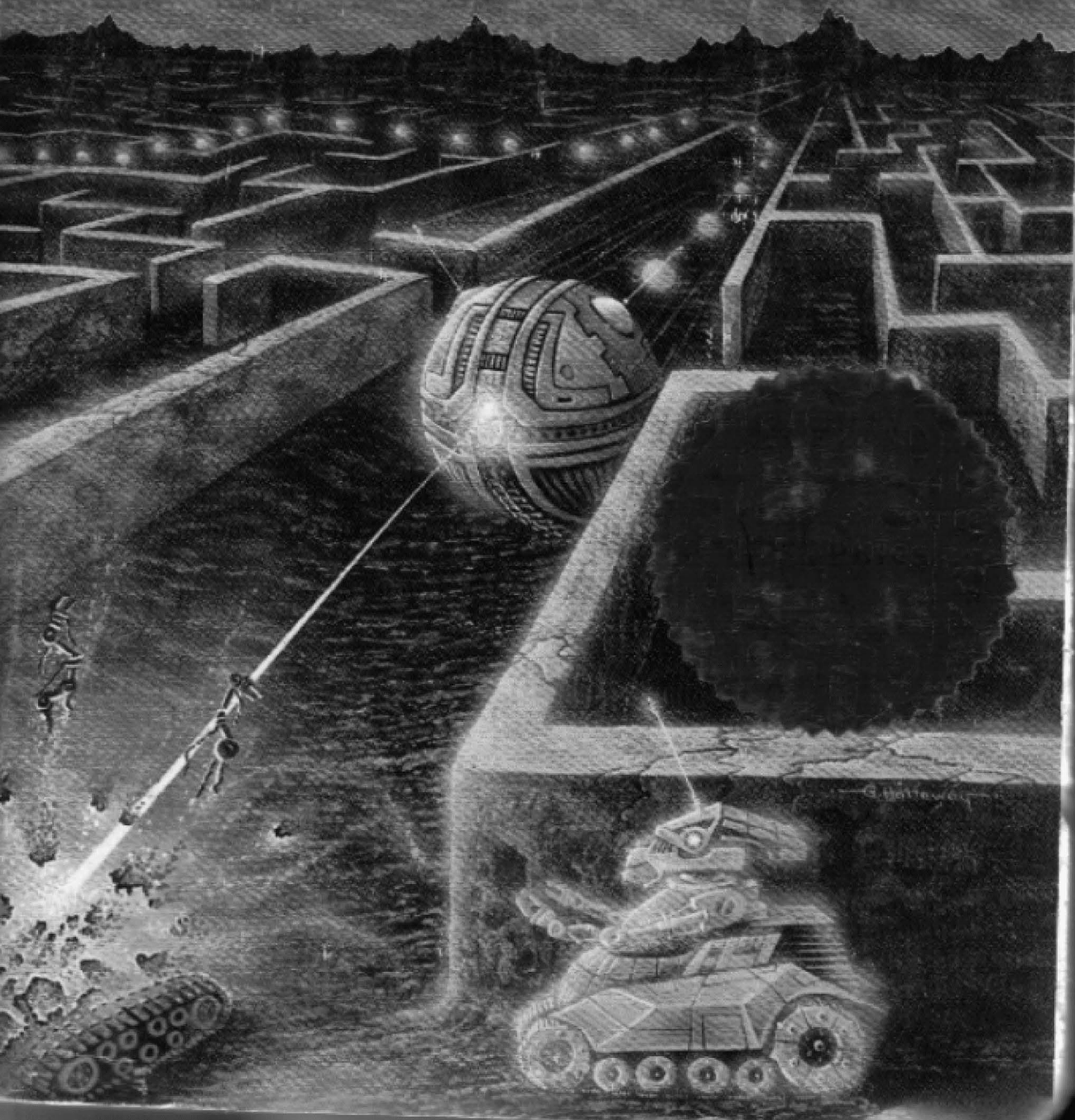


TRS-80 MODEL 1&3-32K  
1 DISK DRIVE REQUIRED

BY NEIL MATSON  
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# LASER BALL



# **LASER BALL**

by Neil Matson

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TRS-80 Model I and III Versions

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**LASER BALL!** It's heart-in-the-throat action every inch of the way as you dip and dodge through a horde of crazed destructoids. They've been whipped up into a maddened frenzy by your intrusion into their maze — and now it's either kill or be killed! But can your **LASER BALL** survive the endless onslaught that comes with the advancing play levels?

**OBJECT OF THE GAME** — The setting for **LASER BALL** is a twisting maze that is frequented by semi-intelligent 'destructoids.' Your playing link to the game is the **LASER BALL** itself, which is controlled either with the arrow keys or a joystick. The object of the game is two-fold: (1) You must avoid contact with the destructoids, and (2) You must drop all 196 dots in the maze before you can advance to the next playing level.

**PLAYING LASER BALL** — After selecting either one or two players, the game will begin. The starting position for both the **LASER BALL** and the destructoids is at screen center. After a brief pause of several seconds after the level begins, the destructoids will be unleashed and you will be given control over the **LASER BALL**. Using the arrow keys to control its direction, you will have to quickly maneuver the **LASER BALL** out and away from the destructoids. At certain points in the game, the **LASER BALL** can eat a stimulator, which will charge its laser temporarily for offensive action.

Any time the **LASER BALL** is moving, it will 'drop' a trail of dots. These dots will show the route that the **LASER BALL** has taken through the maze; once the entire maze has been covered (a total of 196 dots will have been dropped), the next level will begin. **NOTE:** There are areas within in the maze where the dots will not appear, such as at screen center or where a stimulator or Mystery X has been.

## GAME ELEMENTS

**DESTRUCTOIDS** — There are 6 destructoids in motion on any given level. The destructoids will tend to move away from the LASER BALL whenever it becomes charged.

**ENERGY DOTS** — These are dispensed by the LASER BALL as it moves through the maze. The large and small dots are worth 20 and 30 points respectively.

**STIMULATORS** — At various points around the maze, energy-dense stimulators will appear. When eaten, these can temporarily charge the laser in your LASER BALL. You may then fire your laser at the destructoid using either the **SPACE BAR** or the joystick firing button. Points for a 'kill' range from 400 to 900 points. Also, the energy stimulation effect is quite brief — and, the destructoids can sense a sudden shift in the balance of power and will momentarily flee — so make every second count. (Note: If you play the game with the sound patch connected, you will hear a tone while the LASER BALL is in a state of charge. Once the tone stops, your laser is no longer effective.)

**PIGGYBACKING DESTRUCTOIDS** — If you fail to kill a destructoid that comes into contact with your LASER BALL while you are in a state of charge, he will latch onto the LASER BALL and will destroy it once the charge wears off. To shake a destructoid off, turn a three- or four-way intersection at a 90 degree angle.

**LEVELS OF PLAY** — There are a total of 24 levels (maze patterns) per game. To advance to the next level, the player must eat all of the stimulators and all 196 dots must be dropped. Beginning with Level 15, the dots that are dropped by the LASER BALL will not be visible until Level 24 is reached. During Level 24 only, the energy dots not only reappear, but the game action accelerates to a considerable degree as well. Between Levels 15 and 23 inclusive, you will have to rely on memory and instinct to fill the maze with the now-invisible dots. Once the 24th level is completed, the game will reset to Level 1 and continue.

**LASER BALLS** — The player begins with four LASER BALLS. A bonus LASER BALL is awarded at 10,000 points.

**MYSTERY X** — At certain times, an 'X' will appear. Eat it for an additional 1000 points.

**GAME INTERMISSION** — After Level 2, and then after each four

successive levels, there will be a brief game pause. This will give the player a few moments to prepare for the next series of attacks.

**BEGINNING THE GAME** — After the game has successfully loaded (see Tape and Disk Loading Instructions below), you will be asked if you wish to begin the game or view the instructions. Press **I** to see the instructions or **B** to begin play. Next, you will have the option of choosing either one or two players. Enter the appropriate number.

## **KEYBOARD OR JOYSTICK**

LASER BALL may be played using either keyboard or joystick controls. The key functions are as follows:

- ↑** LASER BALL UP
- ↓** LASER BALL DOWN
- LASER BALL RIGHT
- ←** LASER BALL LEFT
- SPACE BAR** FIRE LASER
- BREAK CLEAR** ABORT GAME
- ENTER** GAME PAUSE
- SHIFT** CONTINUE GAME

## **HIGH SCORE**

The high score to date is listed at the top of the screen.

## **SOUND**

To best enjoy the inventive sound effects of LASER BALL, we suggest that you obtain a small audio amplifier. These can be purchased at reasonable cost from many electronic hobby shops, including Radio Shack. However, most cassette players can do double time as a makeshift amp. Here's how:

1. Connect the cassette jack to the AUX input on the recorder.
2. Now, locate and press the small record/protect tab which is usually located in the left rear of the cassette port. Hold it down and . . .
3. . . press the REC and PLAY keys simultaneously.
4. Release the tab. The REC and PLAY keys should 'lock' into position.

5. Insert the earphone into the EAR output on the side of the cassette player.

**A FEW PLAYING TIPS** — Be prepared to move quickly when the game begins; the destructoids move quite rapidly. Also, it won't hurt to think ahead and plan a route rather than just moving blindly through the maze. Be wary when your LASER BALL is charged from a stimulator — the effect can and will wear off rapidly. Try and rid your LASER BALL of any piggybacking destructoids as quickly as possible.

### **LOADING INSTRUCTIONS — TRS-80 Models I and III - TAPE**

1. Turn on your TRS-80.
2. Put your copy of LASER BALL into the cassette player. Rewind the tape, if necessary. [MODEL III ONLY: Press **↓** for low baud rate tape loading when requested.]
3. Set the volume control on the cassette player to 4 or 5.
4. Type **SYSTEM**. (Then press **ENTER**)
5. Type **↓**. (Then press **ENTER**)
6. LASER BALL should now begin loading with a blinking '\*' in the upper right corner of the video screen. If a 'C' appears, or the '\*' doesn't appear or doesn't flash, rewind the tape, adjust the volume a bit. (Try adjusting it a little higher if the '\*' doesn't appear, or a little lower if a 'C' appears.), and repeat Steps 2 through 5.)
7. When the '\*?' appears at the bottom of the screen (usually in 3 to 4 minutes), press **↓** and touch **ENTER**. The program will begin.

### **LOADING INSTRUCTIONS — TRS-80 MODEL I and III - DISK**

1. Turn on your TRS-80.
2. Insert the LASER BALL diskette into Drive 0 and press the reset button.
3. The program will load and run.