Slamball

Contents

Atari Loading Instructions

Joystick. Plug the joystick into port 1.

Cassette. Remove any cartridges from the cartridge slots.

Insert the program cassette into the cassette recorder with the label side up, and make sure it is rewound to the beginning before starting. Press the Play button on the cassette recorder until it locks in the down position. Hold down Start on your computer and press Return. The program will load in a few minutes.

If this fails, flip the cassette over, rewind, and try loading the reverse side of the tape. The program has been recorded on both sides of the tape.

Disk. Remove any cartridges from the cartridge slots.

Turn on your disk drive and wait for the busy light to go out. Insert the program disk into the disk drive with the label side up and the open section towards the rear of the disk drive. Close the disk drive door and turn on the power switch of your computer. The program will load in a few seconds. Do not remove the disk. The disk must remain in the drive at all times, or the program will reboot.

As an added feature, you will find a demonstration of other exciting Synapse games on the reverse side of your program disk. To access them, follow the above procedure with your disk flipped over.

Slamball

Some years ago just after the video revolution when people switched from pool halls to arcades for entertainment, a pinball machine was moved into a video arcade. Inside this machine lived Mr. Slamball, a pinball who liked nothing better than to bounce about in his mechanical playland. He would run and jump headfirst into the targets, careening off the bumpers and banks just to see how long he could keep himself in motion. Then he would be catapulted lightning quick from the cannon for another merry round of movement. Again and again he would jump and bounce, sail and glide for as long as he could get people to play him.

This never was much of a problem for Mr. Slamball. At least not until recently. But now, everyone only wants to play video games! More and more, it seemed, Mr. Slamball found himself waiting anxiously for a round of fun and merriment for someone to put a coin in his slot so he could begin the bouncing he loved so much.

But as time went by, these occasions became fewer and fewer. He felt listless and bored, alone, forgotten and neglected. Finally, Mr. Slamball's situation became so desperate and his loneliness so great that he sank into the depths of depression over his predicament. He longed to be happy again. He wished he could find a way to compete and eventually triumph in the new world of electronic fantastics.

One day as he sat forlorn and dejected, an idea occurred to him: Why not find a video game and take it over? Not only would he be bouncing and sailing once again, but he would be able to do things that were never possible with a mechanical pinball machine! He felt alive again, and smiled like never before. Barely able to contain his excitement, he carefully plotted his attack by mapping every move of his coup d'etat.

Mr. Slamball can't remember happier days or more elated bumps and bounces than he's enjoying now! He flies blissfully with the vertical smooth scrolling while windowing through the four different playing screens. He sails and glides endlessly. And you know what? Mr.Slamball is so popular that he is never left alone anymore. He is the happiest pinball alive!

How to Play

When Slamball has loaded and the title page is on the screen, use the Function keys on the right 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 freezes the ball on the screen. Any joystick movement resumes play.

F3. Functions on the title page only. Allows you to select 3 or 4 balls.

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

F7. Starts the game. During game play, F7 aborts the game and returns you to the title page.

Joystick with One Player

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

Fire Button Released. Pushing the joystick away from you has no effect, pushing it left moves the left flippers, pushing it right moves the right flippers, and pushing it towards you moves both sets of flippers.

Fire Button Pressed. Pushing the joystick away from and towards you have no effect, pushing it left pulses the ball to the left, and pushing it right pulses the ball to the right.

Joystick with Two Players

The player with the joystick in Port 1 (Player 1) controls the ball motion, and the player with the joystick in Port 2 (Player 2) controls the flipper. The fire button has no effect on either joystick.

Shooting the Cannon

The cannon loads automatically and the ball is ready to fire onto the playing field. Push the joystick away from and towards you 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.

Accumulating Points.

Targets. 200 points each. You must knock down all targets once to complete one playing level and move to the next one. There are four levels of playing difficulty used to calculate your final score. 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 score line, the *T#* shows how many solid targets have to be hit to complete the level.

Floating Bumpers. Score bonus points and engage the score multiplier. The amount of bonus points depends on the level of play. 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 playing field and disintegrate. If this happens, no points are scored.

Rubber Band Kick Bumpers. 100 points each.

Round Pop Bumpers. 100 points each.

Roll-overs. 50 points each.

Scoring and Level of Play

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.

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 (3 or 5) at the start of the game.

- 5 Ball Game = current score + number of balls left at completion of level x level completed x 1000.
- 3 Ball Game = current score + number of balls left at completion of level x level completed x 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 plus 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 to make the flippers move. This maneuver will switch ball movement between the flippers and the 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 playing field 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 playing field. 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, try to avoid Floating Bumpers. If you hit a floating bumper, the entire sequence restarts at 1.

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Back Cover

Requires a Commodore 64 or Atari home computer with 32K and joysticks.

Great pinball and lots more. All the bumpers, roll-overs and targets your heart desires, and four sets of flippers to shoot the ball back to the top, if you're quick. What's more, you have complete ball control, the first ever in computer pinball, and a tilt feature. Up and down scrolling over four full screens so you can track the ball and the action. Two people can play at once. One controls the ball and tilt, the other handles the flippers. All the bells, whistles, gongs, and surprises make Slamball the best computer pinball game ever.