


**COLLECTOR  
VISION  
Games**

Guide No. 099278

CARTRIDGE  
INSTRUCTIONS

A STRANGE BALL GAME

# Lunar Ball

The background of the cover is a deep blue space filled with stars. In the foreground, the grey, cratered surface of the Moon is visible at the bottom. To the left is a large, orange-brown planet with horizontal cloud bands, resembling Jupiter. To the right is a large yellow planet with a prominent ring system, resembling Saturn. A small, light blue planet is positioned between the Jupiter and Saturn planets. In the bottom right corner, a yellow cue stick with a white tip is shown, pointing towards the center of the scene.

You set up the electronic cue stick, aim the cue ball, choose the power you need and shoot! Then watch the ball ricochet around the "table" and land in the pocket. Learn to be a "hustler" by mastering all the stages.

# ASTRANGE BALL GAME LunarBall

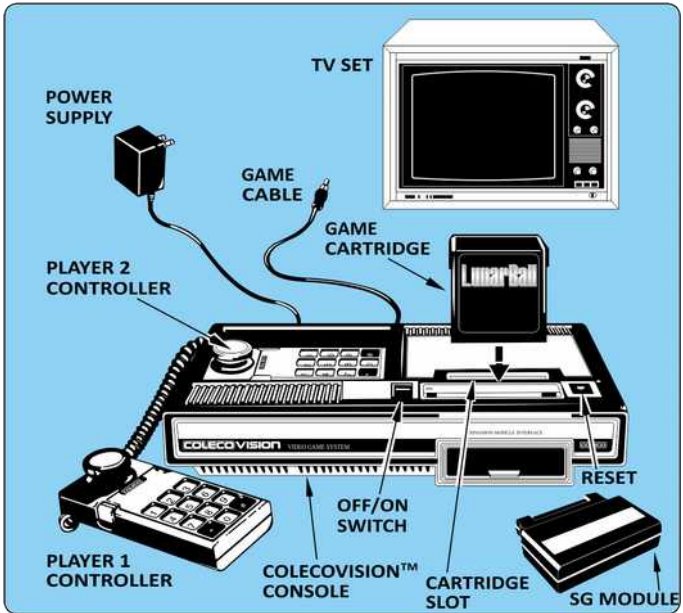
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## GAME DESCRIPTION

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Lunar Pool is an advanced home video billiards game. Never before has the player been able to choose among thirty-two different "tables". Jump around to your favorite, or master each stage consecutively. You set up the electronic cue stick, aim the cue ball, choose the power you need and shoot! Then watch the ball ricochet around the "table" and land in the pocket. Learn to be a "hustler" by mastering all the stages.

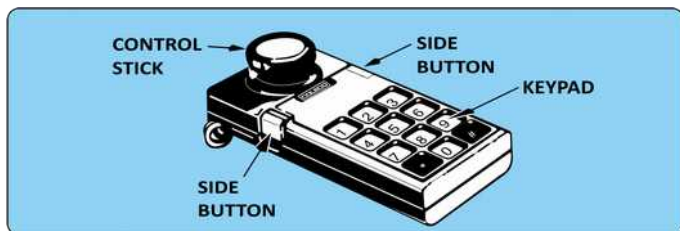
# GETTING READY TO PLAY



- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

# USING YOUR CONTROLLERS



At title screen press any Side Buttons to advance.

Select the options by moving Control Stick upwards and downwards.

Change options settings by moving Control Stick left and right.

**GAME START** Choose any of 32 levels to start.

**PLAYERS** 1 or 2 (play alone or along a partner)

**RULE** A (you can put any ball on hole)  
B (you only score putting balls in order)

**FRICTION** 1. Almost none, balls keep roaming for a lot of time.  
3. Normal, Earth-alike.  
5. Too much, balls stop almost immediately.



Once you are ready, press any Side Button to start the game.

Press the \* key to turn sound on and off.

Press the # key to reset the game.

## HERE'S HOW TO PLAY

- Cue ball** Ball that the player hits.
- Pool balls** Numbered balls that are shot into the pocket.
- Spare ball** Number of cue balls a player has.
- Shot** If you fail to sink one pool ball into the pocket after three consecutive shots, you lose one spare ball.
- Rate** The rate of the game. If you sink pool balls consecutively, the rate increases.
- Friction** The smaller the number, the higher the speed. Surface smoothness ranges from 1-5.
- Power** Power increases when power lights light up. The speed of the cue ball is greatest when all power lights are blinking.



## INSIDE GAME

You are given three spare balls to start. You lose one spare ball if you drop the cue ball into a pocket, or if you fail to sink a pool ball after three consecutive shots.

If a cue ball lands in the pocket, the game goes back to the previous shot.

The game is over when you lose all the spare balls.

Move the Control Stick to left and right to move the stick pointer around. Adjust the distance moving the Control Stick upwards and downwards.

Press the Side Buttons to make your shot (the moving P indicator is the power of your shot).

### **TOP RIGHT INDICATORS:**

The H indicator shows the current high-score.

The S indicator shows your current score.

### **TOP LEFT INDICATORS:**

The S indicator shows the stage number.

The B indicator shows remaining spare balls.

The R indicator shows your rate.

The T indicator shows remaining shots to lose a ball.

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## SCORING

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When you sink a pool ball, you score (RATE) x (the number of the ball) x 10 points, and your rate increases by one point. (If you also sink the cue ball, you do not gain points.)

When you sink two or more balls at one shot, your rate increases further. If you fail, your rate goes back to one (1).

When your rate increases to 20, 25, 30, 35, or more, you gain a spare ball each time.

A perfect round gets you 2000 extra points.

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## THE FUN OF DISCOVERY

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This instruction booklet will provide the basic information you need to get started playing Lunar Ball™, but it is only the beginning! You will find that this cartridge is full of special features that make Lunar Ball™ exciting every time you play. Experiment with different techniques and enjoy the game!

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## CREDITS

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Lunar Ball ©1985 Pony, Inc.,  
All Rights Reserved.  
MSX port ©2023 Mystery Man  
Beta-tested by Robb Alvey  
Project produced by Luc Miron  
Box and manual by Vincent Godefroy.

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Montreal, Quebec. Printed in Canada.

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The background of the image is a deep blue space filled with numerous white stars of varying sizes. In the lower portion of the image, the dark, cratered horizon of a planet or moon is visible, curving from the left towards the right. The text 'COLLECTOR VISION Games' is centered horizontally across the middle of the image.

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