Overview

SLINGSHOT consists of two programs, the game and the editor. The game is on one side of your cassette, with the editor on the flip side. The game can be played with the screens provided or you can design your own screens with the editor.

Loading Instructions

Insert cassette and press down the PLAY button. Hold down START (and OPTION on XL/XE models) while you turn your computer on. After you hear the beep, press RETURN.

Note: If you have any disk drives attached to your system, please ensure they are switched off before loading the cassette.

Program control

You control an arrow-shaped pointer with your joystick. Options are selected or "clicked" by pressing the joystick trigger. So "click the play-game option" simply means using your joystick to move the tip of the arrow to the line with the words "play game" and pressing the trigger. Therefore if you want to do something, just click the relevant words.

SLINGSHOT – THE GAME

Objective

You control a ball with the aim to hit a number of targets on each screen in the least number of shots. You can control the direction, power and electrical charge of the ball. Each screen contains a number of static electrical charges, knowing that alike charges attract and that hitting most objects will slow the ball, the key to the game is to use the electrical charges to "slingshot" the ball. This is similar to the way a spacecraft will use a planet's gravity to change direction. A course consists of ten scores.

Title screen

From the title screen you can play the game, view options or load alternative courses. Any of these may be selected by "clicking" them. Descriptions of these operations follow.

View Options

This screen is broken into several coloured sections. Each section contains a set of alternatives, with the current choice highlighted. To change simply "click" the alternative you require.

Number of Players: Upto four

Number of Joysticks: Either one per player or one shared between all players (irrelevant if only one player selected).

Electric Charge/Friction: Increase these to make the game more difficult. Charge affects the amount of attraction between the ball and static electric charges. Friction affects how quickly the ball slows down when unaffected by other obstacles.

Scoring Method: In strokeplay the player taking the least number of shots over the whole course wins. In matchplay you score a point for each player you take less shots than on a screen, with the highest score winning. Therefore matchplay is best for multiple players and strokeplay is best for a single player.

Storage Devices: Cassette or disk.

Music: Turns the in-game music on or off.

Load Course

This screen allows you to load previously designed courses, created using the slingshot editor. The second line of the screen is the command line, this is where the current command or error message is shown. A command is issued or error cleared by clicking this line.

The current storage device (cassette or disk) is expressed on the command line, to change this use the option screen. When a cassette load command is issued, follow the instructions on screen. When a disk load command is issued, the program will find all the courses saved on disk and list them on screen, click the one you want.

An alternative course is provided with the game. On the cassette version this immediately follows the game, so once the game has loaded the cassette is positioned correctly.

PLAYING THE GAME

Targets

Each screen includes one or more of two different types of target. Each player takes it in turns to shoot at them.

And Targets: These targets are triangular to represent 'A' for 'And'. All 'And' targets on a screen must be hit.

Or Targets: These targets are circular to represent 'O' for 'Or'. If there are 'Or' targets on a screen, only one must be hit, so you have a choice.

Charges

Most screens include static electrical charges which are marked with either a positive or negative sign. The charge on the ball can be changed by clicking the sign indicator in the top right hand corner of the screen. Remember that alike charges attract and opposites repel. Knowing these facts leads to the two basic types of shot:—

Slingshot: ball and static charge have opposite charges.
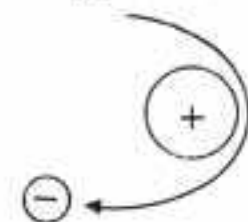
Retroshot: ball and static charge have alike charges.

Always check the charge indicator before taking a shot. Note that if you hit a static charge your ball will gain its charge.

Game input

The current player and action to be carried out are prompted for on the right hand side of the screen.

Place the ball: Whenever you start on a new screen, you need to place the ball, on the starting area. The starting area is an area of solid colour, usually black. Click the point you wish to place the ball.

Take shot: Your ball will be flashing. Move the arrow to a point you wish the ball to travel through (the ball will go through this point if it isn't deflected). The power of the shot depends on how long you keep the trigger depressed, watch the powerbar that appears on the right hand side.

Game Controls

Pause: Press the joystick trigger to pause or resume the game.

Ball stuck: Press SELECT to halt the ball.

Scoreboard: This is shown at the end of each screen, but it can be accessed at other times by clicking the scoreboard option on the right hand side of the screen.

Abort or conceed screen: Click option on scoreboard.

Abort Game: Press START during the game or click the option on the end screen scoreboard.

SLINGSHOT – THE CONSTRUCTION SET

Title screen

The title screen allows you to reach the various functions and screens the editor comprises of.

To design a course you need to design each of ten screens. All operations are carried out on the current screen, so to edit another screen in the course change the current screen number on the option screen.

Edit Screen

This allows you to edit the current screen. On the left hand side above the word "change" is the current game element, click the spot within the border on the right hand side where you want to place this element. If you wish to remove an element you have just placed, click it again. To change the current game element, click the change option to take you to the select element screen. In the bottom right hand corner of the screen is the par indicator, click the up or down arrows to change it. Par is the number of shots you would expect to take to complete a screen.

Select Element

This screen shows all the game elements, simply click the one you require. The elements are listed below (the numbers in brackets are the element numbers which correspond to the figure in the bottom right hand corner of the screen). Note that any screen may only have ten static charges, ten targets, ten pipe exits and ten moving objects.

Blank (0): Free space.
Normal Walls (1–31): in varying configurations.
Gravity Slopes (32–35): These are covered in downward pointing arrows and will deflect the ball in that direction.

Friction Bunkers (36–60): These are areas of high friction and so slow down the ball.
Suction Tubes (61–71): Can fire the ball through these. Note that a tube must have nozzles at both ends (61–64).
Electric Fire (72–75): This will vapourise your ball, a new ball will be placed where you last took a shot from.
Dissolving Doors (76–83): These doors periodically appear and disappear.
Targets (84–85): And (84) and Or (85) targets respectively. Every screen must have at least one target.
Starting area (86): Each screen must have at least one patch of this.
Zig-Zag Zone (87): This affects horizontal or vertical shots, but not diagonal shots.
Flick Gates (88–89): Will flick through 90 degrees on contact with ball.
Static Charges (90–91): Positive (90) or Negative (91).
Retracting Gates (92–107): These open and close. Can alter starting length with extenders (92–99).
Rebounding Bats (108–115): A player can move these either horizontally or vertically with their joystick to deflect the ball while a shot is in progress.
Spinning Deflectors (116–119): Deflect the ball in unpredictable directions.

Clear Screen

This option will clear only the current screen. You must press START to carry out this command.

Edit Colour Palette

This screen allows you to change the current screen colours. To change a colour, first click the colour register you wish to change (e.g. "background colour") and the associated colour will be outlined on the colour palette, then click the colour you want it to be.

View Options

This works in the same way as the Game option screen.
Current screen: The one you are editing.
Storage Media: Cassette or Disk.

Cassette and Disk Commands

This screen consists of commands implemented in a similar way to the Game load screen option. The load and save screen options only load or save the current screen you are editing. The load and save course options do the same for all screens in a course. The Game will only load courses saved with the save course option (it doesn't matter if some screens are blank). The load commands work in the same way as the Game load course option. For the save commands follow the instructions on screen.

If you are using disk, you must first format a disk if it hasn't been used before, this can be done with the format disk command. If there is anything on the disk it will be shown on screen (so this can be used to see what is on a disk). You must press START to carry out this command.

All files are DOS 2.5 compatible so you may use any DOS 2.5 commands such as rename or copy on the saved files.