



# Bounce

1. **Bounce.** Here's a real game of skill for one or two players. Score points by hitting targets in an adjoining court. Just getting into this court is a trick in itself! Pick as bouncy a ball as you want, then throw it from as high — and as fast — as you want to. Careful, though — you lose points if your ball comes to rest on a penalty spot.

2. **Battleship.** Seek and destroy the enemy fleet! Challenge a friend to this computer version of the popular pen and pencil game, or try your luck against Compucolor's naval forces.

3. **Slither.** Can you out-manuever your opponent's "creature" and score the most points? Slither into a yellow box and score points, or take your chances with a mystery box — you could win or lose points. Don't let your tail drag, though. You lose points if you run into your tail, the wall or your opponent. For 1 or 2 players.



**Compucolor® Corporation**

## IMPORTANT INFORMATION

A. For extended media life of your diskette — take the following precautions:

1. Do not put fingers on the precision surface.
2. Insert the diskette carefully into the disk drive.
3. Keep the diskette far from magnetic field which will erase the diskette.
4. Store the diskette in the jacket when not in use.
5. Handle the diskette with care. Bending and folding will damage it.
6. Diskettes are best stored at temperatures ranging from 10° to 52° C or 50° to 125° F.
7. Do not leave diskette in disk drive while turning your Compucolor II ON or OFF.

B. ALL COMPUTER PROGRAMS ARE DISTRIBUTED ON AN "AS IS" BASIS WITHOUT WARRANTY.

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## BOUNCE

**BOUNCE** is a game of calculating judgement for 2 players. In this game of careful prediction, you bounce a ball from your playing court into the scoring court and try to knock out the red and blue point squares.

Players take alternating turns, and each is given 5 balls to try and bounce through the opening in the wall to get to the point squares. After every round of 5 ball, you receive a new playing and scoring court. The winner is the first player to reach 50 points total (not in each round; if there is no winner after 5 balls, scoring continues to next 5, etc.).

If a ball comes to rest on a light blue square marked "-2", then the current player is penalized 2 points.

To bounce your ball, you first specify some initial height from which to drop the ball (10-90 ft.). Then you decide on the initial horizontal velocity of the ball (1-500 ft/sec). Finally, you enter the ball's bounce coefficient (.1-.85). This is simply the ratio of the ball's velocity after the bounce to that before the bounce and determines how much elasticity you want your ball to have. The greater the bounce coefficient, the higher and longer the ball will bounce.

## BATTLESHIP

The object of **BATTLESHIP** is to wage war on the high seas against the **COMPUCOLOR II**. You each have 5 ships of varying sizes, and the first to "sink" all 5 opposing ships is the winner. When the game is over you are given the option to play or return to the **MENU**.

You begin by picking a level of intelligence (1-25), which determines how carefully the **COMPUCOLOR** will play (higher numbers indicate greater difficulty for you!). Now you must position your ships starting with the Aircraft Carrier. Each ship will change color to indicate it is currently being positioned. In the first column under the heading "H/V", you enter either letter to indicate whether you wish your ship to be placed horizontally or vertically and press [RETURN]. Next you enter the column in which to start your ship's placement (letters A-J). Finally, you enter the row for your ship (numbers 0-9).

After positioning your ships, you must fire at the **COMPUCOLOR'S** ships which, of course, you cannot see. To fire, you enter a column location side-by-side with a row location. For example, you would enter "E3" and hit [RETURN] to fire at that location on the **COMPUCOLOR'S** Board. Misses will appear as white asterisks, hits as red asterisks.

The numbers after each ship tell how many hits must be scored in order to sink that particular ship. After a ship is sunk, it will be "marked out" in red.

## SLITHER

The object of this reptilian game is to out-slither your slimy opponent and crawl head on into boxes that appear on the screen of your COMPUCOLOR II.

Either 1 or 2 people can play **SLITHER**. For 2 players, you play against each other; for 1 player, you do a belly slide with your COMPUCOLOR. To score at this game, you must try and run into the yellow point boxes as they appear on the screen. The first creature to reach the box gets all the points in the box. From time to time, purple mystery boxes also will appear which can add or subtract up to 800 from your score.

While you are snaking along, you should avoid running into the wall, your opponent, or some other part of your creature. If you happen to be so clumsy, you give the other player 200 points plus the value of any boxes currently on the screen.

To control your creature, you use 4 keys on either side of the keyboard.

<u>KEY</u>	<u>BLUE</u>	<u>RED</u>
UP	W	P
LEFT	A	L
RIGHT	S	;
DOWN	Z	.

The highest score at the end of 3 minutes is the winning snake in the grass -- or, the king snake!

When the game is over, you can either play again by entering the number of players in the new game, or you can slide right back to the MENU by hitting [RETURN].