OWNER'S MANUAL

FOR

RETRO-BALL™

By *Sierra Software*

Congratulations . . .

You have purchased a fine software product. Much time and care went into its production. All of us here hope you will enjoy Retro-Ball™.

the folks at

Sierra Software

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INTRODUCTION

Welcome to RETRO-BALL™.

This game simulates AIR HOCKEY, but with a twist — the puck has a rocket attached to it. Read this manual completely before you begin, including the disclaimer on the back cover.

You must first install VIDEOSYNC™.

Follow the instructions in the back of this manual carefully.

TO START

The game uses the paddles supplied with the Apple. Make sure they are plugged in. Turn both paddle knobs fully counter-clockwise. Take an orange sticker (they are in the back cover of this manual) and stick it on the center of the paddle knobs with the rocket pointing half-way between 7 and 8 o'clock. Repeat this for the other paddle.

After VIDEOSYNC™ is installed, boot the diskette. When you see the title page, press any key to start the "PROMPT" mode.

COMPUTER OPPONENT

When you are prompted for the number of players, pressing the "1" key will engage the computer opponent. Pressing the "2" key allows for two people to play. The computer opponent always plays the left half of the court.

TIME

To enter the number of minutes of play, press any key from "1" to "9".

FAST BALL?

Press the "Y" key to get a fast ball, otherwise press the "N" key for a normal ball.

BILLBOARD

To make any changes press the "ESC" key and you will be reprompted, otherwise press any other key and you will see the game display.

Notice the rolling billboard.

This is the "BILLBOARD" mode. Pressing "ESC" during this mode will get you back to the "PROMPT" mode. Pressing any other key will center the billboard and start the game.

THE TOSS-UP

The left court uses paddle O, and the right court uses paddle 1.

The game starts with a toss-up, and both players have partial control of the ball during the toss-up.

To gain full control of the ball turn your paddle knob and simultaneously press and release the paddle button continuously. During the game, if the ball stops on the center line, it will be tossed-up again.

FIRING THE BALL

Look the ball squarely in the face and say, "You're fired!"

Seriously, when the ball is on your side of the court, a small box at the bottom of your side of the screen will light up orange. This means you have control of the ball. Turn the paddle knob in the direction you want the ball to travel, then press the paddle button. The rocket on the ball will fire and the ball will move. You have one-half second of firing time.

You must then release the button and press it again to keep firing. Each player should allow the ball to remain on his half of the court for only four seconds, or he will be penalized (see "THE GAME" below).

THE GAME

The object of the game is to be the first player to score 10 points. There are two ways to score:

First, by shooting the ball into the *center* of your opponent's goal (the white lines on either end of the court are the goals). The ball must hit squarely in the center of the goal to score.

Second, by forcing your opponent to hold the ball for more than four seconds. You score one point for each four seconds he has the ball.

NOTE: Depending on how much time the ball spends in the goal, you can score from 1 to 10 points. The slower the ball is moving when it scores, the more time it spends in the goal, and the higher the score. Thus a player is penalized more for a slow ball striking his goal. Clearly if the ball should stop in the goal, all 10 points will be scored.

THE PLAY

Each player must learn to control the ball to master the game. Turning the ball around and firing in the opposite direction is only part of the skill. (This is where the RETRO-BALL™ comes from — retro-thrusting the ball.)

It has been said, "A twist of the wrist is all it takes to play the game." Many have found it helpful to turn the paddle knob quickly while simultaneously firing the ball.

VIDEOSYNC™

To install VIDEOSYNC™, follow the instructions in the back of this manual carefully. VIDEOSYNC™ adds video synchronization to the Apple II*.

Through the cassette port, the program monitors the Apple's video output, and therefore knows where the scan line is on your TV or monitor screen. The program thus knows when to draw and when not to draw on the high resolution screen. The result is extremely smooth, unflickering motion.

What was once available only on rival computers is now available on the Apple II* for an extremely low cost.

Patent is pending on VIDEOSYNC™.

SIERRA SOFTWARE

Since our inception in March 1980, we at Sierra Software have been dedicated to quality. This is evident in our packaging and the magnetic media we use. To our knowledge, we are the only company offering a full one year warranty on *software. Every* piece of software we produce is checked thoroughly before it leaves our plant. We use only the finest materials available in our products.

We make our software colorful, easy to use, and fast (we use only assembly language).

We pioneered VIDEOSYNC™, and we plan to release more excellent products in the near future.

It is our pledge to strive to produce the finest software in the industry.

VIDEOSYNC™ INSTALLATION

Read these instructions and the disclaimer on the back cover thoroughly before you begin.

Turn the Apple off and remove the cover. Take the VIDEOSYNC™ out from its envelope and examine it carefully. Face the keyboard and plug the mini phone plug into the cassette-in jack (the left jack). Route the wire through the slots above the jacks. Next, locate the auxiliary video pin in front of the cassette jacks. Refer to figure 1.

★ IMPORTANT ★

Orient the brick-red colored connector on the VIDEOSYNC™ so that the orange wire comes out of the TOP LEFT side. Two small windows on the connector should face you, and the left window will be silver. Plug the connector onto the auxiliary video pin such that the pin goes into the *left* side of the VIDEOSYNC™ connector.

NOTE: Some Apples have another video block *in place of* the auxiliary video pin (it will be offset to the left of the auxiliary video block in figure 1). In such case, plug the connector onto the two *leftmost* pins of this video block. The wire should come out of the left side of the VIDEOSYNC™ connector.

An alternate location is on the auxiliary video block in figure 1. Plug the connector onto the two *rightmost* pins. Again the orange wire should come out of the left side of the VIDEOSYNC™ connector. If for some reason you are unable to plug the connector in the above two locations, you will need Sierra Software part #B0020. You may order directly through us for $3.00.

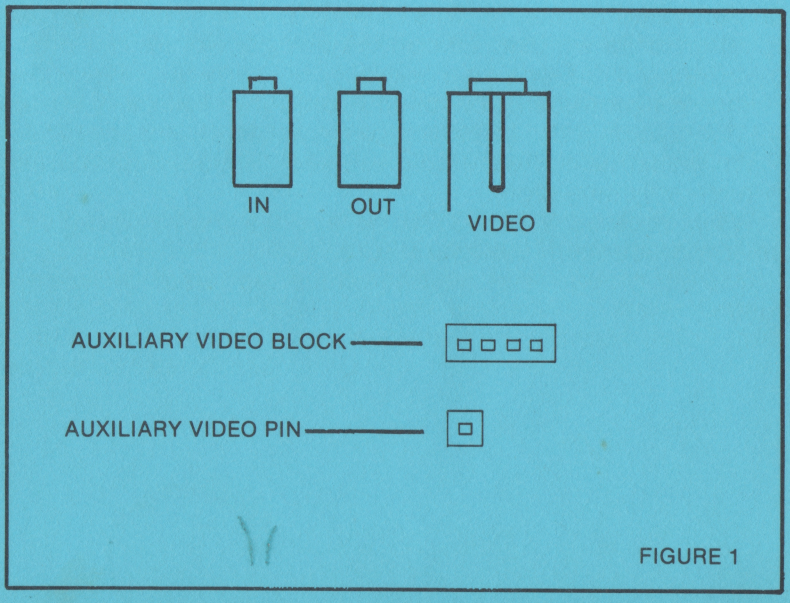


FIGURE 1

*Apple II is a registered trademark of Apple Computer, Inc.

COPYRIGHT NOTICE

It is against the law to copy RETRO-BALL™ on cassette tape, diskette, or any other medium. It is against the law, and it is expressly forbidden to GIVE AWAY or RESELL copies of RETRO-BALL™. Sierra Software will exercise full legal recourse against violators. Patent is pending on VIDEOSYNC™.

DISCLAIMER

The consumer accepts full responsibility for the use of this package. VIDEOSYNC™ was engineered to function properly with the Apple. Damage to the Apple and/or peripheral devices is always a possibility with an improperly installed device.

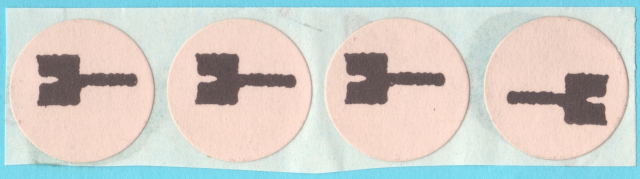
Neither Sierra Software nor any of its licensees will be liable for any damages in the use or misuse of the software or hardware in this package.

The above exclusion may not apply to you in some states.

WARRANTY

The diskette is warranted for **one** year from date of purchase, to boot and run. If it should fail, under normal use, within the one year period return it to Sierra Software with proof of purchase for prompt replacement. Only diskettes with the serial number intact on the original diskette will be replaced. After one year a nominal fee of $7.00 will be charged. We will pay the return postage. Sierra Software assumes no responsibility for any damages. There are no other warranties. The above exclusion may not apply to you in some states.

VIDEOSYNC™ is warranted for one year on material and workmanship.



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