WIZBALL

For many years, Wiz and his fantastic cat lived happily in brightly coloured Wizworld. All was not well however as a malevolent force had discovered the vista and intended to stamp out brilliance once and for all.

The evil Zark and his horrible sprites have moved in to eliminate the spectrum and render all landscapes drab and grey.

So jump in your transporter and with the help of your faithful servant Catelite restore Wizworld to its fommer glory.

Collect icons for special effects as you manoeuvre to shake off the alien forces. Stunning graphics create the mood for a thrilling and compulsive game with hordes of hidden features and extra controls.

LOADING
ATARI ST
Switch on the power to the computer and disk drive then insert the disk into the drive. This program will then load automatically.

AMIGA 500 and 2000
Insert the game disk into the disk drive and switch on the computer. The game will load automatically.

AMIGA 1000
Insert your Kickstart disk into the disk drive and switch on the computer. When the workbench screen appears, insert the game disk. The game will load automatically.

CONTROLS
Wizball is controlled by joystick with keyboard.
JOYSTICK1 (PORT I)
Controls Wiz and Catelite on one player option and controls Wiz only on two, three and four player options.
JOYSTICK 2 (PORT O)
Controls Cat on team option.

JOYSTICK
Moving the joystick right puts right hand spin on Wizball.
Moving the joystick left puts left hand spin on Wizball.
Pressing FIRE activates the weapons you are carrying.
Press FIRE and moving the joystick controls Cat on one player option only.
On team options Cat is controlled by a separate joystick.
Wiggling the joystick from left to right selects the feature represented on the glowing Icon at the top of the screen.

KEYBOARD
SPACE BAR - PAUSE
FIRE BUTTON - RESTART
Pressing Q while paused will quit the game.

TITLE SCREEN OPTIONS
ONE PLAYER — One player controlling both Wizball and Catelite
TWO PLAYER — One player V another player, alternative lives.
TWO PLAYER TEAM — Wiz and Cat with separate controls playing

together.

THREE PLAYER — One team V one player alternate lives.

FOUR PLAYER — One team V another team alternate lives. Select between the options with the joystick and press FIRE to start.

GAMEPLAY

The landscapes in Wizworld are comprised of three colours each. Your objective is to restore these original colours by shooting the RED, GREEN and BLUE colour bubbles and then use Cat to collect the droplets of chemicals as they fall to the ground. Droplets collected will be stored in the cauldrons displayed at the bottom of the screen, until such time as you have enough of each colour to make the target colour displayed in the cauldron to the far right. In the three levels which have aliens on; one has red, one has green and one has blue. It is therefore necessary to move between the three levels using the tunnels to collect all three colours.

To complete a level you must colour in all three shades of grey, darkest first. After each type of colour is completed there is a bonus stage.

ICONS

When certain aliens are killed they will deposit a green pearl which will remain stationary on the screen. If Wizball passes over this pearl and picks it up the first Icon on the top of the screen will glow, this indicates Wiz has the option to select the feature represented on the Icon. If you want to select another feature collect more pearls until the Icon you want is glowing.

ICON 1

THRUST — Gives Wiz more control over the Wizball and allows him to move it left or right.

ANTI GRAV — Gives Wiz total control over the Wizball, stops perpetual bouncing.

ICON 2

BEAM — Gives Wiz supa-beam weapon.

DOUBLE — Gives Wiz and Cat automatic two directional fire power.

ICON 3

CATELITE — Gives Wiz a cat fresh from training college.

ICON 4

BLAZERS — Gives Wiz and Cat super power blazers .

ICON 5

WIZZ SPRAY — Gives Wiz mega spray protection.

CAT SPRAY — Does the same for our feline friend (Wiz and Cat cannot have a spray at same time).

ICON 6

SMART BOMB — Kill every sprite in sight.

ICON 7

SHIELDS — Gives Wiz and Cat shields for a limited period only.

WIZ-LAB

After a bonus stage Wiz enters Wiz-Lab and is given Wiz-Perk by his guardian angel. You may select one weapon or control which will be magically endowed upon all subsequent Wizballs from

birth or opt for the bonus of 1000 points x Wiz-Level number.

DROPLETS

Sometimes droplets of a different colour will be produced by the bubbles. These are as follows:

WHITE   — Will award you an extra Wizball life.

GREY   — Awards you 128 lives for Cat.

MAGENTA   — Mutant Cat.

BLACK   — Blackout.

BLUE   — Filth Raid.

STATUS and SCORING

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ALIENS	– 10-500 Points
COLLECTING PEARLS	– 100 Points
COLLECTING DROPLETS	– 150 Points
COMPLETINGCOLOUR	– 2000 Points
COMPLETING LEVEL	– 7500Points
BONUS WAVE	– Extra Bonus Wave
ALIENS KILLED	– x 40 Points
WIZ POINTS IN HAND	– Level No. x 1000 Points

A Wizball is awarded every 100,000 points. Extra lives can also be gained on the bonus wave by shooting Wiz's lookalike (if the image makes a noise an extra life is awarded).

DISPLAYSCREEN
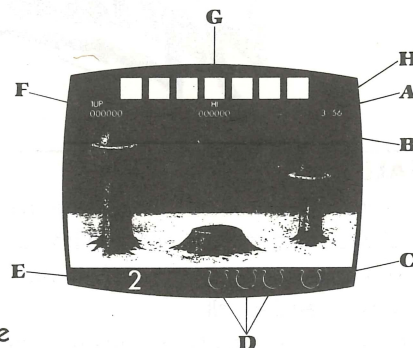
KEY

A – Icons

B – Player two's score

C – Cauldron showing target colour

D – Level

E – Cauldrons in which to collect colour

F – Player one's score

G – Number of Wizies remaining

H – Number of aliens remaining

HINTS and TIPS

* Level 4 cannot be entered until Level 1 is completed, likewise Level 5 cannot be entered until Level 2 is completed etc.

* There can never be more than 3 landscapes occupied by aliens and when you complete a landscape all aliens disappear, that is except on Level 8.

* Near to all the tubes there are arrows which indicate whether the tube will take you to a level below or a level above.

CREDITS