

ADAM
Family COMPUTER SYSTEM
DIABLO

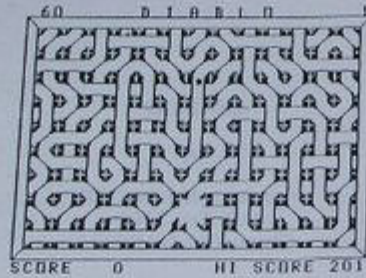


The DIABLO ball moves on 232 magnetic tracks on movable panels. Manipulate the panels to keep the ball from rolling off. A unique game requiring strategy, planning and skill.

Joystick or keyboard control.

IMAGE

DIABLO, which derives its name from a European game of half century ago known as DIABLOTH, consists of 232 sections of track, two tracks on each of 116 movable panels. Players try to arrange the convoluted track to keep a moving ball on a continuous course. After a section of track has been traversed, it is removed, thus reducing the available remaining track. The game becomes increasingly more difficult as less and less track is available to support the advancing ball. Excellent graphics and sound support the game which requires substantial strategy, planning and control. Finding so much activity and variety in a program is truly surprising.



DIABLO LOADING INSTRUCTIONS:

Put DIABLO in drive #1. Press the computer reset button and DIABLO will load automatically.

DIABLO INSTRUCTIONS:

The DIABLO board has a number near each corner. Upper left is the number of tracks that must be removed before the wrap-around feature begins. Upper right shows the frame number (after clearing all tracks this will increase by one and the board will reset). The lower left shows your current score. The lower right shows the high score per session.

DIABLO contains 232 tracks on 116 movable panels. One panel is missing (lower center) and the ball starts from an upper center panel. After the tracks appear, press a key on the keyboard to begin.

Use the arrow keys or joystick to move the panels around, thereby changing the configuration of the tracks. After each track is crossed by the ball, that track will be removed and one point will be scored.

(The beginner often perceives the blank space as moving, whereas it is actually one of the four adjacent panels that is moving. The down position causes a panel to move down, thus leaving the blank space above it. Don't be fooled by this perception. With a little practice it will become clear).

Move the tracks around so that the ball does not fall off the edge of the board or the end of a track. (A panel can be moved while the ball is on it, but this is tricky to control and should be left for the experienced player). Movement of the ball can be speeded up by holding down the Fire Button or an arrow key, after the ball has reached the edge of the play field. But it is better to spend the time creating more and more continuous track.

After sixty tracks have been removed, the border will turn green and "wrap-around" comes into effect. "Wrap-around" means that when the ball goes through one border it will come back in on the opposite border if there is a track to receive it.

When the ball falls off the track (either through the border or the end of the continuous track) it will fall to the bottom of the screen, unless all tracks have been removed. If so, the board will be reset for the next frame. Otherwise, press a key to play again. Each completed frame counts as 232 points.

SOME STRATEGY HINTS:

1. Stay as far ahead of the ball as possible so that you have time to manipulate the fewer and fewer panels as the game progresses.
2. Try to keep the blank panels (after the track is removed) toward the center or at least grouped together so you can work the remaining track in longer sections.
3. Warning! The keyboard "stores" keystrokes. If you hold a key down for awhile, more than one move will be made.

"DIABLO" and these instructions are copyrighted products and may not be reproduced in whole or in part without the written permission of:

IMAGE MICROCORP
Box 3761
Cherry Hill, NJ 08034

put on
IMAGE
on your computer

When you use the software, you agree to the terms and conditions of the license agreement. The software is provided "as is" without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The user assumes all responsibility for any damage to data or equipment that may result from the use of the software.

WARRANTY

The software is provided "as is" without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The user assumes all responsibility for any damage to data or equipment that may result from the use of the software.

LIMITED WARRANTY

IMAGE AND RECORD shall warrant to the user for a period of 90 days from the date of purchase of the software, against any defect in the software that existed at the time of purchase. This warranty does not extend to any damage to data or equipment that may result from the use of the software. The user assumes all responsibility for any damage to data or equipment that may result from the use of the software.