

Airball

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Manual

System Requirements & Loading Instructions

Airball will run on any Amiga computer. A joystick is recommended, but not necessary. To load the game, simply place the master disk in drive DF0: and restart your computer. The game will then autoload from this point.

Note: when the game loads you will notice the screen is shifted towards the bottom. To move the screen back to the centered position simply use the 2 and 8 keys to raise and lower the playing screen.

Introduction

"Now you're really in trouble," said the Evil Wizard.

"I've warned you about trespassing in my mansion. Now, since you did not take heed of my warnings, I'm turning you into a ball of air and sending you deep into my mansion of over 250 rooms, to search for the spellbook that may give you clues on how to transform yourself into a human again. It will not be a simple task, for you, as the ball of air, have a slow leak, and you'll need to jump on an air pump in some rooms to remain inflated. Take heed, for if you pump up too much you will burst! If you are lucky enough to find the spellbook in these rooms, you'll next have to pick up the objects I've left, such as: crosses, tins of beans, a Buddha, a dragon statue, a pumpkin, a flask, and even crates that you'll need to get over treacherous obstacles! This is your one chance for survival", he cackles.

"Sounds easy," You laughingly boast to the Evil Wizard.

"Oh! Does it now!" he sneers. "Well, I'm also putting spikes in these rooms that will take your breath away, as well as killer pads on the floor. You have no chance for success...Hee! Hee! Hee!"

Playing Instructions

At the start of the game you will be placed on a pump. As long as you remain on the pump your internal pressure will increase. If your pressure becomes too high you will burst.

At the bottom of the screen your pressure is represented by a yellow bar, pay close attention to this bar because this is how much air you have left until you find another pump.

Once you have acquired sufficient pressure you must search for the spellbook. Watch out for hidden dangers, as your skin is easily punctured. There are rooms that require the help of specific objects to gain access. [Hint: You need to find the flashlight to enter the dark room.] If you are lucky enough to find the spellbook, return it to the starting room and follow the wizard's advice.

Game Controls

F1 - Selects control
Spacebar - Starts game
P - Pause/Restart

F10 - Aborts game
F - Speeds up the movement
S - Slows down the movement

Player Controls

Movement	Keyboard	Joystick
Up	A	Up
Down	X	Down
Left	M	Left
Bounce	Ctrl	Fire
Pickup/Drop	Spacebar	Spacebar

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