

Communicating With the Publisher

We like to hear your praise, criticism, and comments--also dealer and distributor inquiries. If you are a developer, write for submission guidelines.

Address all correspondence to: Primera Software, 33 Norwood Ave., Kensington CA 94707.

Trouble Shooting

This game will launch into pause mode if you start with the caps lock key down. REMEDY: push caps lock to bring the key up, and hit return to leave to pause dialog.

This game doesn't work on a 128K Macintosh. REMEDY: memory upgrade!

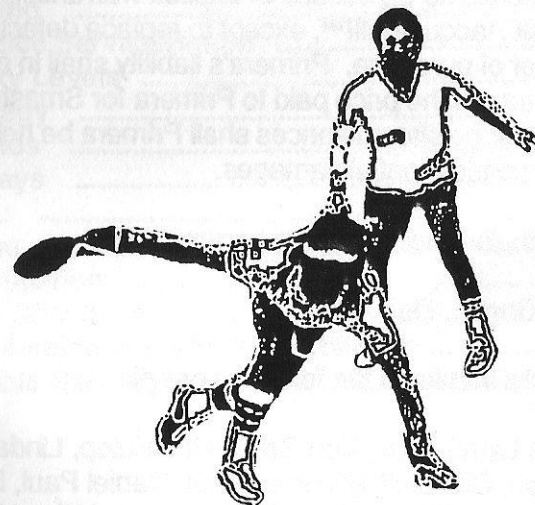
This game won't work under most debuggers. This will cause a system reset. REMEDY: reboot under our system, or rename or purge your debugger and restart your mac.

This game resets the machine under SWITCHER. REMEDY: configure Smash Hit Racquetball!™ under Switcher to have minimum memory of at least 350K. You will switch to and from the menu screen (where you will see Switcher's arrow icon in the upper-right).

You find something that looks like a bug (Smash Hit Racquetball!™ has been extensively tested inside and outside of Primera, but it's possible). REMEDY: see communicating with the publisher above (we can't fix it if we don't know about it).

Primera Software

Smash Hit Racquetball!™



**Designed by Gregory Simons
Animation by Mei-Ying Dell'Aquila**

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Limited Waranty: If during the first year from purchase the disk is found to be defective, return the disk to Primera Software for a free replacement.

Primera Software makes no expressed or implied warranties regarding Smash Hit Racquetball™, except to replace defective disks within one year of purchase. Primera's liability shall in no case exceed the return of the price paid to Primera for Smash Hit Racquetball™. Under no circumstances shall Primera be held liable for indirect or consequential damages.

Smash Hit Racquetball™ designed & programmed by
Gregory Simons.
Animation by **Mei-Ying C. Dell'Aquila.**

Primera gives special thanks to the following people:

Scott Levy, Micheal Lamoureux, Ken Grant, Rob Fulop, Linda Custer, PJ Sonnilsen, Cliff Stoll, Micheal Ellard, Daniel Paul, Bob Korsan, Gordon Benson, Chris Jones, Phillip Suh, and Xiao-Yan Wang for her artwork and enduring support.

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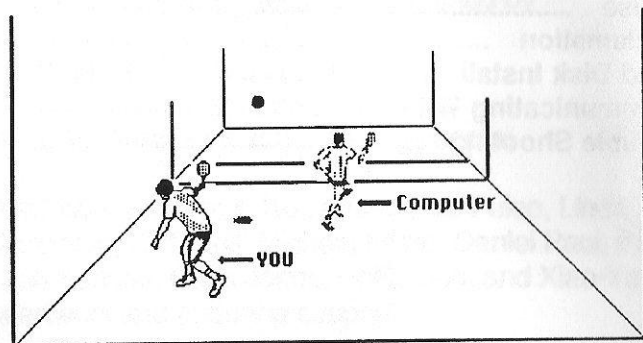
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Quickstart (** AT LEAST READ THIS!!! **)

To begin play immediately:

Turn on your Mac.
Insert the Smash Hit Racquetball!™ disk.
Double-click on the Smash Hit Racquetball!™ icon.
Type in your name, and click in the "Start Game" button in the dialog that appears.

You will serve first (you're the **brighter** guy): push the mouse-button to serve.
You and the computer will alternately hit the ball. When it's your turn to hit, pursue the ball--when you are in the ball's path with enough time to make contact, your player will hit it.



No identity crisis here: You're the **Brighter** guy.

Thimble-full of strategy:

Two elements are required to beat the computer: you must get to the ball, and force him against the left, right, or rear wall (he misses those shots often, especially at the lower ability levels).

The shot that you hit defaults to the low-center of the front wall. To direct your shot to an area other than this, hold down a key on the keyboard to aim your shot. Keys on the left direct the ball to the left side of the front wall, keys at the top of the keyboard direct the ball to the right side of the keyboard, and so on... Experiment, or refer to the section on "hitting."

To hit the ball harder, hold down the mouse button at the time of contact.

You should find Smash Hit Racquetball easy to learn, but challenging. If you become frustrated, try hitting CNTL-D! (Sometimes the computer loses his cool too.)

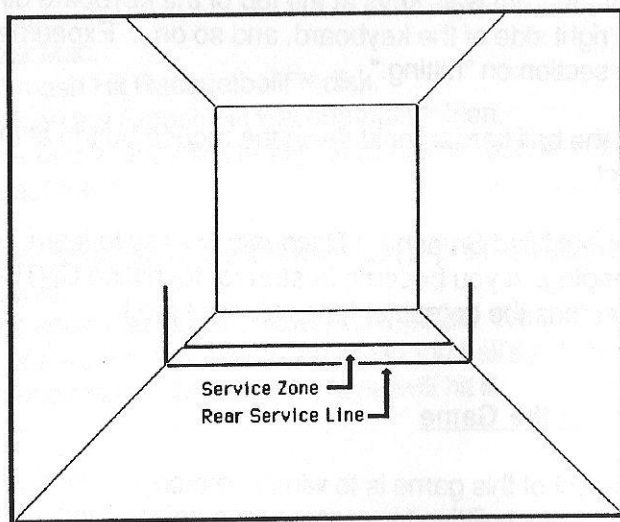
Object of the Game

The object of this game is to win the match, by winning both of two games, or by splitting two games (one apiece) and then winning the resultant tiebreaker.

A game is won when one player reaches 11 points, and is ahead of his/her opponent by at least 2 points. A tiebreaker is played when the games are split. The first player to reach 7 points wins the tiebreaker. (This differs from true racquetball tournament rules, which has a 21 point game and an 11 point tiebreaker. We reduced these points so you could play at work without getting fired!)

A point is won when the server wins the rally, or aces his opponent (serves so opponent can't return the serve). If the server loses the rally, double-faults, or hits anything but the front wall first on a serve, it is a "side out," and the service goes to the opponent.

Rules of the Game



Court with Service Zone and Rear Service Line

Serving rules:

Server must be inside the service zone.

The following are service outs (result in loss of serve):

- hits anything but the front wall first ("Non front-wall serve")
- hits the crotch (intersection of front wall with floor)--this is the same as hitting the floor first

The following are service faults:

- doesn't pass behind the short line (rearmost of the two) before hitting the floor ('Short Serve')
- hits the backwall before hitting the floor ('Long Serve')
- hits more than 3 walls before hitting the floor ('3 Wall Serve')
- hits the ceiling ('Ceiling Serve')

Two consecutive faults are an "out," which means the serve changes to the opponent.

Rallying:

From the time the service receiver hits the ball to return serve it's a "rally," and the following simple rules apply:

- The ball may hit any combination of walls, but must hit the front wall before hitting the floor.
- After the ball hits the front wall legally, it is the other player's responsibility to hit the ball before it bounces off the floor twice.

Moving

You control your player with the mouse. To make the player move forward, move the mouse forward; to make the player move left, move the mouse to the left.

You may notice a small black circle on the floor that your player runs to--that is your **destination location**. When you move the mouse, you are actually moving the destination location; watch it move across the floor, as you move the mouse. Your player is always attempting to run to the destination location, but he won't arrive there instantly, as he obeys certain human limitations (like he won't run 60 mph).



Your player running towards the **destination location**.

Your motion is restricted during the serve until the serve is hit. As the server, you will be restricted within the service zone until the serve is hit. As the receiver, you will be restricted to stand behind the short line (rearmost of the two lines).

Hitting

How to make contact with the ball:

If you can beat the ball to a place on the court by 1/2 second you will hit the ball.

Racquetball is a game of hitting a rapidly bouncing ball within a 40' x 20' x 20' cube. Hitting the ball usually isn't that difficult if you know where on the court to be so that your racquet and the ball will meet.

In Smash Hit Racquetball!™, knowing where to be such that you will meet the ball is the name of the game: if you can beat the ball to a place on the court by 1/2 second (enough time to get your racquet around), you will hit the ball. This will be signified by a brief "beep" (called "hit-lock indicator"). Once you are in "hit-lock," you freeze at that location until your swing is finished.

Velocity of ball:

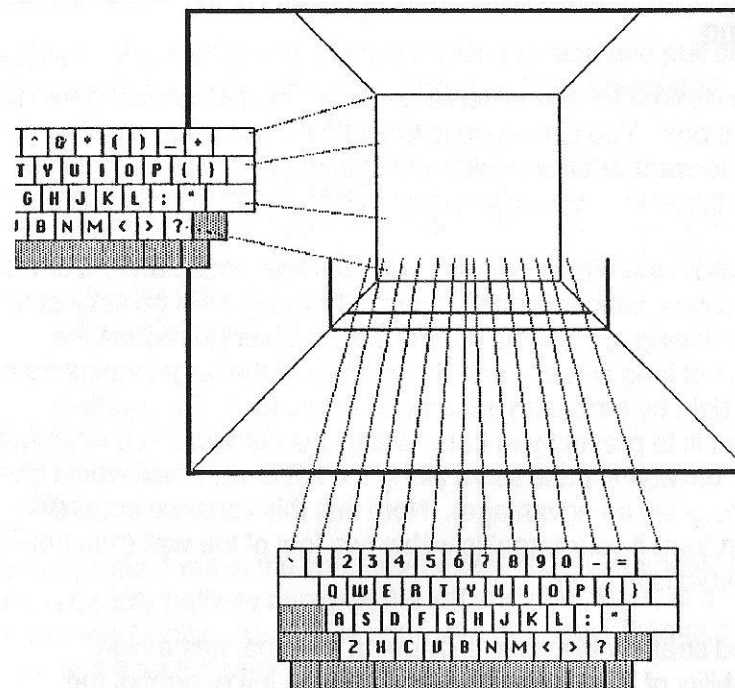
The velocity of the ball increases at higher ability levels. You can speed-up the ball by about 50% by holding the mouse button during contact.

If you are in one of the higher ability levels, you can slow the ball down to what it would be in the BEGINNER ability level by holding down the spacebar. (This is to affect "finess" shots and serves for those weaned at the beginner level). You may hold down the spacebar in conjunction with any other key on the keyboard to aim as well as slow the ball down.

How to aim the ball:

When you hit the ball, it moves towards a target. If you are holding down one of the defined keys, it affects the target as explained below. If you fail to hold down a key, the target defaults to medium height at the middle of the front wall.

Note that this is just a target. Where the ball actually hits will be affected by ball velocity, your distance from the front wall, wind resistance and gravity. Experiment to get a feel for which keys produce which effects.



How the keys map to the court: row by row & column by column.

Exceptions:

On a serve, the target varies at random up to two feet to the left or right (to keep service aces at a reasonable level). If you serve to targets near the left or right wall, you risk a "Non front-wall" side-out (you lose service).

If you are in the backcourt, about 5% of the time you will hit a backwall shot. Occasionally this shot will not hit the front wall, other times it will. This is an element of chance beyond your control. It applies equally to the computer player.

Serving

When it's time for you to serve, you will run to a location within the service box. You can move to the left and right, but you cannot move forward or back (which would take you out of the service zone--this is the restriction mentioned in the MOVING section).

You will hit the ball as soon as you click the mouse button, or after 10 seconds, whichever occurs first. The target will be set just as in normal hitting, except the default is a bit lower (to reduce the chance of long serves), and the location of the target varies from left to right by a random amount up to two feet. This random amount is to prevent you from "acing" the computer too often (an exact, unvarying pass serve along the left or right wall would give you too great an advantage). Note that this variance could get you an "out" if your target is within two feet of the wall (non front-wall serve is an out).

A good strategy is to take a diagonal shot that has a high probability of being close to the wall to the left or right of the computer's player. See the section entitled "Strategy."

Practice Service/Return

The practice modes are helpful for practicing your serves or returns in a non-scored environment. They are also an unthreatening way to get a feel for the higher ability levels.

To invoke the practice modes, get to the menu screen and pull down the **Ability Level** menu and select either "Practice Serve" or "Practice Receive." When you wish to play a game, get back to the same menu and select "Normal Play."

Ability Levels

To change the ability level, get to the menu screen and pull down the "Ability Level" menu to select "Beginner," "Intermediate," "Advanced," or "Professional."

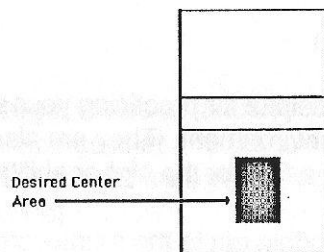
At the higher ability levels, two things change:

- The computer misses less often when it is close (within about two feet) of the side or back walls (from 100% at beginner to 12.5% at professional)
- Both players hit the ball harder.

Strategy

Defense

Center yourself within the court after every shot--you should be almost exactly halfway between the left and right walls, and somewhere behind the service zone, but not closer than about five or ten feet from the backwall.



Being centered lowers the risk that you won't have time to get to a well-placed shot (e.g. if you're in the left-rear corner and your opponent hits the ball low and hard to the right side, you're dead. If you're centered, you make it much harder for your opponent to find a weak spot).

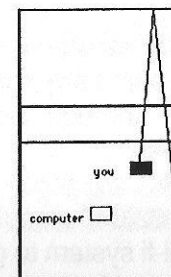
Offense

The strategically best shot is either one that the computer can't get to, or one that compels him to hit near the back, left, or right wall (where he is more likely to miss it).

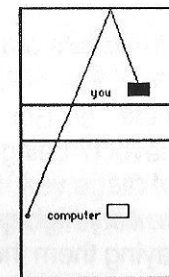
If you don't have time to think about where to place your shot, then don't touch the keyboard--the default is a safe shot that is low enough.

If you have time to place your shot, here are some guidelines for strategy:

- Generally put and keep the shot as close as possible to the left or right wall:

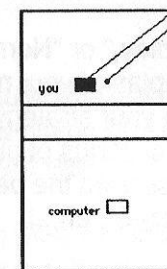


Cross-court shot



Pass shot

- If you're 10-20 feet from the front wall, you can try a kill-shot. Hold down one of the keys on the bottom row, as well as the mouse button.



Kill shot

- If you're playing at one of the higher ability levels, you can beat the computer by hitting a low and hard shot sufficiently far away from him. This is similar to the kill-shot, but doesn't have to be as low. (You can expect to get the same treatment from him, by the way!)

Sounds

Select "Sound Off," or "Sound Level 1" through "Sound Level 7" to set the sound level (7 being the loudest).

Our sounds are very high quality, full 22,000 sample-per-second sounds--try playing them through a hi-fi system to get the full range and quality of sound. To do that with most stereo systems you will need a 1/8" mono phone plug to RCA plug cord. Start with very low volume on your stereo! (The system beep on startup can be really loud!) Put the stereo in "mono" play mode, so both channels will be used. Try boosting the treble for the best realism.

Replays

Select either "Slow-mo Replay," or "Normal Replay" from the **REPLAY** menu to see a replay of your most recent play. This is a useful feature for analyzing your strategy (or lack thereof!). This feature will replay up to 30 seconds of play; if the last play was longer, it will omit the excess from the beginning (so you can see how you burnt the computer--or, eh...).

Menu

To get to the menu when between points, press M (at the bottom of the screen it will say "M to go to menu"). The title screen and menu bar will appear. To resume the same game select **RESUME CURRENT GAME** from the **CONTROL** menu.

Pause

If you need to take a break from the game mid-point (while playing a point, or serving), press the CAPS LOCK key to the down position.

To resume play, press the CAPS LOCK key again to bring it to the up position, and either click in the dialog box's button, or press the RETURN key.

Exclamation

Press CNTL (the cloverleaf key) and D simultaneously to verbally articulate your dismay at the kill shot the computer just put over on you. Try this one for fun!

Hard Disk Install

If you run **Smash Hit Racquetball!™** on a machine with a hard disk attached, you should get a dialog box asking you if you want to install the game on your hard disk.

If you answer yes, you can always run **Smash Hit Racquetball!™** from your hard disk. Once you have installed the game once, you may not install again until you de-install it.

De-installing is accomplished by running the **Smash Hit Racquetball!™** floppy disk on a mac connected to the hard disk that you previously installed to. You will get the same dialog as mentioned before, except you will have the option to de-install. Having performed the de-install, you may install to a different hard disk.

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Primera Software
33 Norwood Ave.
Kensington, CA 94707

Smash Hit Racquetball!™ Warrantee Card

We encourage you to send in this card to validate the warantee, and allow you to be first to hear about product upgrades, updates and new product information.

Name: _____

Address: _____

City/State (country)/Zip: _____

Phone Number: (____) _____

Where did you buy Smash Hit Racquetball!™ (store/city/state)?: _____

How did you find out about Smash Hit?: _____

What do you feel is the highest fair price for Smash Hit? (circle one):

\$59.95 \$49.95 \$39.95 \$29.95 \$19.95 \$14.95 \$9.95

We are interested in your comments on Smash Hit Racquetball!™: _____
