

Ballistik

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option are entered by moving the joystick left and right. The options available are as follows:

OPTION SCREEN ONE

FIRE FROM ARROW/AT SIGHT

In *FIRE FROM ARROW* mode, the balls are blasted at the puck from the position currently occupied by the player's arrow-cursor. In *FIRE AT SIGHT* mode, the balls are blasted from the player's goal mouth to the position occupied by the player's sight-cursor when the fire-button was pressed. **NOTE:** In *FIRE AT SIGHT* mode during two-player games, ensure that *BALL LIFE SPAN* (see below) is set to a high value, otherwise you risk stranding the puck in a central position where neither player can move it, since the balls will 'die' before they can travel the distance from goal-mouth to puck.

BALL SPEED 1-8

Determines the speed at which balls travel across the pitch.

BALLS 2-18 (even values only)

Determines the number of balls available to players during the game. Balls 'die' when they have exceeded their life-span on the pitch (see below) or when they are collected in pockets at each end of the pitch. Note that in a one-player game all dead balls are returned to the player immediately. In a two player game,

they are divided between the players according to their position when they die.

If, in a two-player game, all balls accrue to one player, the other player may not fire until either (a) his opponent has fired some balls that transfer to him or (b) his opponent delays firing for a few seconds, after which all balls are then instantly transferred to the other player as a penalty.

AUTO REPEAT 0-9

Determines the rate at which balls are fired when the fire-button is kept depressed. A value of zero means that the button must be pressed repeatedly to fire each ball individually – useful for precision play.

OPTION SCREEN TWO

BALL LIFE SPAN 1-9

Determines the length of a ball's 'life' on the pitch. Balls are removed from the pitch and placed in one of the players' ball parks either when they die or when they are collected in pockets at the ends of the pitch.

ARROW POWER 1-9

Many pitches feature arrows which accelerate the ball in the indicated direction. The force of acceleration can be adjusted using this feature.

GOALS TO WIN 1-5

Each game is played across a single pitch

“Good evening ladies and gentlemen...

...and welcome to a **packed** *Ballistix* ballpark here today. The atmosphere is positively **electric** as these two fine players take the field to begin what is certain to be one of the most entertaining and gripping games of the year.

...and **they're away!** And Player 1 has immediately gone on the attack, bombarding the ball straight down the field and...oh my goodness! Just as he was about to score the ball's vanished into one of the many **pipes** on today's pitch. Touch of bad luck that, eh Jimmy?

Now the ball's popped out of the pipe right in to Player 2's lap. And he's showing some very silky skills as he cannons the ball round the **acid pool**, off the **bumpers** and deep into enemy territory. Yes, it's a magnificent goal!

From the kick-off it's Player 2 on the attack again. And there's a struggle here as the ball is swinging about in a **trough**, it's not clear who's going to win possession. It's out, and that **magnet** means it's Player 1 on the ball. He's driving it forward now, he's just got himself a bonus **shield**, protecting his own goal, he's played the ball down a **hyperspace tunnel**, it's out, he's in position and blasting forwards again, and now the **red arrows** have taken effect and the ball is being played at unimaginable speed, but it's still Player 1 with the advantage, he's deep inside enemy territory, but the ball's hit a **splitter** and **pow!!** There are **16 balls** all over the show now, this is amazing stuff, Player 1's still got it though and...and... he's scored, it's in the net, it's incredible, I've never seen a goal like it, **Ballistix** has just got to be one of the most staggering games I've ever seen, eh Jimmy?.....”

...now turn the page and REALLY give Brian something to talk about!