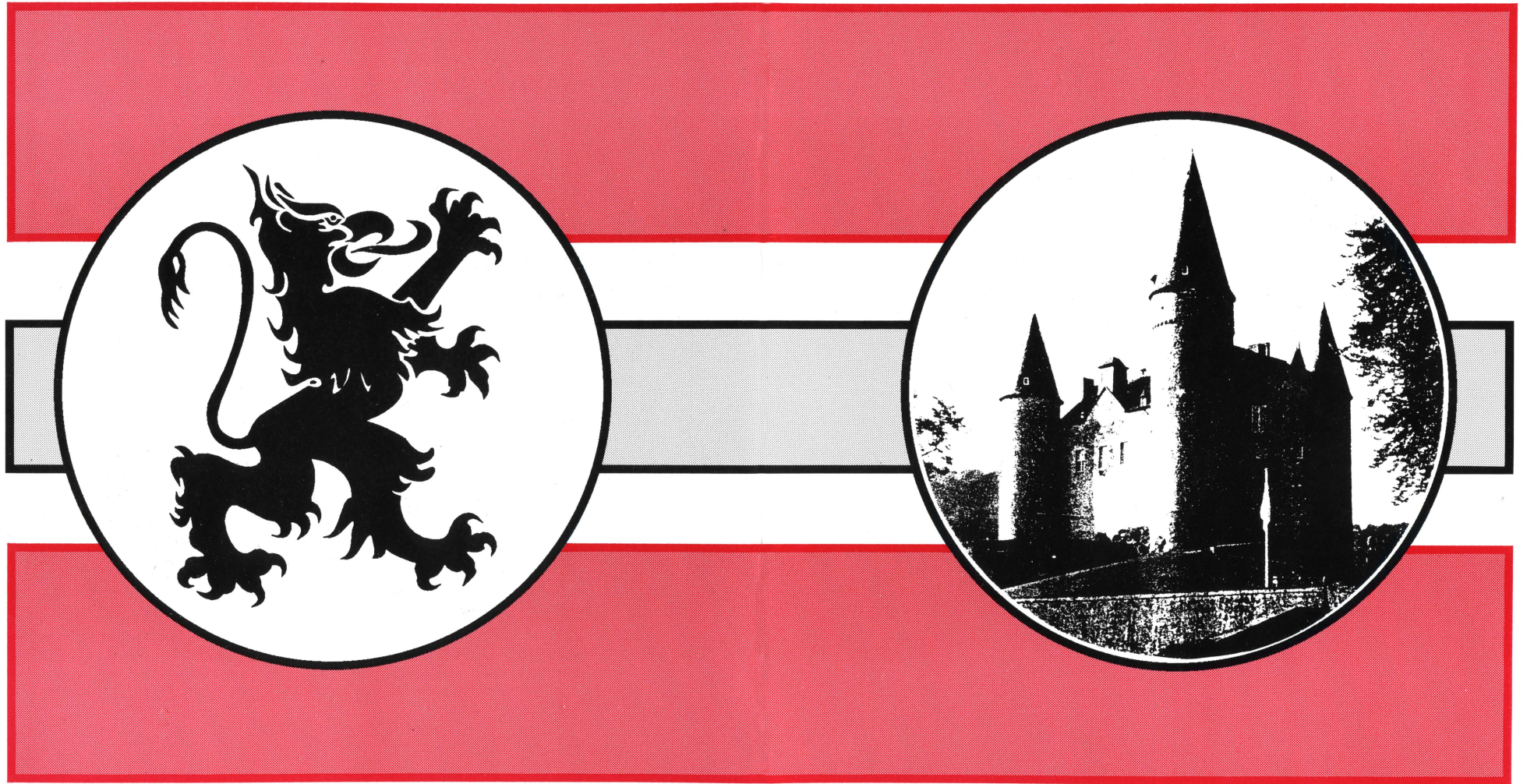


# MicroDeal

# Airball



MicroDeal U.S.A.

by Jason Harper

576 S. Telegraph  
Pontiac, MI 48053  
Phone (313) 334-5700

An Arcade Adventure Game for the  
Apple IIGS®

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*Programmed by:  
Jason Harper*

Information Manual

**Distributed by MicroDeal U.S.A.**

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☎: (313) 334-5700  
BBS: (313) 332-5452

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## ***System Requirements & Loading Instructions***

Airball will run on an Apple II GS with at least 768K and a color monitor. A joystick is recommended, but not necessary. To load the game, simply place the master disk in your default disk drive, then double click on the AIRBALL.NODRAG icon (the fastest mode of play), or AIRBALL.DRAGONS (has the dragon on both sides of the screen but sacrifices some speed). The game will then load.

**Note:** To achieve the best playability it is highly recommended that you have your machine set-up to run at 2.8Mhz. If you are unfamiliar with this operation, consult your owners manual for further information on how to do this.

## ***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***

|                |                           |
|----------------|---------------------------|
| Tab            | Selects Keyboard/Joystick |
| Spacebar       | Starts game               |
| Escape         | Pause/Restart             |
| Delete         | Forfeit game/Aborts demo  |
| F key          | Speeds up the movement    |
| S key          | Slows down the movement   |
| Control Q      | Exits game                |
| Control S      | Sound On/Off              |
| Control M      | Music On/Off              |
| Up/Down Arrows | Adjust volume             |

## Player Controls

| Movement    | Keyboard   | Joystick         |
|-------------|------------|------------------|
| Up          | 8 or I     | Up               |
| Down        | 2 or (,)   | Down             |
| Left        | 4 or J     | Left             |
| Right       | 6 or L     | Right            |
| Bounce      | Apple key  | Fire or Button 0 |
| Pickup/Drop | Option key | Button 1         |

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