

Those Darn Marbles!

**"I could imagine
no finer rôle."**

...William Shakespeare (1943-92)

Those Darn Marbles!

By Jeff Noyle
and Dave Triggerson

System Requirements

Those Darn Marbles requires a 512k Tandy Colour Computer Three, 1 joystick and 1 disc drive.

Before you start

The Those Darn Marbles Boot disc is copy-protected, however the special effects disc and the level discs are not. We suggest you make backup copies of all these discs before you begin play. Instructions on making backups may be found in your Colour Computer Disc System owner's manual. If you are familiar with Disc BASIC's ability to initialize discs with a non-standard interlace factor, we suggest that you copy onto discs formatted with an interlace of 1 (DSKINI 0,1).

To Load the Game

Insert the Those Darn Marbles boot disc in drive zero and type:

```
LOADM"TDM"[ENTER]
```

The program will load and auto-execute.

If you do not have an RGB monitor, hold down the space bar until the title screen appears to ensure the game runs using a colour set appropriate for your T.V. or composite monitor.

After the drive light has gone out, the message "Please Insert Special Effects Disc" will appear. When you have inserted the Special Effects Disc, press a key to continue loading. If you inserted the disc in a drive other than the drive from which you loaded TDM, press the number of that drive. The drive will again become active for a few moments, then stop, and you will be presented with the high score screen. At the high score screen, you may press 'C' to change between composite and RGB colour sets.

Connecting the joystick

The joystick should be plugged into the right joystick port on the back of your computer.

Beginning play

If the High Score screen is displayed on your monitor, press the fire button on the right joystick to begin a game.

The program will now need to load in the first level from level disc #1. If that level is already loaded, you will begin play immediately. If not, the program will first check the drive from which you last loaded a level, to see if Level Disc #1 is present, then request you to insert level Disc #1 and type the number of the drive in which the disc was inserted. The level will now be loaded and game play can begin.

Object of the game

You must roll your marble around the 3D maze, avoiding monsters, traps and long drops to the ground, in an attempt to find the exit point on that level. You may destroy your marble as many times as you wish. The only way a game will end is if the timer at the top left of the screen counts down to zero.

To move your marble (the blue round object with the smile), simply push the joystick in the direction you wish the marble to move. Be advised however, that your marble knows all about Newton, and so will take time to change its direction or slow down. Plan ahead if you are approaching a drop!

The fire button has the effect of doubling the rate at which your marble accelerates as long as you hold it down. Use with care!

Monsters

Marble Munchers: These beasties spend their time flipping end over end around the maze, and will confuse your marble if you run into them.

Acid Pools: Sentient bottomless pits that roam around, seeking to dissolve your marble into a pile of scunge.

Jehosaphats: These flat green creatures wander aimlessly, waiting to cause your marble to perform an unintended action.

Scoring

You will receive 1 point for every square rolled over, 10 points for every second left on the clock when you complete a level and 100 times the level number when you complete that level.

Points of interest

Hidden paths.

Occasionally, you will discover better ways through the mazes by accident. You might find that a wall has an invisible hole in it, or that a seemingly deep pit has an unseen bridge across it.

Extra time

If you are extremely lucky, your marble may be blessed with extra time when it is very close to the end of a maze. A magic wand will tap your marble and give you 10 extra seconds.

There are many tricks in each level, and you will discover them as you play. Remember your ultimate goal: to run the course as fast as you can!

Oblique Triad

32 Church Street,
Georgetown, Ontario,
CANADA. L7G 2A7

Telephone: (416) 877-8149

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