

ROLLER CONTROLLER

STARTING THE GAME

After you have loaded the game into the computer (see below), you will be asked the question 'What kind of monitor do you have (C or R)?'. If you are using a composite monitor or a television set, type C. If you are using an RGB monitor, type R. You will then be told to 'Please enter skill level (1-3)'. Enter the number of the level which you wish to play (1 is the easiest, 3 is the most difficult). Whenever the high scores are displayed you may re-enter the monitor type and the skill level by typing control R.

METHOD OF PLAY

You must guide the rolling marbles into the proper bins at the bottom of the screen. The solid colored marbles with a 'T' in their center must fall into the bin which is the same color as the ball. A "ringer" ball will also appear which is a combination of the three colors of the other balls. The ringer balls must fall through one of the two funnels (marked with a large arrow) at the lower right and left side of the screen.

The balls are guided to the appropriate bin by opening and closing the trap doors at just the right time. At the extreme right and left bottom side of the screen are two fans. If the ball rolls off of the edge of the planks above a fan, the ball will be blown up to the top of the screen and it will start over again. Each time a ball uses a fan to get back to the top of the screen, its velocity will be slightly increased so don't abuse the privilege.

WINNING THE GAME

At the upper right hand side of the screen are two numbers next to a happy face and a sad face. The number next to the happy face is the remaining number of balls which must be guided into the correct bin before the current board is completed. The number next to the sad face is the remaining number of mistake balls allowed. This is the number of balls which may fall into the incorrect bin (or funnel) before you lose the game.

SCORING

You receive 50 points for each colored ball that goes into the correct bin. No points are scored for ringer balls. Fifty points are scored for each unused mistake ball at the end of a board. Bonus points are awarded at the conclusion of each wave. A wave consists of a pattern of 10, 11 or 12 boards depending upon the skill level.

CONTROLLING THE TRAP DOORS

The trap doors are controlled as shown below:

TRAP DOOR ONE: Press the right joystick fire button or the left arrow key.

TRAP DOOR TWO: Press the right joystick second fire button, the space bar or the right arrow key.

SKILL LEVEL

You may choose from one of three skill levels. When you choose a higher skill level: 1) the balls will roll faster, 2) new balls will appear more frequently, 3) more balls will be allowed to exist on the screen at the same time, and 4) you must get many more balls into the correct bin in order to advance to the next board. Each higher skill level contains a new board which will not appear in the lower skill levels.

SYSTEM REQUIREMENTS

128K or 512K Color Computer 3; joysticks optional. The game is designed to use a composite monitor, a television set or an RGB monitor.

LOADING INSTRUCTIONS

CASSETTE: Set the tape player to PLAY and type CLOADM(enter) on the computer. When the program has loaded, type EXEC(enter).

DISKETTE: Place the diskette into drive 0. If you have Disk Basic version 2.1 or higher, just type DOS(enter). If you have Disk Basic 2.0, type RUN"ROLLER".

IN CASE OF TROUBLE

CASSETTE: If you encounter an FM error, make sure that you are using CLOADM and EXEC not CLOAD and RUN. If you encounter an IO error, try adjusting the volume of the tape player. If all else fails, try loading the backup copy which is on the back side of the tape.

DISKETTE: If you type DOS and nothing happens, make sure that you have the proper version of Disk Basic to use the DOS command (see the diskette loading instructions). If you encounter an IO error, try to load the game on another disk drive if possible. Often disk IO errors are caused by drives which are out of alignment and need to be adjusted. If that does not correct the problem the diskette will have to be returned to Spectral or the dealer where you purchased the program for replacement.

ROLLER CONTROLLER is copyrighted by Spectral Associates, 3320 South 90th Street, Tacoma, Wa 98409. All rights are reserved. Copies of this program may not be made except for the PERSONAL USE OF THE ORIGINAL PURCHASER. These rights are non-transferrable. This game is expressly intended for the personal use of the original purchaser and it is forbidden to use this game in a rental, leasing, or exchange program of any kind without the written permission of Spectral Associates. All Spectral Associates computer programs are sold on an as is basis without warranty. Spectral Associates shall have no liability or responsibility to consumer or any other person or entity with respect to any liability, loss, or damage caused or alleged to be caused directly or indirectly by computer programs sold by Spectral Associates.

REPLACEMENT POLICY

Should the tape or disk be defective upon receipt or become unusable within 30 days of the date of invoice, return the tape or disk to Spectral or your dealer, postage prepaid, and it will be repaired or replaced at no charge. After 30 days the rates below will be charged for replacement of defective media.

1. Replace defective tape	\$3.00 each
2. Replace defective disk	\$5.00 each
3. Replace tape with disk	\$6.00 each

Return original tape or disk (shipping prepaid) to your dealer or Spectral Associates, 3320 South 90th St., Tacoma, WA 98409

11/28/86