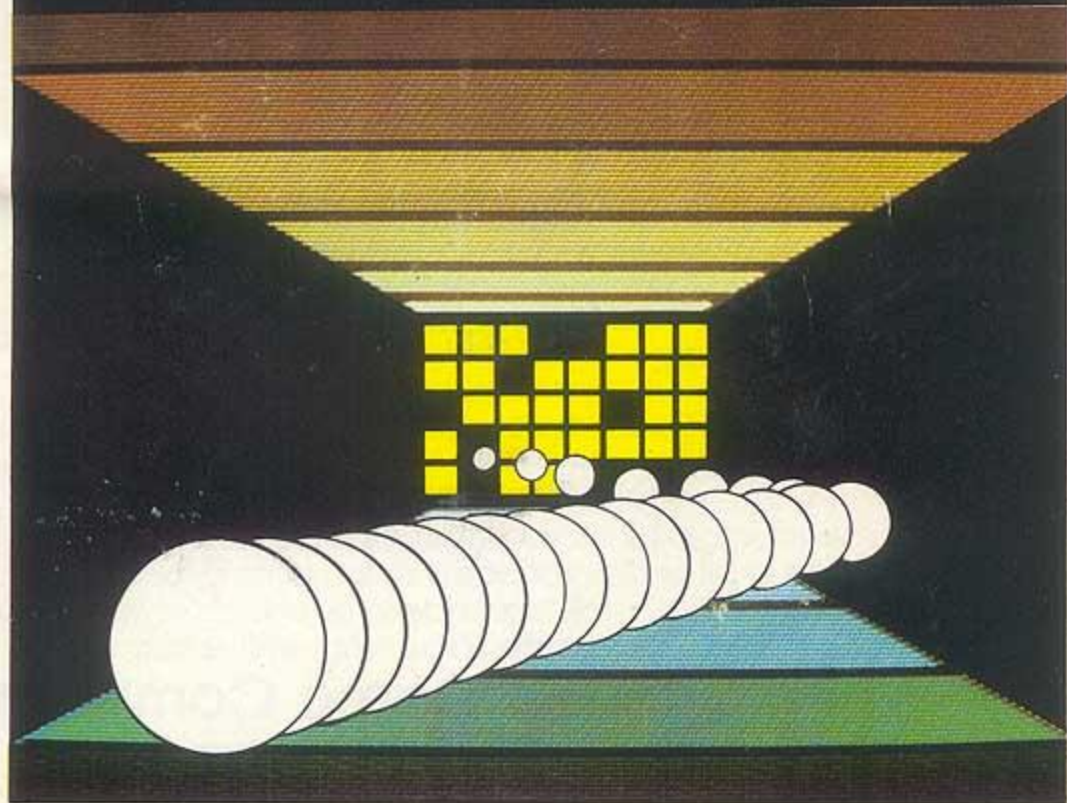


*Sports Illustrated*

Plays on the Atari® 2600 Video Computer System™



**WALL BALL™**

# WALL BALL™

A single player video game for the  
Atari 2600 Video Computer System™ and Sears Video Arcade™.  
Intended for use with one joystick controller  
and a color television.



PROGRAMMED BY: Duncan Scott  
Based on the Avalon Hill Microcomputer game  
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Any cartridge which fails will be replaced when returned to:  
The Avalon Hill Video Game Company  
4517 Harford Road, Baltimore, Maryland 21214.

As with any video game, turn off  
television and game when not in use.

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## The Avalon Hill Video Game Company

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## INSTRUCTIONS

WALL BALL is a fairly simple, straightforward sort of game, but there are a few things the player should know.

**THE SCENE:** You are at one end of a rectangular room. At the opposite end of the room is a 'brick' wall.

**THE TOOLS:** On the screen is a brightly luminescent rectangle. This is your "racket". Like most real rackets, it has a frame and a central "sweet spot". We have been able to include one or two other qualities not found in real rackets. More on this later.

Also on the screen is a small, rapidly moving "ball". Like the racket, this ball isn't quite like any found in a sporting goods store. It never slows down and it always bounces as high as it was dropped.

**THE OBJECT:** You earn points for knocking out 'bricks' in the far wall. How many points depends on the level of play and how many balls you've used since starting that level. As with any ball game, the most basic objective is to hit the ball with the racket.

**THE CONTROLS:** The only controls relevant to WALL BALL are: the power ON/OFF switch (obviously), the RESET switch, the COLOR/BW switch, and one joystick controller. Either joystick may be used, although whichever is used to start the game must be used for the remainder of play.

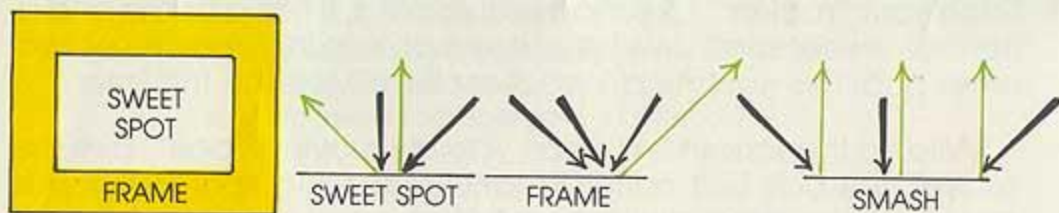
The RESET switch will zero the score and restart the match.

The COLOR/BW switch has been implemented as a "pause" control. Switching to the BW position will freeze the game until the switch is reset to COLOR. One need not give up WALL BALL to answer the phone.

The joystick controls your racket. Pushing the stick left moves the racket left, pushing right moves it right, up raises it, and down lowers it.

The joystick fire button has two functions. At the beginning of the match it indicates your choice of joystick and calls for the first serve. Once the match is started it controls your "overhead smash".

**HITTING THE BALL:** The first, and most important, step in hitting the ball is to put the racket in its path. This is done with the joystick. When the ball and racket collide, the ball will bounce away from you back towards the front wall. (If you miss the ball, it disappears and a buzzer is sounded to notify you of the error.) The precise way in which the ball bounces is, to a great extent, under your control as shown in the following diagrams:



A ball striking the sweet spot rebounds at the same angle it struck. If it bounces toward you from a wall, it will hit the racket at about forty-five degrees of angle and will leave at forty-five degrees. If it bounces straight out from the brick wall (a ninety-degree angle), it will bounce straight back from the sweet spot.

A ball striking the frame will rebound at a flatter angle than it hit. If a ball hits the left side of the frame from any direction, it will bounce towards the left. Similarly, balls hitting the right side of the frame bounce right. Balls hitting the top of the frame bounce up, and balls hitting the bottom bounce down. Balls that hit the corners will follow combinations of these rules.



There is a single exception to the above rules, the "smash". If the fire button on the joystick is held down when the ball is hit, the ball will bounce straight back towards the far wall. This is true no matter where the ball hits or what its angle of flight was. If there is a brick directly in front of the racket, this is the way to get it. This shot also allows you to stabilize the ball and "work" a single row or column by eliminating either left-right or up-down motion.

Balls that hit a side wall always continue to move forward or backward but bounce at a forty-five degree angle otherwise. Balls that hit the brick wall follow the same rule, unless they were "smashed" straight in. In this case, they will bounce straight back towards you. If the racket is positioned to catch them on the sweet spot, they will return at this same straight angle. Unless the racket is moved, this will continue indefinitely. On the other hand, catching the ball on one of the edges will produce a bounce as described above. This is how, with care, "working" a row or column is possible.

**GAME, SET AND MATCH:** WALL BALL is divided into sets, which are made up of games. Each game is played with one screen's worth of bricks (72), and each set is made up of four games. A complete match is made up of five sets, and can be started at any of the levels displayed before the match. (The highest level is repeated as needed during the twenty games.)

Within each set two types of games are played: three standard games, with fixed numbers of available balls and immobile bricks, and an "eliminator" game, with fewer balls for each set played and jumping bricks.

Games are played on eight progressive levels. These levels are displayed before the match is begun. Beneath the white calculations display is an orange line showing level number (denoted by the abbreviation "LV"), and the number of balls available (indicated by the small ball symbol). Levels vary in ball speed, racket size, number of balls, and the value of each brick.

<u>LEVEL</u>	<u># OF BALLS</u>	<u>SPEED OF BALLS</u>	<u>FIRST BALL</u>
1	99	VERY SLOW	5
2	99	VERY SLOW	10
3	50	SLOW	25
4	40	SLOW	50
5	30	MEDIUM	100
6	20	MEDIUM	250
7	15	FAST	500
8	10	FAST	650

**ELIMINATORS:**

FIRST SET	5	FAST	1300
SECOND SET	4	FAST	1300
THIRD SET	3	FAST	1300
FOURTH SET	2	FAST	1300
FIFTH SET	1	FAST	1300

All odd-numbered levels use the large racket, all even-numbered levels use the smaller racket. The eliminator games, numbered "level 9", are the exception—they all use the small racket.

**ADVANCEMENT:** Advancement to the next level and a new supply of balls requires, at all levels, knocking out all but 15 of the 72 bricks. Striking 57 bricks may seem like a rather stiff requirement, but we have been fair—a shot that hits two bricks where they come together knocks them both out of the wall. In fact, one shot can eliminate four bricks this way.

Your advancement will follow hitting the 57th brick—the screen will freeze, with the ball at the far end, for a few seconds and then be returned as the new level is displayed.

On the other hand, losing more than your allotted number of balls at any level will end the game immediately. Unused balls are not carried over to successive games.



**POINTS PER BRICK**  
**ALL/ SECOND/ THIRD/ FOURTH/ALL LATER**

2	1	1	1
5	2	1	1
10	5	2	1
25	10	5	2
50	25	10	5
100	50	25	10
250	100	50	25
500	250	100	50
1000	650	500	250
1000	650	500	—
1000	650	—	—
1000	—	—	—
—	—	—	—

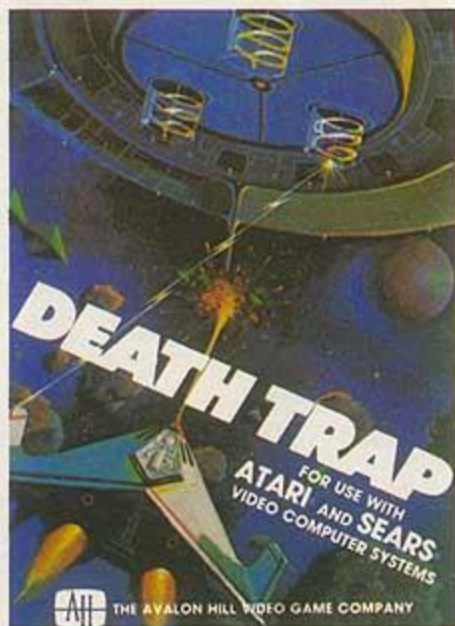
**INFORMATION DISPLAYED DURING A MATCH:** On each screen of a match, three lines of information are displayed. At the top of the screen, in white, is your score. (This area is devoted to calculations before the match starts). Below this, in orange, is a display of play level and remaining balls. Finally, at the bottom is a green display of set number (prefixed by "S"), and game number within that set (prefixed by "G").

**A FINAL WORD:** "So, a complete understanding of these 907 simple, geometrical rules will allow me thorough mastery of WALL BALL, huh?" Well, you really don't need a college degree to play. Watch the screen for a few minutes and observe how the ball bounces. The ball can be controlled much more than might be apparent at first glance. We have given you the tools, the rest is up to you.

## ***Video Games That Really Defy Boredom!***

**DEATH TRAP**—The odds are tremendous; DEATH TRAP is an innovative space showdown with a touch of strategy. While being squeezed by impassable defense shields, you are attacked by intelligent plasma fireballs. The only hope for survival is to beat IT. That requires expert evasive maneuvering and dead-sure shooting. Time is of the essence, so be effective in your actions.

**LONDON BLITZ** is a real-time strategy game, requiring a combination of quick-thinking, excellent manual dexterity and logical deduction. Unexploded German bombs have turned daily existence in London into a nightmare. It is up to you, a soldier in the British Army Royal Engineers, to find and defuse the unexploded bombs (UXBs). They're falling fast and your only hope of getting out of this nasty business is to get promoted to Captain. Get Busy! Be careful! And God Save the King! LONDON BLITZ's four screen graphics include a scrolling map and 3-D street level view.



DEATH TRAP and LONDON BLITZ are available on the Atari 2600 Video Computer System™ and Sears Video Arcade™. They are intended for use with one joystick controller, and a color television.

There are more games for the VCS in the making, some which will use an advanced engineering design to increase the memory of the VCS.



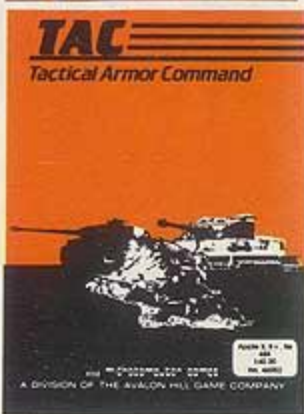
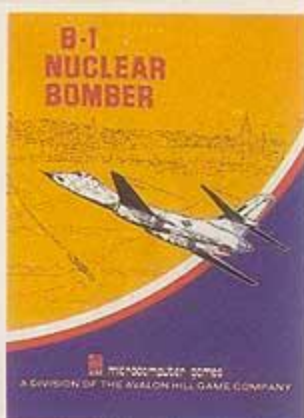
## MICROCOMPUTER GAMES . . .

**B-1 NUCLEAR BOMBER**—You are the pilot of a B-1 bomber on a mission over the Soviet Union. You must fly through stiff Russian defenses to the target city, bomb it and return home. Your computer controls the Soviet MIG fighters and surface-to-air missiles. You must rely on your electronic counter measures and self-defense missiles. Available on cassette for the Atari 4/8/1200XL (16K), Commodore 64, VIC-20 (16K), TI-99/4A (16K), Timex Sinclair (16K), TRS-80 Mods. I/III (16K), Apple II, II+, IIe (16K), and Pet (16K). Available on diskette for TRS-80 Mods. I/III (32K), Apple II, II+, IIe (48K), Atari 4/8/1200XL (24K), and IBM PC (48K).

**LEGIONNAIRE**—Highly acclaimed real-time wargame simulation by Chris Crawford. You as Julius Caesar command up to ten legions, against the barbarian infantry and cavalry during the days of the Roman Empire. The game provides shock effects, fatigue, morale and slope effects as the battlefield scrolls before you in full color and animation. Available on cassette for the Atari 4/8/1200XL (16K), and Atari 4/800 diskette (32K).

**TELENGARD**—Another not so mighty adventurer bites the dust! A 50-level dungeon exploration game. The monsters and creatures will not wait for you to react, so quick wits and reflexes are needed. Will you return from the cruel labyrinth to tell tales of horror, despair, great treasure and magic? Or will you be another of the foolish ones, only to perish in the dark depths? Available on cassette for the Commodore 64, TRS-80 Mods. I/III (32K), and Atari 800/1200XL (48K). Available on diskette for the Apple II, II+, IIe (48K), Atari 800/1200XL (48K), and TRS-80 Mods. I/III (48K).

**TAC**—Avalon Hill's Microcomputer game of Armored Combat during World War II. You control individual tanks, anti-tank guns, and infantry squads in tactical combat situations. For one or two players featuring outstanding hi-resolution graphics and enhanced sound. Five different scenarios are available from Meeting Engagement to Stalemate. The players control up to eight vehicles, guns and squads simultaneously, utilizing the equipment of either the German, British, Russian or American forces. A simulation for the most demanding wargamers. Available on the Apple II, II+, IIe (48K), Atari 800/1200XL, IBM PC and Commodore 64 versions available later this fall.







## Squad Leader

The Game of Infantry Combat in WWII

## CIVILIZATION



## Diplomacy



## BOARD GAMES . . .

**SQUAD LEADER**—Russian, American, and German forces engage in bloody street fights, descend on enemy held villages, take key hills, or cross open fields in the quintessence of infantry combat. A game that recreates every aspect of infantry warfare from the house-to-house fighting in Stalingrad to armored advances across snow-covered roads in the Ardennes. The underlying theme of SQUAD LEADER is one hinged on morale. Leaders play a major role by directing fire, rallying broken units, and generally enhancing the performance of their troops. The player who can direct his leaders the most effectively will usually be the winner. Nothing is certain though and SQUAD LEADER contains the unpredictable nature of men and machines which is both the blessing and bane of commanders.

**CIVILIZATION** is a game unlike any other game ever invented . . . a game of high-level player interaction with no dice and little risk of any player being eliminated. The object of the game is to gain a level of overall advancement to which cultural, economic, and political factors are important. The winner is the player who maintains the best balance between activities of nomads, farmers, citizens, merchants and adventurers.

**DIPLOMACY**—For seven players (with special rules for two-six players), this is a game of political power, shifting alliances, back-stabbing and psychological intimidation. Each player represents one of the seven pre-World War I major powers—Germany, Austria, Hungary, Turkey, Russia, Italy, England, and France. The game is a series of "negotiation periods," where players try to out-wit and out-talk their opponents. To win, one country must control half of the mapboard which portrays Europe, North Africa and the Middle East.

**TACTICS II**—The hobby of wargaming was born in the late 50's with the inception of Avalon Hill's TACTICS. Now a direct descendant, TACTICS II is an outstanding introductory game for potential hobby members. The armies in the game are equal. Victory will be gained by a combination of logic, foresight, luck, common sense, and skill in military strategy and tactics. Game features include special functions for headquarters units, terrain effects, invasions, airborne assaults, weather effects, replacements, isolation, and even nuclear weapons.

# TACTICS II



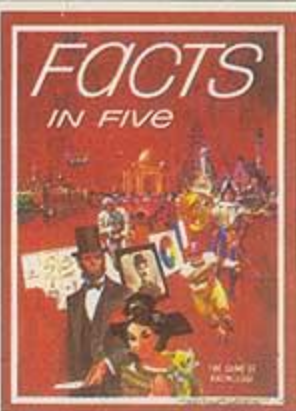


**FACTS IN FIVE** combines the elegance of simplicity and the excitement of competition with memory, general knowledge and an interest in trivia. The game pits players against time, themselves, and each other. In each round, players select five classes and a category in each class, selected from over one thousand choices of popular and academic subjects. Special rules allow children of all ages to compete on an even basis with adults.

**ACQUIRE** is a game for two to six players that takes you into the world of hotels. Players must start hotel chains and then expand them by building more and more hotels around them. At the same time, players may buy stock in any active chains, even those begun by other players. The players with the most stock in a chain, control that chain. They will then try to make a profit by merging this chain with other chains, because the major stockholders receive bonuses during mergers. Luck will play its part, but the winner will be the player who has had the foresight to buy the right stock at the right time.

**STATIS-PRO BASEBALL** comes with "stat cards" representing every player of every big league team that performed regularly in the previous season. That's more than 700 individual cards! Statistically accurate in hitting, pitching, fielding! Each Player Card—whether the mightiest superstar or a little-used reserve—contains information depicting on-the-field performances in every department. Avalon Hill has computer-analyzed season-long statistics for each player's hitting, fielding, pitching, base-stealing, bunting, game-winning hits, even stamina . . . converting it all to "FAST ACTION" results. It's our guarantee that each player should perform in this game just as he does in real life!

**PAYDIRT**—NOW is the time to get hold of the Sports Illustrated Pro Football Game. We have scouted all 28 pro teams. We've determined their strengths and weaknesses on offense, defense, and special teams. And we've converted all this information into simple-to-use Play/Action Charts that put you right down on the playing field from Los Angeles Coliseum . . . to the sun at the Orange Bowl . . . all around the league . . . as **QUARTERBACK** of your favorite pro teams! These charts are your tickets to action. With them you can call all the shots—on offense and defense—for every pro squad. You can replay the complete pro season, playoffs, Super Bowl . . . until your team wins it all!





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