

WINGBA

# Living Ball

A BitWise Game

from

Interactivision A/S



# **Welcome to Living Ball.**

First things first, we must congratulate you on your purchase of this product.

We hope that you will get hours upon hours of enjoyment from Living Ball.

So have fun,  
and ENJOY.

# **Contents.**

## **Chapter 1: *Introduction***

Title Picture  
Title Page  
Welcome to Living Ball  
Contents  
    & continued  
Introduction

## **Chapter 2: *System and Installation***

Required System Specifications  
Installation

## **Chapter 3: *Quick Start***

Quick Start Guide

## **Chapter 4: *The Game***

Options

The Options Screens  
Initial Selection Screen

The Arcade Selection Screen  
The Bonus Selection Screen

The Tables

The Tables  
Wasteland  
Anarctica  
Heavy Metal  
The Bonus Tables

The Adventure

Adventure Mode

Controls

The Control Keys

Sound Controls

The Sound Control

**Chapter 5: Credits & Copyrights**

The Credits and Copyrights

## **Introduction.**

Living Ball is a pinball game. Not too novel an idea you may think but Living Ball is a pinball game with a difference.

One of the most impressive features of Living Ball is the fact that the Wasteland table is 99 sections high. This totals well over one hundred and fifty screens in height so only the best, and most dedicated players will ever reach section 99.

Along with the Wasteland table comes two other large tables, Heavy Metal and Anarctica, these are more like the pinball tables that you are used to but they are still larger than most tables that you will have played. Each of the main tables has two smaller bonus tables.

Now we are giving you nine pinball tables in total, one of which is the largest pinball table to date, but we thought that you deserved more. So... we created an adventure mode that combines all of the tables into one huge pinball experience. This mode will need all the skill that a "Virtual Pinball" Wizard can muster, to even start to hope for success.

If you have the pin-"Balls" to try this mode then we can but wish you luck in your endeavour.

# **Required System Specifications.**

## **Necessary Requirements:**

Processor: 80286 16MHz or better (386 25Mhz recommended)  
System software: DOS version 3.3 or higher.  
Memory (RAM): 640K RAM. 520 K free. (532480 bytes).  
Storage space: Hard disk with 5 MB free space.  
Display graphics: Standard VGA graphics card or better.  
Media source: Dual Speed (2X) CD-ROM drive or better.

## **Optional Requirements:**

Soundcard: Sound Blaster, Sound Blaster Pro, MT32, or Ad Lib.  
Windows: 3.1, 3.11, and Windows95.

# **Installation**

To install Living Ball please follow the relevant instructions for your system as detailed below.

## **DOS**

Firstly I have assumed that your CD Drive letter is " D ". Should this not be the case then substitute the letter D with that referring to your own CD Drive.

Once your system has booted and you have the DOS prompt ready then type " D:INSTALL ". This will then take you into the installation program. All that is required of you here is that you follow the on-screen instructions. This will result in Living Ball being installed into the directory of your choice, from where you can run both the game and the sound set-up program.

## **Windows 3.1 and 3.11**

Under Windows 3.1 and 3.11 you will need to run the "Setup" program on the Living Ball CD.

To do this you should select "RUN" from the "FILE" menu within "PROGRAM MANAGER". This will allow you to type in " D:SETUP " to install Living Ball ready to work from Windows.

This again is assuming that your CD Drive letter is " D ". If your drive letter is different to this then substitute your CD Drive letter for D.

### **Windows95**

To install Living Ball on a system with Windows95 all that is required is to insert the Living Ball CD into the CD Drive after Windows95 has been loaded. The autoplay function will run the installation software so long as you answer "Yes" to the requester.

# If you specify for Living Ball to be installed to a path that does not already exist then the installation software will create it for you.

# Quick Start Guide

Ok. Ok. I know that you do not want to read through all of the manual just yet so I have decided to write a, very, Quick Start Guide for you.

So here goes.

1. Buy the game.
2. Install it.
3. Run it.
4. & Play.

There, was that fast enough?

Oh, a bit too fast. Well never mind try this then:

1. Follow points 1, 2, & 3, from above.
2. When the game has loaded press "F2".
3. When the option comes to select "Wasteland", "Antarctic", or "Heavy Metal" then press "F1", "F2", or "F3".
4. Once the table has loaded launch the ball with the main "Enter" key.
5. Not forgetting to control the flippers with the respective "Ctrl" keys.
6. Do well and enjoy.

# **The Options Screens**

When you first load the game, and subsequently, you will see an options screen.

This screen will only be displayed for a few seconds, when it will be intermittently replaced by the various High Score Tables and the Credits.

All selections via the options screens are made via the function keys. Each option is represented by a graphical text box. Each of these contains, in the top left corner, a small white "F" succeeded by a number between the number 1 and the number 6. These, of course, refer to the function keys found at the top of your keyboard.

When you have made your choice all that is required is that you press the relevant function key.

## Initial Selection Screen.

This screen contains three options, as you can see, to allow you access to the various aspects of the game.

The first option is to enter the "Adventure Mode". This mode will go straight into the adventure game, one player only, starting with the introduction animation. For more information about the Adventure Mode please see the section later on in this manual.

The second option, "Arcade", is probably the mode that you will use most often as this is where you can have up to four players playing ( turn based as on a real pinball table) at once. This is also the only way to challenge for the 99th level of the Wasteland table.

The third, and final, option on this page is to play the bonus tables. This will take you to another menu where you must select the desired bonus table to practice.



## The Arcade Selection Screen

In this selection screen you will be faced with another three-way choice. You will now have to select which of the three tables to play upon.

Without going into too much detail the first option will take you into the Wasteland table, just in case you have forgotten this is the largest pinball table ever ( Well so far at least ) at 165 screens high.

The second option will take you into the Anarctica table, which, unsurprisingly, has lots of icy stuff all over the place.

The third option will take you into the Heavy Metal table, so get your moshing gear on an get heavy.



## The Bonus Selection Screen.

This screen is rather different to the last two in one major respect, there are six options!

Each of the bonus levels can be accessed from here but you only get a single life in each one. This mode is really for those of you who wish to perfect their talents to maximise scoring potential.

Well we won't have any of this secret code rubbish to access various areas of our games. Well not that we would admit to anyway. So just select a bonus level and learn to perfection.



# The Tables

Well I think it is about time to impart some information regarding the individual tables found within Living Ball.

Dealing with each in turn I will give a quick description, some key information, and a small challenge (Just to keep you amused).

The first table will be the wasteland table (This is quite a big one, as you may have heard).

Secondly will be the table seriously lacking in a central heating system, Anarctica.

Last, but not least (Unless this is your least favourite table whereas it will be least), the hardest, meanest, loudest, table: Heavy Metal.

# The Wasteland

The Wasteland is a somewhat large table. I will not go through all of the stats. again but it does have 99 sections , when played in the arcade mode. This makes it by far the biggest table that we have ever heard of.

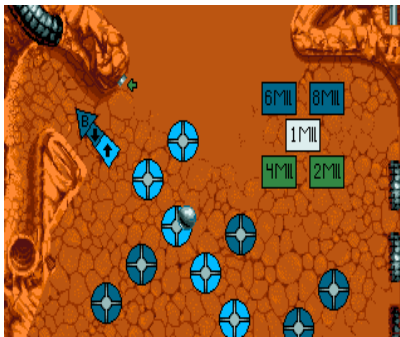
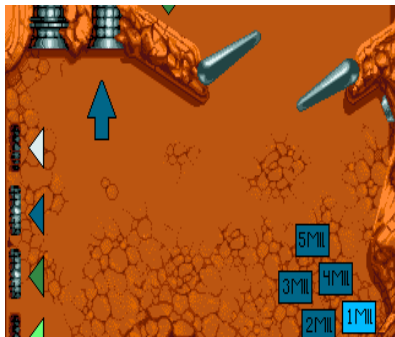
Laid out vertically the Wasteland table offers one of the hardest challenges that computerised pinball has ever seen.

Ok well now what information can I give you for this one? Right I know:

1. Go up, not down.
2. Learn the positioning of the flippers as this will make things a bit easier.
3. Use the buttons by the transportation holes to select the bonus screens.

That should keep you going for a while so I guess I had best set you a little challenge.

Right for the Wasteland table there is but one serious challenge. Level 99. Get there with the first ball.



# Anarctica

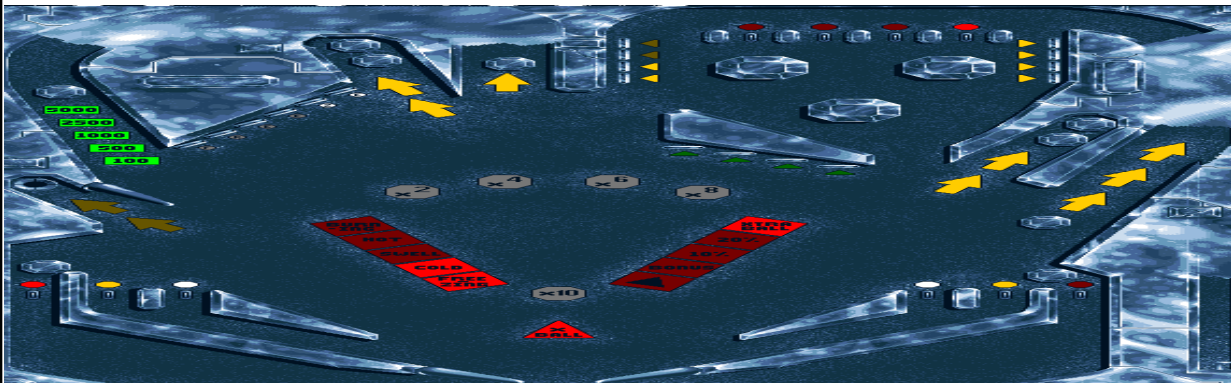
The Anarctica table is an interesting table with lots of ice crystals around. Some of these will re-form with time so for some tasks you have to be really quick or you will find that the crystal has grown again.

There are only a few things that I will help you with on this table so without further ado:

1. Take note of which ice blocks are helpful and which are not.
  2. Use the bonus rooms to increase your multiplier level.
  3. Do not complete the right bonus room until you have the full X10 multiplication.
- multiplication.

We'll have fun in the cold so just for the laugh, and to keep you feeling chilly:

Take out both of the bonus rooms only when you have maximum X10 multiplication.



# Heavy Metal

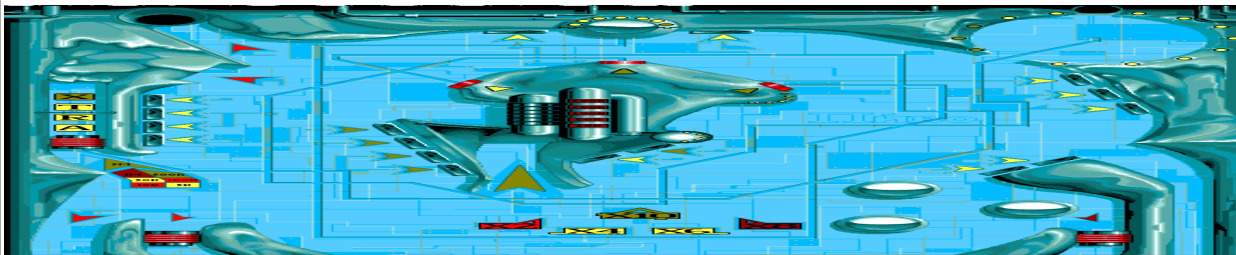
No. Firstly this table is not about anything directly music related, that's why it's called Heavy Metal...!!!! No really this is a mechanical table with lots of metallic options.

Right as this is the third table I have decided to do things a bit differently from now on. Firstly I am not going to give you only cryptic clues to helping you and secondly the competition is a little bit different.

1. At number three play the ball to the left for speed, the right for strength and elsewhere for a surprise score.
2. Beware the full metal jacket.
3. Just when you think you have lost your ball rely on "Kirk's domain" to save you.

Did any of those make any sense to you? Anyway on with the show.

For this little challenge it is required that you score over 10 million points with a single ball, but for the smug amongst you this must be done with only the right flipper.

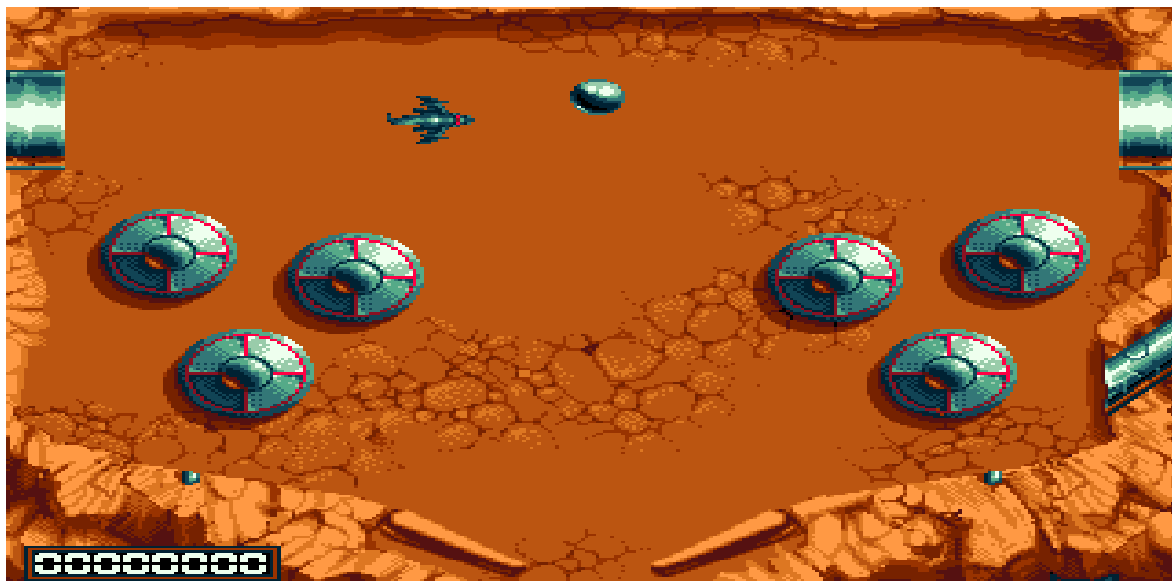


## The Bonus Tables

The six bonus tables play a big part in both the arcade and adventure modes.

By allowing you to practice them we hope to have added a new facet to the game, one particular use that I have for the bonus tables is when there are a lot of us the bonus tables are quick to play.

Anyway I will not bother explaining the bonus tables to you for now as this will only spoil your enjoyment when you do play them.



# Adventure Mode

## The Story.

Once upon a time there was an adventure. This adventure was just sitting around waiting for the time when an adventurer would arrive. Now this adventurer would have to be really special as, to partake in this adventure, they would have to have the ability to transform their body into a solid steel ball. Their mind would be temporarily resident in another who would believe that they were playing a computer game. In this manner neither mind would be hurt by the encounter, unless the adventurer failed whereas their persona would vanish into the GREY.

Anyway I find myself straying from my tale. This adventurer would have to travel great distances across deserts, ice-fields, wastelands, strange metal lands, and then yet more deserts. Along the way the evil guardians must be defeated by conquering their entrapped lands. To aid the adventurer in this quest there are huge paddles which bash the solid body ball across the landscape.

These guardians are fearful creatures (All female and looking rather like they should be on a catwalk) they have minds of pure evil, and they are not amused with our adventure as this offers the only means to defeat them. Ever intent on destroying the adventure these evil beauties have almost succeeded so it was fortunate that the adventurer arrived just in time (as they do).

With the bodily transformation to the solid ball complete it only remains of the subject to be found.

No, hold on I think we have got one. There look, no that way you sad git. Yes through the window yes past the moving arrow. Yes them!

### The Path To Glory

To venture through the mission that lays before you, you must venture through 21 complete levels of the wasteland. This will lead you to the frozen wastes of Anarctica where you must find the two secret rooms, and defeat them. Then you must track through to the 42 level of the wasteland where you will discover the Heavy Metal lands. Another two secret rooms must be discovered, and conquered, here then you must trek through to the final level of the wasteland (63) where you will complete your quest.

Good luck adventurer and may your possessed soul aid you in your quest.



# **Controls**

There are some additional controls that you have not been made aware yet so I will detail all of the controls that are used within Living Ball.

F1, F2, F3, F4, F5, & F6 - these are all used to make selections before the game is started.

1, 2, 3, & 4 - the numbers one to four are used to select the number of players for a game, whilst in the arcade mode.

1, 2, 3, & 5 - these numbers are used for the sound. Please see Sound Options.

+, & - - are also used for sound.

P - will pause the game. When paused "P" is used to re-start.

m - CD music on/off

F - FM sound on/off

S - digital sound on/off

Left and right "Ctrl" keys - used to control the flippers.

Space - tilt from the bottom.

Left Alt - tilt from the left.

Right Alt - tilt from the right.

Enter - launch the ball.

Esc - quit table, or the game. This will need to be confirmed by "Y" or cancelled by "N".

# **Sound Control**

You can only change the sound volumes from within the game if you have a SoundBlaster Pro, or compatible, soundcard.

The volume is changed by firstly pressing the relevant selector to turn on the relevant keyindicator/s (pressing 1, 2, or 3, turns the selected keyindicator on and the others off). The volume can now be altered using the "+" or "-" keys.

The four selector keys are:

- 1 - the CD music.
- 2 - the FM sound effects.
- 3 - the Digital sound effects.
- 5 - the overall volume.

If you have difficulty in setting the sound effects.

Start any table and catch the ball by holding a flipper up. Then press sound-key 5. Now adjust the main volume up whilst flipping the other flipper. Carry on with this until you have the flipper at the correct volume. Should the CD music be too loud press sound-key 1 and adjust the CD sound down to the required level.

# **Credits and Copyrights**

Programming:	Steen Boutrup - BitWise Computer Software	
Graphics:	Heinrik Thomas	
Additional Graphics:	Simo Klok	
	Sigurd Norman Kristiansen	
	Jacob Kristensen	
Music & Sound:	Allan Abildgaard Kirkeby	
Manual:	Pete Rundle	
Testing:	Laurent Chiorino	
	Boris Merlin	
Producer:	Claus Bjerre	
Product Manager:	Olivier Robin	
With thanks to:	Bruno Bonnell,	Thomas Schmider
	Jean Marc Torroella,	Philippe Agripnidis
	Hubert Chardot,	Lionel Chaze
Rights held by:	© 1993-95 Interactivision	