

DISC

SYNOPSIS

In the third millenium, Discaido is a widespread sport on earth. At this time, every home in the world can watch any sportive event of Discaido through satellite in D HOLO. This holographic system of protection helped to put an end to violence in the stadiums and to develop the video game. It allows someone who is at home to feel like being in the stadium, to live the great moments of the game thanks to special effects, even to intervene if he doesn't agree with the arbitration.

This new media made Discaido THE indispensable sport. Almost a new religion, it requires from its adepts a total commitment.

You are an ambitious young man. One day you decide to learn the art of Discaido. The first opponents you will meet are the adepts WEIRD and NUT who reached the grade of NOVICE in the art of Discaido; then you will meet the adepts LINK and URGO who are APPRENTICE. These first opponents should not be a problem to you as you show promise of becoming a champion.

Always willing to perfect yourself, you are on the roads searching for glory and challenging opponents. Among others you will meet the adepts SPIKE and GLOOM who seem to predict, with their hang-dog look, serious problems. Their competence in the new art of Discaido owed them the title of DISCIPLE. Then the adepts DOUGH and BRONX will show you how to become an INITIATE; but don't be too trusting of their easy-going attitude.

Chased by those who envy your temerity, your cold-blood and your skill, you challenge in single combat DOC and FILO the VETERANS. Watch out with those two: they resent your efforts to ruin their notoriety. When you reach the grade of CHAMPION, FURAX and ZORG will be your rivals. This is unthinkable for them as they are cyborgs and you are just a human being. So far only three human beings have managed to defeat them: MASTER SHARK, MASTER SPOCK and the "living god". The first two may have some nasty secret tricks in reserve for you but the real concern for a champion like you is to challenge the GREAT GUIDE. One day the GREAT GUIDE will accept your challenge and after hard training, he will make you his disciple and lead you on the path of wisdom.

LOADING THE GAME

ATARI ST

Insert the disk in the internal drive and switch on your computer.

AMIGA 500 & 2000

Insert the disk in the internal drive and switch on your computer.

AMIGA 1000

Insert the kickstart disk in the internal drive and switch on your computer. When the workbench screen appears insert the DISC disk in the internal drive.

IBM PC & COMPATIBLES

Start up your PC with your DOS disk. Insert the "DISC A" disk in drive A.

Switch to drive A by typing 'A:' then pressing **ENTER** key.

Type 'DISC' then press **ENTER** key to start game.

If you wish to load 'DISC' on drive B:

Insert the 'DISC A' disk in drive B.

Switch to drive B by typing 'B:' and press the **ENTER** key.

Type 'SWAPAB' then press **ENTER**.

Type 'DISC' then press **ENTER** to start the game.

You must then select the option corresponding to the graphic card you are using by pressing:

F1 for CGA mode (4 colours).

F2 for EGA mode (16 colours).

F3 for VGA mode (16 colours).

F4 for TGA mode (Tandy 16 colours).

To install the game on hard disk, type **INSTALL**.

LOADING ON TO THE HARD DISC

Go to prompt **C:**

Type **MD DISC**

You have **DISC** repertory

Then type **CD DISC**

Insert all the disks one after the other in drive A. Then for each disc, type **COPY A:*.*C:**

Warning: Disk 1 has to be inserted in drive A before starting the game by typing **DISC**.

Your game is now loaded onto the hard drive.

THE RULES OF THE GAME

1 GROUND AND TILES

Two fighters are in a pit, facing one another, but separated by an abyss. The ground they can move on has a variable geometry and is suspended in empty space. A playing-ground consists of eight horizontal tiles joined to eight vertical tiles set out behind each fighter. Every vertical tile rules the disappearance of its corresponding horizontal tile, sometimes isolating a fighter on a very small surface.

Once it has reached its final stage, a section of tile disappears when the disc of the opponent hits it for the ultimate time. Each section of tile loses a power of protection: seven different stages represented by the following symbols engraved on the vertical tiles:-

- the sign of 'infinite', symbol of invulnerability.
- the hexagon, the pentagon, the square, the triangle, the parallel bars and the circle, representing the number of collisions still necessary to make a couple of tiles disappear.

When you enter the playing-ground, the layouts of the tiles are identical for each side. Considering the design we chose for this game, it appears that playing in the foreground is a handicap. So, unless you have an excellent memory for complex layout, it is difficult to foresee the disappearance of a foreground tile. When a tile disappears under your feet, you must hurry to find a refuge.

There is one isolated tile, easily recognizable by its question mark which, from time to time is superimposed on a vertical tile. This isolated tile can alter the game thanks to its peculiar qualities. But we leave it to you to discover what they are.

Sometimes during a fight, a third element comes between the two opponents supposedly to arbitrate the fight...maybe a HOLOWATCHER who doesn't appreciate your game? The walls of the pit are decorated with holographic projections which are supposed to increase the feeling of vertigo and oppression in the fighter, but the GREAT GUIDE EAGLE just smiles at these sceneries.

2 YOUR OBJECTIVE

To defeat your opponent:

- by causing him to fall in the abyss after leading him to make a mistake or by pushing him in the abyss by repeatedly charging;
- by absorbing all his energy: every blow you hit he doesn't parry involves a loss of energy;
- by scoring points if the other methods failed when the gong rings.

To attack your opponent you have between 1 & 4 discs at your disposal; a disc has the following characteristics:

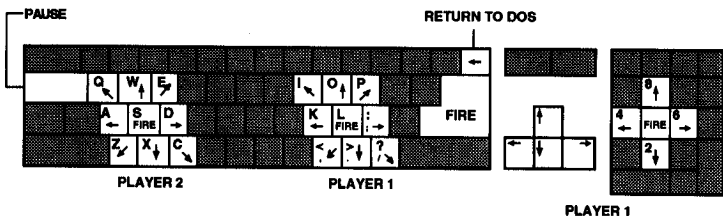
- it returns to its owner if he is in the right position to catch it and if he can still master it;
- it keeps bouncing on the sidewalls until it reaches an adversary tile or until an opponent catches it;

- it absorbs the energy of an opponent if he doesn't parry correctly and the energy of its owner if he is not in the right position to catch it;
- it makes the vertical tile loose a percentage of its protection each time it hits it, except when the tile has the symbol of 'infinite';
- it eliminates a section of tiles which has reached its last stage of protection when it hits it for the ultimate time;
- it belongs to a different owner each time an opponent manages to control it after a good parry;
- after each parry, it takes a speed proportional to the power of the fighter;
- it gains mysterious properties each time it hits a bonus or when it is controlled by a MASTER of Discaido.

3 CONTROLS

- ESC** to stop the game, but remember that it makes you loose the benefits of a tournament or a championship (see further for automatic saving).
- P** to pause and get a cup of coffee.

IBM PC CONTROLS:



C.G.A. Mode

To change the colour palette, hit the **F1** or **F2** keys during the presentation sequence.

F4 for the TGA mode (Tandy 16 colours) does not exist.

JOYSTICK CONTROL:

a • movements of a player

Your player will move in the directions corresponding to the movements of your joystick. If your player meets an obstacle he will automatically take the appropriate movement: jump, lack of balance, collision etc.

If your player refuses to comply with your orders, it is due to his precarious position so be careful, don't push him into committing suicide!

b • volleys

The following controls allow you to cast the disc (volleys) in the chosen directions.

The north-west, north, north-east positions, while holding the fire button, respectively direct your volley to the upper left corner, up facing your player, to the upper right corner. The west and east positions, while holding the fire button, direct your volley to the left and to the right. To cast a volley in the centre: PRESS THE FIRE BUTTON AND MOVE THE JOYSTICK QUICKLY THEN BRING IT BACK TO ITS CENTRAL POSITION.

c • parry

The south-west, south, south-east positions put you in a position of defense. When a disc is thrown at your player he will automatically adopt a low or high parry position depending on the altitude of the disc you want to hit back, to the left, to the centre or to the right.

Be careful, the parry positions are quite precise so get used to accurately positioning your player or he will be struck. Don't play Ping-pong too much as each parry position you take, whatever the result, makes you step back and they don't protect you from the backward rebounds.

If these controls seem difficult to follow, we can assure you that after a few minutes of playing the game you will find them very simple. Catching a disc is automatically performed, on condition that your disc has not changed colour and that you stand in the right position to catch it.

MENUS

1 ONE PLAYER

You play against the computer.

Select your player

With your joystick choose one of the eight available characters and validate your selection with the fire button.

At the beginning, every character has the title of NOVICE.

After a few games, your characters will reach one of these eight grades:

NOVICE	APPRENTICE
DISCIPLE	INITIATED
VETERAN	CHAMPION
MASTER	GREAT GUIDE

Once you have chosen your heros, the computer asks you if you wish to confirm his title or to cancel it. Remember, your choice is final! Validate the RESET icon to return to the NOVICE grade or validate the CONTINUE icon.

All the save features are automatically performed. If you want your characters to evolve, do not write-protect your disk and do not interrupt a game before getting to page: TRAINING/CHALLENGE TOURNAMENT/CHAMPIONSHIP. Otherwise your characters will not change

grade and the next time you load the game, you will find them with their new title or with the initial one. In the TWO PLAYERS mode, the characters' grade is not modified.

Training

When you select this icon, you find three different exercises:

- shooting tile, hit the two-colour tile which has the question-mark;
- shooting mobile target, hit the opponent who is jumping from tile to tile;
- parry, send back the discs cast by the opponent.

Challenge

You can challenge an adversary in order to increase your notoriety and also to evaluate this opponent. N.B. you cannot challenge just anybody: only competitors who are inferior or superior to you by one or two grades will accept your challenge.

Tournament

Standard tournament where, after a toss, you might fight against the GREAT GUIDE as well as a NOVICE in 1/8 final, first step of the tournament.

Championship

You will meet your opponents according to their titles, until you loose.

2 TWO PLAYERS

If you wish to validate the two player mode, select this icon. Remember you are not playing against the computer so your reputation will not be taken into account. The grade of your character will not be affected by a loss. All the game features are presented to you at random. The difficulty varies according to the experience and the skill of your opponent, the number of discs at your disposal and the configuration of the ground. For example, it is very difficult to regain control over one disc with an opponent who knows how to attack you and who keeps the initiative of the attack by reducing your playing-ground. On the other hand, the outcome of a fight with several discs is much more hazardous, even if you perfectly control your player, your displacement and your parry.

You can defeat your opponent by absorbing all his energy, by pushing him out of his playing-ground or by scoring points when the gong rings. You will play, in turns, in the foreground or in the background.