

# BALLBREAKER II

## AMSTRAD

To load cassette press control and Enter keys

To load Disk type Run "Disc"

## SPECTRUM

To load cassette press Load ""

Ballbreaker II has been programmed and designed to test your reaction and mental power. To help us with this we asked some of Europe's best games minds to design different screens.

The first five have been created by Simon Rockman, Editor of Amstread User.

1. ACU
2. SILICON 7
3. BLOCK ZAPPER
4. WIN BIN
5. THATSIT

The next five were designed by Jeremy Sands, the creator of the smash hit StarGlider.

1. HAVE A BALL
2. ROLL UP
3. ROCK AROUND THE BLOCK
4. HIGH ROLLER
5. AFTER THE BALL WAS OVER



Then we asked Ian Andrews, the man behind G.A.C. and Freescapes Driller.

1. SPHERE WE GO AGAIN
2. COMBINATION BLOCK
3. BLOCK 'N ROLL
4. BLOCK AND TACKLE
5. BALL CONT-ROLL

The Zen Room was next CRL's creative and programming office, responsible for games like Dracula, Jack the Ripper, Rocky Horror Show, Tau Ceti, Academy, Jet Boys and Vengeance.

1. "ADRIAN'S WALL"
2. "UP THE WALL"
3. "LIKE BLOCKWORK"
4. "NEW BALLS PLEASE"
5. "NEVER MIND THE BLOCKS"

Finally Clement Chambers, the man that designed Ballbreaker,

1. "FROG CRYING OUT LOUD"
2. "A BRICK TOO FAR"
3. "BALL OF DEATH"
4. "GET THE BALL ROLLING"
5. "RIBBITING STUFF"

If you have got this far you deserve a bonus so here are five more screens FREE.

1. "C FOR YOURSELF"
2. "R YOU STILL WITH US?"
3. "L'S BELLS"
4. "BRICKFAST TIME"
5. "WALL OF FAME"