



FREE FALL

A FAST ACTION GAME FROM SIRIUS™

For The Apple II Or II+ Computer
With 48K And One Apple Disk Drive

Free Fall

To Start:

Boot the Free Fall disk in drive #1 as normal. Press the SPACE BAR to interrupt the demo mode and then choose a controller from the selection menu. Next, pick a difficulty, 1 - 3, and prepare to drift off into the strange world of Free Fall.

The Objective:

You must maneuver your man from the top of the screen to the safety holes at the bottom of the screen. Each man can grab onto moving Girders in order to help guide the fall. As you descend, you must avoid the various Needles, exploding bombs and other hazards.

Game Controllers:

1. **APPLE-COMPATIBLE PADDLES:** Use paddle 0. Press the controller button to release your grip on the ceiling or girders. Twist the controller knob to move to the left or right.
2. **ATARI-TYPE JOYSTICK WITH A SIRIUS JOYPORT™:** Refer to your Joyport manual for correct Joyport switch settings. Press the joystick button to release your grip on the ceiling or girders. Tilt the stick to move left or right.
3. **KEYBOARD:** Press the SPACE BAR to release your grip on the ceiling or girders. Use the LEFT and RIGHT ARROW keys to move to the left or right.

Convenience Controls:

- ESC = Pressing ESC pauses the game until pressed again.
- CTRL-S = CTRL-S toggles the sound on and off.
- CTRL-R = Press CTRL-R to restart the game at the selection menu.
- CTRL-K = Switch to Keyboard control during game.
- CTRL-P = Switch to paddle control during game.
- CTRL-@ = Switch to Joyport™ control during game.

Levels Of Difficulty/Men:

There are three levels of difficulty in each game of Free Fall, each with three playing screens. You are automatically advanced to the next level after successfully completing all three screens. You begin each game with three men. Lives are lost by coming into contact with exploding debris or a needle, by drifting off the left edge of the screen or by missing a hole and crashing through the floor. The game ends when you run out of men.

General Screen Display:

The current score, the initials of the high scorer (since the game was last booted) and the number of Men remaining are shown at the top of the screen. An elevator is on the right edge of the screen and the current play level is displayed at the bottom of the elevator.

Scoring:

You receive points for each man that drops through a hole. You also gain points while hanging from Girders in screens one (Girders) and three (Gunners). At the

end of these screens, bonus points are awarded based on the number of prizes captured.

Playing Screens:

The three playing screens, Girders, Bip-Bops and Gunners, have certain characteristics in common. Game play begins as your first Man is transported to the top of the screen by elevator. You must then move him into the Free Fall area and let go of the ceiling. As you drift toward the floor, you will automatically grab onto the moving Girders any time BOTH of your hands fall directly over one. You capture Prizes by allowing your feet to touch one on a Girder below you. Each time you drop through a hole, it fills in and you are zipped back up to the top of the screen in the transport elevator for another Free Fall. Your goal is to fill in all four holes. In all three screens, you are "safe" from everything while hanging from the ceiling. Contact with a needle in ANY screen is fatal.

Screen 1 — Girders:

In addition to the deadly Needles, there are Bombs on several of the Girders in screen one. If a Bouncing Ball hits close to a Bomb, the Bomb will explode. Any contact with the resulting debris will be deadly. If you ride a Girder off the left edge of the screen, you lose that Man. If you ride a Girder off the right edge of the play area, you are dropped into the transport elevator and returned safely to the top of the screen. At times, one of the safety holes in this screen will turn orange. Each time you fall through an orange hole, you receive an extra Man. After filling in all four holes, another Man is awarded and you will receive bonus points based on the number of Prizes captured. Then, it's on to the Bip-Bops! (Since there is no time penalty in Free Fall, you may want to use the elevator in order to get more Prizes before dropping into the last hole.)

Screen 2 — Bip-Bops:

There are no Bombs or Prizes in screen two, but there are Bip-Bops, and of course Needles. Bip-Bops are harmless in themselves, but the Bouncing Ball in screen two is highly explosive. It blows up upon contact with anything except Girders! The resulting debris can harm you only while falling. The Girders in screen two bounce off the right and left sides of the play area. You don't have to worry about going off the edge, but neither can you gain points while hanging onto the Girders.

Screen 3 — Gunners:

Screen three is identical to screen one except that now there are Gunners too! When the Guns cross over each other, one will fire a bullet. You are Safe from the bullets when riding a Girder.

Important:

This diskette, when booted will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failure of the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps," the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment, 2) there is bad RAM in the Apple, 3) you have a bad diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. All of our products are tested prior to shipping.

Sirius Software Replacement Policy: Sirius will replace any defective disk with a new one for \$5.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A., please include enough additional funds to cover return postage. The original disk must be returned for replacement.

FREE FALL

It's FREE FALL, the game that'll have you rising to new heights of enjoyment! You'll float down through a deadly shower of needles, guns, and bombs on your way to safety holes on the ground. Clever ones will learn to maneuver by grabbing the floating girders as they plummet. Others will find their free fall rudely interrupted by a fatal collision. Keep practicing — you'll find Free Fall is a great way to "GET DOWN" and have a really good time.

Created By Mark Turmell

Written In Assembly Language

Requires An Apple II or II+ Computer With 48K

And One Apple Disk Drive.

Boots Directly With Either 13 or 16 Sector Controller

Playable With Keyboard, Apple-compatible Paddle

Or With An Atari-type Joystick Connected To A Sirius Joyport

Free Fall Package, Program And Audio Visual

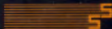
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