

WALDOBALL

STRATEGY SOCCER

ANDROIDS ARE PITTED AGAINST ROBOTS IN THIS MECHANIZED VERSION OF SOCCER. COMBINES THE ACTION OF TEAM SPORT WITH THE ANGLE STRATEGY OF BILLIARDS. FOR TWO PLAYERS.

TWO PLAYER GAME

TI EXTENDED BASIC - NO PERIPHERALS REQUIRED.

EXTENDED BASIC



NOT POLYOPTICS // 13721 Lynn St., Woodbridge, VA 22191

GAMES FOR // TI 99/4(A)

In order to load this program, type in "OLD CS1" and Enter. Follow the directions that appear on your screen. When "DATA OK" appears on the screen, type in "RUN" and press enter.

WALDOBALL

by Not-Polyoptics

Good Afternoon, citizens! It's time to enter the world of holographic mechanized sport as we travel to Bolívar Stadium in Montevideo, Uruguay for the World Cup Waldoball Match. The two teams, Robot and Android, are pitted against one another in this game of strategy soccer. Let's go down to Raul on the playing field for a summary of the rules for this grueling competition.

Thanks, Don. Waldoball has been called the sport of angles, and rightly so. Each team is controlled by a manager who must send each player out in a straight path that will continue until the player encounters the ball, or is chosen randomly by the master computer. This means that the combination of angles chosen for the team is very important, and can, indeed, determine the outcome of the game. Angle is also crucial in shooting the ball. Back to you, Don.

Thanks, Raul. Now let's go to the the master computer for a complete description of the game.

Waldoball - Rules of Play

1. Beginning

The players appear on the field, one at a time: androids first, then robots. The manager inputs a direction, (0-C) according to the rosette in the center of the field and hits Enter. Zero (0) keeps player stationary. Play begins when all players have been directed, and ball appears travelling in a random direction.

2. Play continues until a player "catches" the ball or is randomly chosen by the master computer. At this time the player changes from black to white. If a player catches the ball, the manager directs both the player and the ball. (Note - the ball may be slightly deflected from the chosen direction.) When a player has control of the ball, it may "dribble" by throwing the ball and then moving in the same direction to catch up with it. It may also shoot for the goal or pass to another player.

3. Scoring

The object of the game is to send the ball into the opponent's goal as many times as possible. If a team's player is in contact with the goal when a point is scored, a penalty is charged and the goal does not count.

4. Time

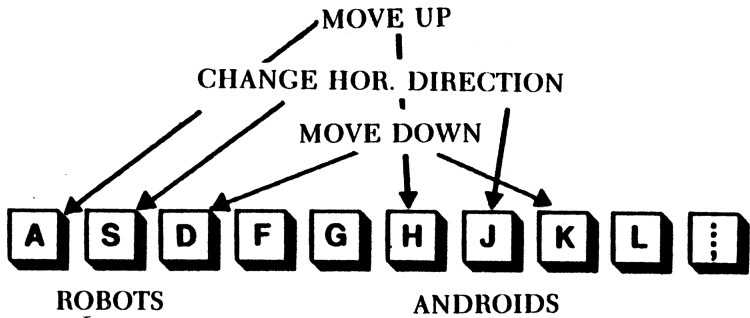
A game is divided into four quarters. At the beginning of the game, the length of each quarter is chosen. The length of the quarter will be ten times the number entered. Time elapses whenever two sprites(player, ball, or goal) coincide. If the game is tied after four quarters, it will continue in overtime periods of the same length until a team is winning at the end of a period.

5. Face-offs

When a point has been scored, the initial direction of the ball is decided by a face-off between two x-speed machines. The Robots' machine is black; the Androids' is white. The x-s machines move diagonally according to key input (see Diagram 1). Their movement is continually updated, and the first one to catch the randomly moving ball gets to determine the First Direction for the ball (1-C). Moving them is somewhat tricky: Robots use keys ASD and Androids use HJK. A and H move the x-s machines up, D and K move them down. Whether the machines move to the left or right depends on the S and J keys. This vector of their movement changes each time they're pressed.

6. Strategy

Many strategies can be successfully employed in WALDOBALL. Clumping, moving players in pairs or trios, is very useful. Keep a player where it is (input 0), since it is easier to throw the ball to a stationary player. Keep an eye on the relative positions of the player and ball while dribbling, and change directions accordingly. Remember that the ball will not register a contact until all the players have begun to move.



X-S MACHINE CONTROLS

Diagram 1

