

FREAKIN' FUNKY FUZZBALLS[®]

Players' Guide.



By Ian Currie,
and Robert Koller.

SIR·TECH

We Appreciate Your Comments

As you play *Freakin' Funky Fuzzballs* and read this manual, you may think of ways in which we can improve our products. If you do, we want to hear your ideas. Suggestions from players have often helped us in the past, and that's a tradition we want to continue. Send your comments and suggestions in writing to:

Sir-tech Software, Inc.
Ogdensburg Business Center, Suite 2E
P.O. Box 245
Ogdensburg, NY 13669

Hotline Support - Available 7 days a week

If you need a hint or have a question about *Freakin' Funky Fuzzballs*, call the Hotline. We've got someone waiting to help you.

Phone (315) 393-6633

Monday - Friday -- 4:00 - 7:00 p.m. Eastern Time
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Freakin' Funky Fuzzballs



Credits

Game Design Ian Currie and Robert Koller

Programming Ian Currie

Graphics Robert Koller and Ian Currie

Music Steve Wener

Sound Effects Dino and Perry Pontano

Documentation Brenda Garno

Manual Illustrations Christopher Lovely

Playtesters Jeff Pasternak (Official Freakin' Fanatic)

Mike Anderson

Brenda Garno

Barry Kiah

Lloyd Mitchell

Sue O'Reilly

Linda Sirotek-Riback

Jeffrey Yette

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C & H

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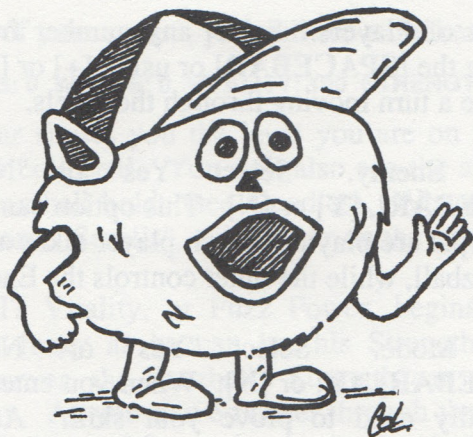
Gettin' Started

Freakin' Funky Fuzzballs is designed to work with all of your computer's hot spots. However, before you dash off after your Enemy, you'll need to run *Fuzzballs'* installation program first.

The installation program . . .

- * Will prepare a playable version of *Fuzzball* on either floppy diskettes (two floppy drives required) or your hard drive.
- * Allows you to tell *Fuzzball* about your computer's video and sound capabilities
- * Allows you to use your computer's expanded memory for the maximum graphics, speed and sound possible.

Inside your package, you will find a reference card; it contains complete directions for installation of *Fuzzballs* on your system.



Freakin' Funky Action

You're ready for action! Start *Fuzzballs* by following the directions provided on the reference card in your package. Soon you'll be at the title page. Press any key to take the . . .

Fuzzball Eye Exam

Each time you play *Fuzzballs*, you'll have to take an eye exam. On the screen, you'll see your Fuzzball's eyes moving rapidly back and forth. To stop his eyes, hit any key. Next, you'll see a bunch of items below the Fuzzball. Match the Fuzzball's eyes with the number of items shown, and find that combination's corresponding number on the Fuzz Power eye chart. Once you find its number, enter it and press **[RETURN]**.

Play Selection

Next, you will see the play selection screen. Here you can customize the game to include your friends or to accommodate your expert rating.

1. Number of Players. Select any number from 1 to 10 by pressing the **[SPACEBAR]** or using **[+]** or **[-]**. Each player will take a turn moving through the levels.
2. Control Enemy. Select "Yes" or "No" using the **[SPACEBAR]**, **[Y]** or **[N]**. This option can only be used if two people are playing. Each player takes a turn becoming the Fuzzball, while the other controls the Enemy.
3. Expert Mode. Select "Yes" or "No" using the **[SPACEBAR]**, **[Y]** or **[N]**. When you enter Expert Mode, you really need to prove your skill. As you uncover objects, the Enemy moves behind you to cover them back up! You may press **[RETURN]** for the default option, "No".

Playin' Freakin' Funky Fuzzballs

There are five worlds your Fuzzball will travel to. Each world comes complete with enemies, items and surprises. And, of course, you'll be there too, defending your Fuzzball. Step everywhere you can, grab all the goodies you can find, and then get on to the next level.

World One (Ancient Times)	Levels 1-5
World Two (The Funky Gardens)	Levels 6-8
World Three (Modern Day)	Levels 9-11
World Four (Future Space)	Levels 12-14
World Five (Darkness!)	Level 15

When you enter a level, you'll need to accomplish just one thing: get your keys or cards . . . then get out alive. At the beginning of each level, *Fuzzballs* will tell you how many keys or cards you'll need to get.

The Tracker Bar

Along the top of your screen, you will see a tracker bar.

LEVEL: 1 KEYS: 0 WANDS: 0 VITALITY: 100 STRENGTH: 100 SCORE: 0

The tracker bar shows you the level you are on followed by the keys you have collected. You will also see the amount of magic wands your Fuzzball holds (see Goodies). When you reach level 6, a new category, "Scrolls", will appear on the tracker bar.

Your Fuzzball's Vitality, or Fuzz Power, begins at 100 points. When he's as fuzzy as he can be, his Strength will equal his Vitality. However, the Fuzzball's Strength can never be higher than its Vitality. As you move further through the levels, you can increase his Vitality and Strength. As the Fuzzball gets zapped by the Enemy, his Strength will decrease (but there's plenty of food to get you back in shape). If your Fuzzball's Strength goes to zero (0), you'll have to begin a new game.

The Goodies

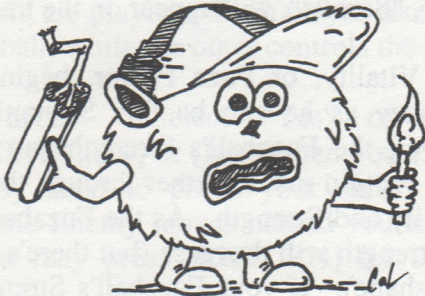
There are a lot of things besides keys and cards for you to grab along your way. Almost all of these items help you out in one way or another.

After you pass your eye test and complete your player selection, you'll see The Shape of Things to Come. Here, a collection of all the objects waiting for you will be displayed.

- * Doors Take you to the next level
- * Key Opens Doors and Gates
- * Ring Increases your Vitality 10 points
- * Food Increases your Strength by . . .

Shake	5 points
Burger/Fries	5 points
Sundae	10 points
Apple	10 points
Pizza	15 points
Can of Soup	20 points
Turkey	20 points

- * Magic Wand Allows you to cross a black square



Fuzzballs' Downfalls

And there's even more goodies. You'll find these objects when you and your Fuzzball are skilled enough to get to the higher levels.

- * Shield Protects you from Enemy (3 uses)
- * Armor Reduces damage from Enemy
- * Scrolls Random Magical Effects

Confusion	You lose sense of direction
Invisibility	Enemy can't see you
Disorientation	You can't see yourself!
Blindness	Enemy disappears
Enlightenment	Reveals all keys/keycards
Memory Loss	Covers up all objects previously uncovered

- * Gate Takes you to next level
- * Potion Adds 100 Strength (and Vitality if necessary)
- * Elevator Takes you to next level
- * Keycard Opens Elevators and Air Locks
- * Teleporter Takes you to another zone
- * Airlock Takes you to another level
- * Match Lights Dynamite
- * Dynamite Blows up Enemy!

Using Magic Wands and Scrolls

When your Fuzzball has a wand or a scroll you may activate its magical power anytime you like. Since scrolls and wands are special to different levels, you can never use both at the same time. To see which you may use, check the Tracker Bar when you first enter a level. Whichever word, "Scrolls" or "Wands", is listed is the magic item in effect.

Wand: If you're trying to cross a black space with a wand, face in the direction you wish to move, and press the [SPACEBAR].

Scroll: Press the [SPACEBAR] to use a scroll. Since you never know the power of a scroll until you have already used it, the outcome is always a bit uncertain. If you don't like the power of the scroll you've selected and happen to have another handy, press the [SPACEBAR] to use the other.

Using the Match and the Dynamite

Once you reach level 15, you'll be more than ready to blow your enemy sky high. But first you will need to find the match. After you get the match, find the dynamite. With the match in hand, travel back over the dynamite to light it.

With the fuse burning, you must lure your Enemy over the dynamite. But don't step on it yourself or you'll be a heap of Fuzz molecules.

Fuzzballs' Downfalls

You and your Fuzzball will have to start over again if . . .

- * The Enemy zaps all of your Strength.
- * You stand too long in one spot without moving.
- * You trap yourself in an area and have no wands to get out.
- * You step on the dynamite once it's lit.
- * You don't blow up the Enemy before the bomb blows up.



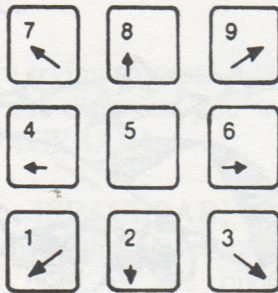
Game Over

When you finish a game of *Freakin' Funky Fuzzballs*, you may be able to leave your mark in the Fuzzball Hall of Fame. If your score is one of the top, *Fuzzballs* will let you know.

Fuzzballs will automatically ask you if you wish to play again. If you do, you'll be asked if you'd like to make changes to the game (add another player, play expert mode and so on). If you do, select "Yes" and make your changes.

Movin' the Fuzzball

In order to survive, your Fuzzball must do just one thing . . . MOVE. There's an Enemy after you all the time, and he seldom stops! Use the arrow pad on your computer's keyboard to keep your Fuzzball in the free and clear.



Depending on the world your Fuzzball is in, you may be able to move STRAIGHT (up, down, right and left) or DIAGONALLY. However, no world allows you to move straight and diagonally at the same time. The world key below tells you which direction a world prefers.

World One (Ancient Times)	Straight
World Two (The Funky Gardens)	Straight
World Three (Modern Day)	Diagonal
World Four (Future Space)	Diagonal
World Five (Darkness!)	????????

Disappearin' Floors

As you move the Fuzzball through some worlds, the floors will literally disappear underneath your feet! Each time you step on a square, you will see its color change. If the color turns to black, you can no longer step on that square (be careful to leave yourself an escape route at all times). Each time a square's color changes, points are added to your score.

Sometimes you will find items under squares. When you pick items up, the squares may be left black.

As you move further into the worlds, you'll find some of the squares have already changed color. But remember, something may be under them anyway. Unless you've gone over it yourself, never trust its color to tell you anything.

If you manage to examine every single square on a level, you will receive bonus points for your Fuzzball's efforts.

World One	500 points
World Two	1000 points
World Three	500 points
World Four	1000 points

To get your bonus points in World Five . . . all 5000 bonus points . . . you don't need to touch every square. You've just got to live!

One to Ten Players

Just like the regular game of *Freakin' Funky Fuzzballs*, each player completes a level without the aid of any other player. However, after Player 1 completes a level, it's time for Player 2 to do the same.

Fuzzballs will ask all of the players to enter their names. You'll see the current player's name in the lower left-hand corner of your screen.

Two Player - Control Enemy vs. Fuzzball Mode

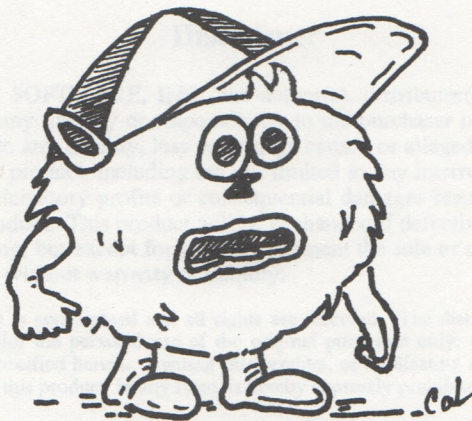
Occasionally, it's wonderful to do the chasing for a change. To play the Two Player - Control Enemy mode, you must enter [2] for the number of players, and select "Yes" for Control Enemy on the Play Selection screen.

Player 2 uses the [S-E-D-F] key cluster. Player 1 uses the arrow keys. As you move from level to level, control of the Enemy alternates between players. When you get to the diagonal levels, player two uses the [W-R-S-F] key cluster.

When you reach level 15, the Fuzzball has only one task . . . light the bomb. Once the bomb goes off, your Enemy is dead. You've just got to live long enough to see that happen!

Hints and Strategies

- * It's not necessary for you to pick up objects you have uncovered right away. Doing so may result in the Enemy zapping you. Sometimes it's better to wait and pick them up later.
- * If you're caught and a zap from the Enemy seems unavoidable, try charging the Enemy. Sometimes you can get through him without being zapped.
- * Try trapping the Enemy by turning all of the squares around him to black.
- * Learn to plan your maneuvers so that you won't strand yourself.
- * Before you eat a piece of food, see if your Strength really needs the boost. If your Strength equals your Vitality, you don't need food. Leave it there until later.



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1. If your disk drive is out of alignment and speed or;
2. If your computer is malfunctioning.

Test the disk on another computer. If the program works, you have a problem with your hardware. If the program doesn't operate, send the disk back to us. The original disk must be returned to us for replacement.

For the Best Service

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SIR-TECH

Printed in Canada

Charlestown Mall
P.O. Box 245 Ogdensburg, New York 13669
(315) 393-6633

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Freakin' Funky Fuzzballs

Installation for MS-DOS systems

To install *Fuzzballs* to your system, follow the directions below.

1. Put **Disk 1** into your floppy drive.
2. At the DOS prompt, usually "A:" or "B:", type [INSTALL].
3. Next, you will be asked which drive or disk you wish to use to install the program. Depending on your version of *Fuzzballs*, you may be asked to insert different diskettes as the copying progresses.

Floppy 3.5" or 5.25": For each Master diskette provided in your package, you will need *two blank diskettes*. *Fuzzballs* will then copy its program to these diskettes.

Hard Drive: *Fuzzballs* will automatically make a directory called "FUZZBALL" on your hard drive and copy all of its program there.

When *Fuzzballs* has finished copying, you will enter the Video and Sound Setup Menu. Here you can customize *Fuzzballs* to take full advantage of your computer hardware.

1. Select the Video mode. You may choose VGA, EGA, Tandy or CGA. If you're not certain which mode to choose, refer to your owner's manual.
2. Select the Sound source. You may choose Roland MT32, Ad-Lib, Sound Blaster or the internal PC speaker.
3. Lastly, if your computer has expanded memory, tell *Fuzzball* whether or not you wish to use it.

Fuzzball will save your set up, and return you to your computer's DOS prompt. If you wish to change the set up at any time, just type [FFFSETUP] at the DOS prompt and press [RETURN].

Startin' Fuzzballs on MS-DOS systems

Type [FFF] at the DOS prompt. Remember, if you're playing from your computer's hard drive, you will need to move to the Fuzzball directory first. To do this, type [CD \FUZZBALL] and press [RETURN].

Soon you'll be at the title page. Press any key to move to the Play Selection screen.

Keyboard Commands

Arrow Keys	Moving Around
I-J-O-L	Alternate Diagonal Keys
S-E-D-F	Enemy Control Mode - Arrow Keys
W-R-S-F	Enemy Control Mode - Diagonal Keys
Spacebar	Using Wands and Scrolls
[P] or [ESC]	Pause
[F1]	Help
[F2]	Sound On/Off
[F3]	Turn Ad-Lib Music Board On/Off
[F4]	Boss Key
[F10]	Quit Game