

SHUFFLEPUCK CAFE

WELCOME TO THE SHUFFLEPUCK CAFE

You are the galaxy's most successful Krypton 3 salesman. Your new Space Transporter breaks down on your way home. Trying to find a phone, you stumble into a bar in a run down neighbourhood. Suddenly, it goes very quiet. The only things that stand between you and the phone, are eight galactic misfits, an obsolete Droid and a few 'friendly' games of Shufflepuck. Relax. If you lose, you'll earn their contempt, win, and earn their resentment.

LOADING

- Set up your Amiga in the usual fashion. Refer to your User's Manual if required.
- Switch on your monitor or television and then your Amiga.
- When the display prompts for a Workbench Disk insert the program disk. After a few seconds the game will automatically load.
- Click the left mouse button to skip the introduction screen and load game.

PROBLEMS

If you experience any problems with this software:

- Make sure you have followed the instructions correctly.
- Switch off your Amiga from the mains & disconnect any external upgrades & try re-loading.
- If problems persist, please try another piece of software, that you know to load and work. If this software still loads and runs, then return the faulty software to your dealer stating the exact problem(s) encountered.

NOTE: We suggest that you ensure that your disks are write protected. Refer to your User's Manual if required.

MEET THE GANG

To begin, simply click on the opponent of your choice. You may want to select the Droid first as a practice partner and first opponent. He can be set up to play any way you want. When you are ready

to leave the Shufflepuck Cafe and go home, simply click on the EXIT sign.

YOUR OPPONENTS

DC3-ALSO: A standard training robot, you can adjust his playing style to suit yourself and he's been programmed against taking a human life.

SKIP FEENEY: A novice player who works at the local laundry. Bit of a wimp really.

VISINE ORB: A native of Squalor III. Slightly shy due to height, he should not be taken lightly.

VINNIE THE DWEEB: A physics student who is able to place his shots with great accuracy. Do not ever make him angry as he comes from Coniption.

LEXAN SMYTHE-WORTHINGTON: A remittance lizard from one of the finest families on Saurus VIII. He receives 2,500 credits a month providing he never gets within five light years of his home planet.

THE GENERAL: He poses as an intergalactic revolutionary.

NERUAL TTOILLE: One of the top players you'll face. Unfortunately this will be difficult as Nerual does not have a face. No one has had the nerve to make enquiries as to its whereabouts.

PRINCESS BEJIN: She is said to be romantically linked with the General but this is probably wishful thinking on his part. She can beat any of the other players, except Biff, so she is a worthy opponent.

BIFF RAUNCH: President of the local chapter of an outlaw Galacticycle club. Biff is mean, a terrible winner and an even worse loser.

PLAYING THE GAME

MOUSE CONTROL: When you are facing your selected opponent, simply move the mouse to control your Shufflepuck paddle.

PLAYING STYLE: Holding the mouse button down while playing will give you a different playing style as explained later.

MENU BAR: Pressing the space bar will put the menu bar on screen. Pressing the left mouse button will hide the menu bar and return you to your game. To select a playing option, move the arrow to the top of the screen and highlight the menu required. If you hold down the right mouse button you can select the option as you would select an option within the workbench environment.

DROID MENU: The 'Droid' menu appears only when playing the training Droid. The rest of the menus appear throughout the game.

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By Domark

NEW OPPONENT: You may select a new opponent during a game by selecting New Opponent from the Game Menu.

THE CHAMPIONS MENU: Displays those who have excelled themselves.

THE GAME MENU: Allows you to select a new opponent/new game and to load a tournament.

THE PADDLE MENU

Paddle adjustments may be made only when you are randomly seeking opponents. They may not be made during a tournament.

SIZE OF PADDLE: Just move the slider bar to the left or right to make your paddle larger or smaller. The figure shown is a percentage of board width. That is, if you set the paddle size to '50' it will be half as wide as the playing surface.

BUTTON UP AND BUTTON DOWN: These adjustments allow you to set the power and feel of your paddle. You actually have two sets of paddle responses at your fingertips.

BUTTON DOWN: Operates when mouse button is pressed.

BUTTON UP: This operates when you are just moving the mouse without pressing the button.

ADJUSTING SLIDERS: Selecting either Button Up or Down reveals two types of adjustments: 'Bounce' and 'Power'. Each type has two sliders so that you can adjust response separately in the side to side and front to rear directions.

BOUNCE SLIDER: The 'Bounce' sliders control how fast the puck leaves your paddle when you block your opponent's shot. The number in the slider is a percentage (eg '50' means the puck leaves your paddle at half the impact speed).

POWER SLIDER: The 'Power' sliders control how fast you can actually hit the puck when you swing your paddle. In general, high 'Bounce' settings favour a defensive game, and high 'Power' settings favour an aggressive game.

EXAMPLE PADDLES: The paddles are set to the Tournament setting when you start the game, and whenever you begin they will favour an aggressive game. The 'Button Down' paddle hits slightly harder and straighter. If you desire pinpoint accuracy, modify the Tournament Paddle by adjusting both bounce settings to zero.

DOWN THE LINE PADDLE: To create a Down The Line Paddle, use the Tournament Paddle with sideways power set to zero. This allows you to hit

the puck straight, parallel to the side of the court.

SET UP PADDLE: A set-up Paddle requires everything be set to zero. It is used to slow the puck down so you can smash it with a more powerful paddle at the precise moment to send it rocketing past your opponent. You can use the Button Up / Button Down feature to select the proper paddle, and your own keen eye to choose the time to do it.

THE BLOCKER MENU

To add even more excitement and variety, try selecting a 'Blocker' from the Blocker Menu. This will place an obstruction between you and your opponent. It will start to move the first time it is hit. The Custom Blocker allows you to set the exact 'Size' and 'Weight'. The Weight setting determines how fast the Blocker will move.

TRAINING

PRACTICE: DC3-ALSO can really help you sharpen your playing ability. You can adjust his skill to whatever you choose by using the Droid Menu.

THE DROID MENU: Paddle Size and Paddle Power, let you control the Droid's paddle. The available settings are the same as those in the Paddle menu's Button Up selection described above. Pressing the mouse button makes no difference when playing against the Droid.

IDLE: Idle controls the Droid's behaviour when he isn't doing anything else, like chasing or hitting the puck. The 'Range' sliders control how far he wanders and 'Speed' controls how fast.

SPEED: 'Blocking Speed' controls how quickly the Droid can chase the puck and 'Backswing Speed' controls how quickly he can set up to hit it.

RETURN: 'Return' controls how hard the Droid will hit the puck. Remember the 'Backswing Speed' controls how quickly he can be set up for the shot and Paddle Size and Paddle Power will control how effective the hit will be.

SERVE: Controls the serve exactly the way Return controls regular shots.

THE TOURNAMENT

When you are ready to challenge the house, just click on the Champion sign in the bar room.