

ROCK 'N' ROLL

Loading Instructions

- Amiga** In order to destroy any viruses which may be present, switch off your computer for several seconds before attempting to load the game. If you have an Amiga 1000, you can now insert your Kickstart disk. As soon as the 'Workbench' screen appears, insert the Rock 'n' Roll Disk 1 into disk drive df0. The program will start automatically. All further instructions will appear on your screen.
- Atari ST** Insert your Rock 'n' Roll Disk into disk drive A and press the RESET button on your computer. The program will start automatically. Further instructions will appear on your screen.
- C64 Disk** After inserting side 1 of your Rock 'n' Roll disk into the disk drive type L O A D]]]]]]]]]] and then press RETURN. The program will start automatically. Please follow further instructions which will appear on the screen.
- C64 Cassette** Insert side 1 of the Rock 'n' Roll cassette into your tape recorder and rewind it to the beginning. Now press the SHIFT and RUN-STOP keys simultaneously and press PLAY on your tape recorder. The program will start automatically. Please follow further instructions which will appear on the screen.

Controls

Amiga

The ball can be controlled with the mouse. The faster the mouse is moved in a given direction, the faster the ball will roll across the landscape. Be careful, hectic mouse-movements won't help you at all. Cautiousness and single-mindedness are what are required. With the right mouse button the various extras can be selected and with the left mouse button they will be utilized. For precise ball-control, please ensure that your mouse is clean and that you use a mouse-pad.

F1 : Music on/off

F2 : Sound effects on/off

Esc: Restart level less one life

Del: End game

Atari ST

You can either control the ball with the mouse, or with the joystick. We recommend using the mouse, as it is more precise and sensitive. The faster the mouse is moved in a given direction, the faster the ball will roll across the landscape. Be careful, hectic mouse-movements won't help you at all. Cautiousness and single-mindedness are what are required. With the right mouse button the various extras can be selected and with the left mouse button they will be utilized. For precise ball-control, please ensure that your mouse is clean and that you use a mouse-pad. If you prefer to play with the joystick, the extras can be selected with the spacebar and utilized by pressing the firebutton.

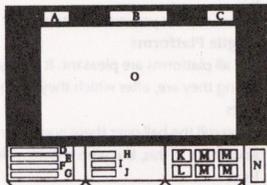
C64

The ball is controlled with the joystick in port 2. The extras are selected with the spacebar and utilized by pressing the firebutton.

In some areas it is possible to build a path using the repair-sets. To do this you should select the appropriate 'extra' symbol and then, whilst keeping the left mouse button / firebutton pressed, you should roll the ball over the area where you wish to build the path. To explode a bomb simply select the bomb symbol and press the left mouse button / firebutton when the ball is situated on the spot where you wish the bomb to explode. The bomb is automatically lit and will explode shortly afterwards.

Screen Structure

- A: The number of the current level
B: The name of the current level
C: If the level has a time limit, the time will be shown here
D: This displays the fastest time in which this level has ever been completed
E: Your individual time
F: The highest score that has ever been achieved
G: Your individual score
H: How much money is to be found in your account



- I: How much longer your ball will be equipped with spikes or armour
- J: This display tells you how much energy the ball has left
- K: The number of 'speed-up's that are momentarily being used
- L: This is where the various extras are selected
- M: With the appropriate keys, many doors will remain locked...
- N: How many balls you have left
- O: The playing field

Shopping Tips

To buy an extra you must simply roll the ball over the appropriate symbol. The price is shown to the right of the symbol. The money will be booked from your account and the shop will then close. If you haven't got enough money to pay for the extra, there is an alternative. It is possible to pay with energy. To make such a risky deal the ball needs to remain on the symbol for a few seconds. Only then will such an arrangement be accepted (providing you have enough energy).

Speed-Up

The right tip for all high-speed freaks. Whoever shops here will armour their ball with effective additional power. Up to four of these 'speed-up's can be used simultaneously. Unfortunately this speed-thrill remains for only 90 seconds, after which the ball will change down a gear.

Armor

High-tech makes it possible if you go for this extra your ball will be wrapped in a tough, protecting shell for a short period of time. Although the ball cannot penetrate the normal barriers, fragile ones are no longer problematic obstacles.

Repair-Set

Unfortunately some of the tracks may be interrupted. This is where the repair-sets come in useful with which you can build a new path. You should use these repair-sets sparingly as there are seldom more sets than are absolutely necessary...

Parachute

Despite the fact that parachuting may not be your favorite passtime, you will soon learn to value them very much. They can be your last hope when you roll off of the path into the precipice. If you react fast enough and open the parachute before the ball hits the ground, you will once again have saved a life.

Continue

If you should be lucky enough to come across one of these shops, don't stop to think. If you possess one of these powerful extras, you are able to continue playing in the level where you lost your last ball. Is that an offer?

Bombs

Bombs: Warning Explosives These bombs tend to be quite dangerous but very effective. It's never a bad thing to have one or more of these in your pack. But don't hang around too long in the explosive area - that could be painful....

Spikes

It's no secret that control is difficult on an icy surface. Spikes, with which it is possible to equip your ball for a short time, naturally make stopping easier. The question remains, though, can you buy something more important with your money?

?????

Hummmm, we didn't really want to give anything away about that. We will just say enough for you to know that it's always worth popping into this shop. Information which will make life easier will be given in return for an admittedly high price.

Game-Elements

Keys & Doors

Restricting doors can be opened with the appropriate keys (distinguished by their color). You need only roll against the door - the door will be opened if the correct key is handy.

Diamonds

The players eyes widen in delight. These diamonds will be collected in your account. A red diamond is worth 300 bonus points, a yellow diamond is worth 700 bonus points, a green diamond is worth 1500 bonus points and a blue diamond is worth 4000 bonus points.

Ice

Without spikes you must be extremely careful - on ice you'll be slipping and sliding all over the place. Slow down !

Fragile Platforms

Not all platforms are pleasant. It is only possible to roll over these fragile platforms 1, 2 or 3 times, depending on how strong they are, after which they disappear. Therefore think carefully about where you roll !

Eggs

If you roll the ball over these eggs, you will, of course, squash them. It seems at first sight as though there is no advantage in this, but who knows... Pleasant surprises rarely come at the wrong time.

Eyes

The more eyes that are collected, the more of the level map you will be able to see. For technical reasons this element is not available on the C64.

Fragile Barriers

Unlike the fragile platforms, fragile barriers are not unpleasant. Armored balls can ram obstacles away and free a new path - who knows, perhaps you'll build a shortcut....

Small Balls

These small balls are definitely not simple obstacles. A new platform will always appear in the area where they are pushed over the edge into the precipice. This is a safe, although somewhat strange way to build a new track.

Acid

Acid also has unpleasant effects on your ball. Energy-loss will result.

Bombs

Do not make the mistake of thinking that bombs can be exploded anywhere. That would be much too easy. Bombs can only be ignited on special, reinforced platforms. The areas which are left after the bomb has exploded are not necessarily precipices. The result will be different from level to level.

Tubes:

The tubes are favoured means of transport. If you roll in one side, you will automatically come out at the other side.

Teleporters

The teleporter is for urgent cases. Practically without time-loss you will be transported to another area.

Explosions

You should wait for exactly the right moment to get past these obstacles. If you fail, you will lose energy.

Switches

The switches are a devilish affair. Nobody knows the exact effect of each individual switch - this varies from level to level and from switch to switch.

Ventilators

In some areas a harsh wind blows. This tends to be due to ventilators which can cause gusty and uneven gales.

Magnets

In contrast to the ventilators which blow your ball away from them, magnets pull the ball towards them. Absolute concentration is needed to conquer them.

Money

You will also come across problems with Rock 'n' Roll if you do not possess the appropriate change. 100, 300 or 500 coins will be credited to your account when you collect the respective symbols.

Arrows

Unpleasant are these arrows. Your ball cannot resist their influence. It will automatically be pushed in the direction of the arrows. Skillful players can perhaps overcome the power of one or two arrows which happen to be pointing in the wrong direction.

Energy Barriers and Sliding Doors

You may often come across sliding doors and energy fields near to closed doors. With both of these you must wait for the right moment and then speed through. If you make a mistake, you will lose energy.

Hall of Fame

Honor to those who have earned it. The reward for all efforts must be a position on the Highscore List. The best Rock 'n' Rollers may register themselves on the highscore list again and again. There is the classic-type Highscore List where those players who have scored the most points may eternalize themselves. There is enough space for the ten best gamers. There is also a special highscore list for each level where the speediest ball-rollers can be found. If you manage to finish a level with a competent time, you'll have a good chance of appearing amongst the five fastest so far. The main attraction of the two highscore lists is that you have the choice of aiming for the fastest time or the most points. Whichever you choose, the Rainbow Arts team wishes you fun, suspense and, of course, success!

Rock & Roll

INSTALL INSTRUCTIONS FOR IBM PC

THE FIRST ARGUMENT YOU HAVE TO SUPPLY IS THE SOURCE DRIVE – THAT'S THE DISK DRIVE WHERE YOU WANT TO INSTALL THE GAME FROM (USUALLY THE A: DISK DRIVE).

THE SECOND ARGUMENT MUST CONTAIN THE DESTINATION DRIVE – THAT'S THE DRIVE YOU WANT TO HAVE ALL THE FILES BEING COPIED TO. IF YOU DON'T USE A HARD DISK, THE SECOND ARGUMENT SHOULD ALWAYS BE DRIVE B:, REGARDLESS WHETHER YOU ACTUALLY HAVE 2 DISK DRIVES PRESENT OR NOT.

THE THIRD ARGUMENT IS FOR HARD DISK USERS ONLY AND SPECIFIES THE DIRECTORY WHERE YOU WANT THE GAME TO BE LOCATED.

EXAMPLE 1 : INSTALL ROCK 'N' ROLL ON A PC WITH ONLY ONE DISK DRIVE.

TYPE – ROCKINST A: B:

EXAMPLE 2 : INSTALL ROCK 'N' ROLL ON A PC WITH TWO DISK DRIVES.

TYPE – ROCKINST A: B:

EXAMPLE 3 : INSTALL ROCK 'N' ROLL ON HARD DISK.

TYPE – ROCKINST A: C: \ROCKROLL