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Radio Ball

Radio Shack

TRS-80



**COLOR
COMPUTER**

TM

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RADIO BALL

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Introduction

The arcade is crowded. You nudge your way down the aisle and there it is, "your" machine. You drop in a coin and the first of the five balls rolls into position. You pull back the plunger and release it, sending the ball flying to the top of the playfield. Your ball whizzes across the rollover buttons and smashes into the first thumper bumper. It dances around the bumpers and then takes a bad bounce, heading straight for the out-hole! At the last second, you catch it with your flippers and send it sailing to the top of the playfield again. This is going to be a good game.

Realistic flipper and rebound action, bonus and add-a-ball play, and arcade pinball sound effects combine to make Radio Ball a fast-paced, exciting game of skill and reflex for one to four players.

Required Equipment

To play Radio Ball, you need the following equipment:

- A TRS-80® Color Computer with at least 32K memory
- A standard television (color television recommended)
- A cassette recorder, such as the CCR-81 (26-1208), and cable

Loading Instructions

1. Connect the Color Computer to the television set and move the antenna switchbox control to computer (or Game). See your TRS-80 Color Computer Operation Manual for details.
2. Turn on the television and tune it to channel 3 or 4 (whichever is least active in your area).
3. Turn on the Color Computer.
4. Connect the cassette recorder to the Cassette port of the color computer. See your TRS-80 Color Computer Operation Manual for details.
5. Insert the Radio Ball cassette into the recorder and rewind the tape to the beginning.
6. Press **PLAY** on the recorder and type **CLOADM:EXEC** and press **ENTER** on the keyboard to load Radio Ball. An S appears in the upper left corner of the screen, then a flashing F and RBALL appear while the game program is loading.

After the game is loaded, the copyright screen appears. A moment later the Radio Ball screen is displayed. If no keys are pressed, the program starts a demonstration game.

The Screen and the Playfield

The right side of the screen shows the players' scores, the number of balls left to play for each player (the large dots), the current player, and the amount of bonus points and the bonus multiplier value for the current player. On the left side of the screen is the Radio Ball playfield.



Playing the Game

Any time the Radio Ball screen is displayed and you do not start a game, the program begins a demonstration game. If Radio Ball has started a demonstration game, press **ENTER** or the spacebar to end the demonstration.

Select the number of players if you want more than one player. Press the spacebar once for each additional player. If you select the wrong number of players, press the spacebar repeatedly until the correct number of players is displayed again.





After you select the number of players, press **ENTER** again to start the game. The first of the five balls shunts into place and the screen indicates the player, beginning with Player 1.

Use the **Q** and **Z** keys to control the spring on the plunger. Press **Z** repeatedly to pull the plunger all the way back. Pressing **Q** moves the plunger forward.

When you have the amount of spring you want, press **→** or **←** to shoot the ball up the lane, through the first spinner, and out onto the playfield.

The Ball in Play

Flippers

Control the right flipper with the  or  key, and the left flipper with the  or  key. The Radio Ball flippers are “zipper-flippers”—you can hold them up to catch the ball between them.

Rollover Buttons and Ball Saver Posts

Hit the rollover buttons at the top of the screen to score 300 points each and activate the ball saver posts in the out-hole lanes. The right rollover button controls the right lane ball saver; the left button controls the left lane ball saver.

If you lose a ball down an out-hole lane with an active ball saver, the ball bounces off the ball saver post back into the playfield. Watch out though—if the ball takes a bad bounce, the ball saver may not catch it.

Rebounding off a ball saver post scores 500 bonus points and turns off that ball saver.

Thumper Bumpers

The three large targets at the top of the playfield are thumper bumpers. Hit these targets to score 50 points each. The ball takes a large rebound off thumper bumpers.

Stationary Targets

The small target on the outside wall of the left bonus lane is a stationary target. Shoot the bottom of this target to score 1000 points, 500 bonus points, and light the bonus multiplier, which is in the left bonus lane. (The bonus multiplier is explained in “Bonus Lanes.”)

The triangular target near the middle of the playfield is another stationary target. Shoot this target to score 1000 points and 500 bonus points. The hit must be on the bottom of the target; the top of this target acts only as an obstacle and scores no points.

The four targets on the outside wall of the right bonus lane are also stationary targets. Shoot these targets to score 500 points each and light up their corresponding lights on the inside of the right bonus lane. (See “Bonus Lanes” and “Multiple Ball Play” for an explanation of these lights.)

Slingshot Kickers

The large triangles at the bottom of the playfield are slingshot kickers, which rebound the ball with great force in the opposite direction. Hitting the kickers scores 50 points each.

Kick-Out Holes

The holes below and to the left of the left bonus lane and inside the top of the right bonus lane are kick-out holes. Shoot a ball into a kick-out hole to score 500 points. The ball is held captive for a moment, then propelled or kicked out onto the playfield.

If arrows are flashing and pointing to the two kick-out holes (multiple ball play), they score 5000 points plus 5000 bonus points each. (See “Multiple Ball Play.”)

Bonus Lanes

Radio Ball has two bonus lanes, one on each side of the playfield. Each bonus lane has spinners at both ends so that the ball can enter each lane in only one direction.

Shoot the ball to enter the left bonus lane from the bottom. Be sure to shoot the ball hard enough to go all the way up the lane. The bonus lane multiplier in the left bonus lane scores 500 points and increases the bonus multiplier (1xBonus) in the scoring section of the screen by 1. The maximum bonus multiplier is 5. See “Scoring.” If the bonus multiplier button is flashing (the small target on the outside of the lane was hit), it scores an additional 3000 points.

The bonus lane on the right side of the playfield must be entered from the top. The four lights in the right bonus lane score 100 points each if not lit, or 3100 points each if lit. If all four are lit, they score an additional 10,000 bonus points.

Flipper Lanes

Directly behind the slingshot kickers are flipper lanes. You can catch a ball that goes through the lanes and reshoot it.

Out-Hole Lanes

The out-hole lanes are on the extreme left and right sides of the playfield. The ball is lost through the out-hole if it goes down one of these lanes.

Out-Hole

The out-hole is at the bottom of the screen. You lose a ball if it goes through the out-hole via either of the out-hole lanes or down the center of the playfield through the flippers.

“English”

“English” — subtle (or not so subtle) bumps, bangs, and nudges to the playfield (in this case, the keyboard) are not effective in Radio Ball. However, so you don't miss out on what many great pinball players consider the true skill of the game, Radio Ball includes a little “English” of its own.

If a ball takes a bad bounce while traveling through a flipper lane it may go over the wall at the bottom of the lane and be lost through the out-hole.

Also, a ball shot off the flippers into or slightly below the triangular obstacle on the right wall of the playfield sometimes will jump the wall into the ball launch lane. This acts as a ball return so that you can reshoot the ball and continue play.

Multiple Ball Play

Radio Ball is an add-a-ball pinball game—players can win multiple balls on any one turn. For multiple ball play, shoot each of the four stationary targets on the right side of the playfield. Lights on the inside of the bonus lane corresponding to each target hit light up. Shoot the ball down the lighted bonus lane. Blinking arrows appear, pointing to the two kick-out holes on either side of the playfield.

Shoot a ball into one of the kick-out holes. The kick-out hole holds that ball, and you get a new ball. Shoot this second ball into the other kick-out hole, which holds it there and gives you a third ball.

Light up the four targets on the right side of the playfield, and shoot the third ball down the lighted path again. All three balls are released for simultaneous play.

When you are in multiple ball play, it is your turn until the multiple ball play is completed or the ball in play is lost through the out-hole.

If the arrows are blinking for multiple ball play and you lose the ball, your turn ends. The playfield for multiple ball play is displayed again when you get another turn.

Pausing, Restarting and Quitting the Game

Press **(P)** to pause when playing the game. Press **(P)** again to resume play.

Press **(R)** to restart a game from the beginning.

Press **(ENTER)** to clear the scores and start a new game.

Press the reset button to quit and return to Color BASIC.

Scoring

The bonus multiplier on the right side of the screen begins on 1x for each new turn and is incremented by 1 when you shoot a ball through the left bonus lane and hit the bonus multiplier button. Any bonus points you score in a turn are multiplied by the multiplier value.

The Radio Ball target values are:

Target	Score	Bonus	Special
Rollover Buttons	300	0	Light ball savers
Thumper Bumpers	50	0	
Ball Saver Posts			
lit	0	500	Kick out ball
unlit	0	0	
Stationary targets			
left bonus lane	1000	500	Lights bonus multiplier button
right bonus lane	500	0	Light bonus lights
middle	1000	500	
Slingshot Kickers	50	0	
Kick-Out Holes			
lit	5000	5000	Ball held captive
unlit	500	0	
Bonus lanes			
left, lit	3500	0	Adds 1 to bonus multiplier (5 max)
left, unlit	500	0	
right, lit	3100 ea	0	
right, 4 lit	3100 ea	10000	Multiple ball play
right, unlit	100 ea	0	

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