to help "convince" remaining doubters. The MADBALLS on your team can swap places by diving into the nearest open DUSTBIN and when you have collected all the rogue MADBALLS you have become the Boss and have thus won! The fact that the other MADBALLS have had the same idea, or are just plain mean 'n' evil complicates matters and you'll soon notice for instance that all the other MADBALLS are out to kill you.... There are other balls, undistinguished BUREACRATS whom everybody hates, if you kill one of these, you score even more points. Candidacy for boss MADBALL is not for the squeemish.... Gross is Great!

LOADING

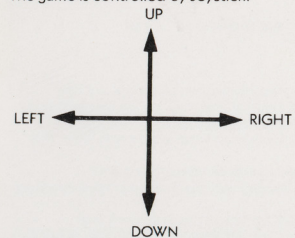
Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

DISK

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD ""8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

CONTROLS

The game is controlled by Joystick.



To swap with a captured MADBALL bounce over an OPEN DUSTBIN press FIRE when you land. If you need to BRAKE your directional bounce CENTRE the JOYSTICK and hit FIRE as you land.

GAME PLAY

Each MADBALL moves at a different relative speed according to type, and has a particular momentum. So that if you are in control of a "slow" MADBALL the other ones will move faster in relation to the background than you do, and vice versa of course. The particular strength factor determines how easily or otherwise the MADBALLS are deflected from their paths, by interaction with both scenery and other MADBALLS.

Each MADBALL also has its energy level, indicated when in play by the rate of rotation of the "barber shop poles" which lead into the MADBALLS cabinet. Each MADBALL has its own food and consumption requirements, see on.

MADBALL	SPEED	STRENGTH	HUNGER	FOOD
FRECKY FULLBACK	1	8	6	Coke and melons
SWINE SUCKER	2	7	8	Anything
SLOBULUS	3	6	7	Fish heads
DUST BRAIN	4	5	5	Blood
FIST FACE	5	4	2	Bones
HORN HEAD	6	6	7	Cabbages and fruit
SKULL FACE	7	1	1	Cabbages
SCREAMIN' MEEEMIE	8	2	3	Coke

MADBALLS use the scenery to bounce on whilst trying to kill each other. The scenery consists of various objects and planes to be bounced on, hazardous or helpful depending on the condition and type of MADBALL in play DOWNHOLES, UPHOLES, OUTHOLES, and GOALS take you on through, or out of the game. TRAMPOLINES: - Help a flagging MADBALL to regain a little bounce. SPRINGBOARDS: - Boost your velocity to get you over those chasms. RUBBER TYRES: - Very bouncy in all directions. CATAPULTS: - For those longer bounces. DUSTBINS: - Barriers and deflectors. OPEN DUSTBINS: - To swap MADBALLS. RAMPS and PYRAMIDS: - For various uses. OIL SLICK: - To send you sliding. BUBBLES: - Which pop to give extra points. FRIED EGGS: - You can squash these and collect points by landing on the CHICKENS released. Most of the background scenery animates as you will discover.

STATUS AND SCORING

At the start of the game the status display is an empty tube, into and out of which goes a spinning "barber pole". The rate at which this spins indicates the current energy level of the ball in play. As you score points numbers appear on the status line giving current tally. If you knock a MADBALL through a goal he falls into the empty tube and onto your team. If you go into OPEN DUSTBIN at this point you will leave the screen and reappear in the tube. As you bounce along the tube you will knock into the captive MADBALLS causing the nearest one to the other end of the tube to fall into play, the energy indicators reflect the new MADBALL's current condition. Points are scored when you knock other MADBALLS into the goals to get them on your team. Use captured MADBALLS to get around and to score, collect refuse to feed your MADBALLS and increase energy. Points are also awarded for: Popping BUBBLES by landing your MADBALL on them. Squashing FRIED EGGS and capturing the CHICKENS they release. Bashing BUREACRATS out of the game. Squashing BUREACRATS by landing your MADBALL on them. Using any of the animated background apparatus. If you fail to win before getting killed you will see the HIGH SCORE table on which only the BADDEST appear.

HINTS AND TIPS

- ★ Lure prospective victims to the proximity of a goal.
- ★ Discover which balls eat which items for food.
- ★ To successfully bump another MADBALL it helps if you have more height than he has when attacking.
- ★ The CHICKENS don't hang around for very long.

MADBALLS

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CREDITS

Produced by D.C. Ward
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MADBALLS™

SPECTRUM

MADBALL	SPEED	STRENGTH	HUNGER	FOOD
FRECKY FULLBACK	1	8	6	Coke and melons
SWINE SUCKER	2	7	8	Anything
SLOBULLUS	3	6	7	Fish heads
DUST BRAIN	4	5	5	Blood
FIST FACE	5	4	2	Bones
HORN HEAD	6	6	7	Cabbages and fruit
SKULL FACE	7	1	1	Cabbages
SCREAMIN' MEEMIE	8	2	3	Coke

MADBALLS™

AMSTRAD

MADBALL	SPEED	STRENGTH	HUNGER	FOOD
FRECKY FULLBACK	1	8	6	Coke and melons
SWINE SUCKER	2	7	8	Anything
SLOBULLUS	3	6	7	Fish heads
DUST BRAIN	4	5	5	Blood
FIST FACE	5	4	2	Bones
HORN HEAD	6	6	7	Cabbages and fruit
SKULL FACE	7	1	1	Cabbages
SCREAMIN' MEEMIE	8	2	3	Coke

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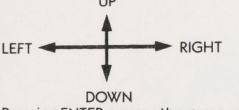
Become top MADBALL on the planet ORB (and in so doing score as many points as possible). The key to domination is to become the leader of the notorious gangs of MADBALLS who collectively control what passes for a parliament, on this most unfortunate of planets. You are "Dust Brain" and have decided that none but your good self should rule from now on. To this end you must "convince" the other that your own policies are ultimately the best. This is accomplished by smashing them into the goals, and onto your team or "cabinet". Once captured, their individual talents and idiosyncrasies can be used to help "convince" remaining doubters. The MADBALLS on your team can swap places by diving into the nearest open DUSTBIN and when you have collected all the rogue MADBALLS you have become the Boss and have thus won! The fact that the other MADBALLS have had the same idea, or are just plain mean 'n' evil complicates matters and you'll soon notice for instance that all the other MADBALLS are out to kill you.... There are other balls, undistinguished BUREACRATS whom everybody hates, if you kill one of these, you score even more points. Candidacy for boss MADBALL is not for the squeemish.... Gross is Great!

LOADING

- Place the cassette in your recorder ensuring that it is fully rewound.
- Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
- If the computer is a Spectrum 48K or Spectrum + then load as follows. Type LOAD"/(ENTER). (Note there is no space between the two quotes). The "/" is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
- Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
- If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

CONTROLS

The game is controlled by Joystick or Keyboard. Pressing 1-4 on the title page selects different Keyboard/Joystick options. The keys for option 1 are:-
 Q - UP
 A - DOWN
 O - LEFT
 P - RIGHT
 N - FIRE



Pressing ENTER pauses the game, pressing H whilst in pause mode quits the game. Press FIRE to start a new game. To swap with a captured MADBALL bounce over an OPEN DUSTBIN press FIRE when you land. If you need to BRAKE your directional bounce CENTRE the JOYSTICK and hit FIRE as you land.

GAME PLAY

Each MADBALL moves at a different relative speed according to type, and has a particular momentum. So that if you are in control of a "slow" MADBALL the other ones will move faster in relation to the background than you do, and vice versa of course. The particular strength factor determines how easily or otherwise the MADBALLS are deflected from their paths, by interaction with both scenery and other MADBALLS. Each MADBALL also has its energy level, indicated when in play by the rate of rotation of the "barber shop poles" which lead into the MADBALLS cabinet. Each MADBALL has its own food and consumption requirements, see on.

MADBALLS use the scenery to bounce on whilst trying to kill each other. The scenery consists of various objects and planes to be bounced on, hazardous or helpful depending on the condition and type of MADBALL in play DOWNHOLES, UPHOLES, OUTHOLES, and GOALS take you on through, or out of the game. TRAMPOLINES:— Help a flagging MADBALL to regain a little bounce. SPRINGBOARDS:— Boost your velocity to get you over those chasms. RUBBER TYRES:— Very bouncy in all directions. CATAPULTS:— For those longer bounces. DUSTBINS:— Barriers and deflectors. OPEN DUSTBINS:— To swap MADBALLS. RAMPS and PYRAMIDS:— For various uses. OIL SLICK:— To send you sliding. FRIED EGGS:— You can squash these and collect extra points.

STATUS AND SCORING

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HINTS AND TIPS

- ★ Lure prospective victims to the proximity of a goal.
- ★ Make a map of each level.

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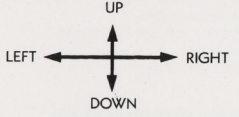
- CPC 464**
 Place the rewind cassette in the cassette deck type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type | TAPE then press ENTER key. Then type RUN" and press ENTER key.
- (The | symbol is obtained by holding shift and pressing the @ key).
- CPC 664 and 6128**
 Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewind tape in the cassette recorder and type | Tape then press ENTER key. Then type RUN" and press ENTER key follow the instructions as they appear on screen.

DISK

Insert the program disk into the drive with the A side facing upwards. Type | DISC and press ENTER to make sure the machine can access the disk drive. Now type RUN" DISC and press ENTER the game will now load automatically.

CONTROLS

The game is controlled by Joystick only.



ESC - Pause game.
 Q - Quit (whilst in Pause mode).
 Press FIRE to start a new game.
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