

THE

END

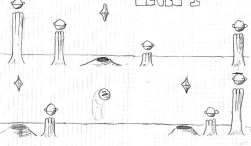
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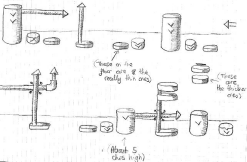
(Thank God For That!)

Top of Screen

LEVEL 1



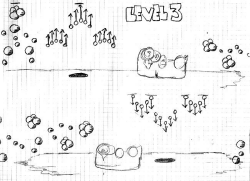
LEVEL 2



LEVEL 2 (continued)

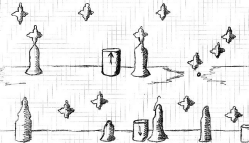


LEVEL 3



LEVEL 3 (continued)



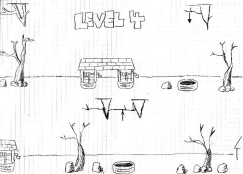


LEVEL 3

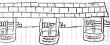
(Scrapped)

(But in Spec Version)

LEVEL 4



LEVEL 4 (continued) 

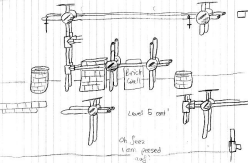


LEVEL 3

(Not on Specimen
version)

on Specimen
version







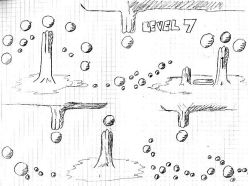
Level 5 continued!

LEVEL 6



LEVEL 6 (cont)

LEVEL 7

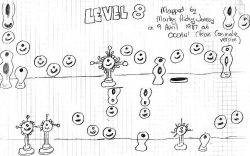


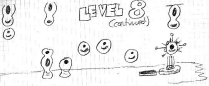


LEVEL 7 (combined)

LEVEL 8

Mapped by
Marky Fitch-Jones
on 9 April 1987 at
OCCULT (from Console
version)





Boo! Boo! Boo! and all that clap.

© 1987

A deformed, hand-drawn magazine.

OCEAN

WIZBALL.

TE: GU

THE MAP.

me ow

Boo!

Goodly Goodly Boo!

Maped by Mark Jones
9 April 1987



Mark Jones
lib. 100

me-ow

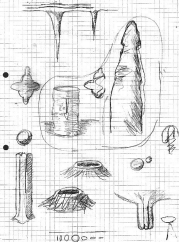
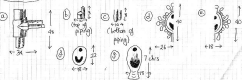


Photo drive (1)



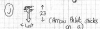
Photo drive (2)



Microdrive 3 out



Microdrive 3





Wings spread
3 Stages

Pearlbecker-belly



Diamond



Cap Ship



Reaches
4 Stages



Cat diving



eating



Head up, and down



Explosion



Eye-ball
March





Don't Ask For It, WIZ SPRITE LIST

0-11

ICONS

☐ = WHITE ALIENS

12

GLOWING RING (HAWKES)

13-15

CATELLITE

SPRITE COLOURS

16-32

WIZBALL

33-55

BALL FADE

COLOUR 01 DARK GREY

56

EMPTY CALORON

COLOUR 02 AUTOMATIC

57

FULL CALORON

COLOUR 03 LIGHT GREEN

58-59

PIPE EXPLODING

60-62

MOONET (60, 61, 62, 61)

EXCEPT *

63

DIAMOND

COLOUR 01 GREEN

64-68

BEAM

COLOUR 02 AUTOMATIC

70-73

COPSHIP (70, 71, 72, 73)

COLOUR 03 WHITE

* 74-75

DIVING CAT

76-79

PAWNBROKER BACKS (76, 77, 78, 79)

80-82

ORIP FALLING (80, 81, 82, 81)

83-91

ORIP EXPLODING

92-93

EXPLOSION (92, 93, 93, 92) + (CUT) 3 Orions

96

ALIENS DESTROYED STONE ON BOMB SHEET (89, 90, 91)

97

GLOWING DIAMOND (HAWKES)

98-100

GEHAGER (98, 99, 100) OPPOSITE FOR OPPOSITE DIRECTION

101-103

EVERAL ALIENS (WHEN HIT GROUND 101, 102, 103, 102, 101)

* 104

WIZ MEAG WALKING FRAME 1-2

* 105

WIZ BOAT WALKING FRAME 1

* 106

WIZ BODY WALKING FRAME 2

* 107

WIZ HEAD STICKING FRAME 1

* 108

WIZ BODY STICKING FRAME 1

* 109

WIZ HEAD STICKING FRAME 2

* 110

WIZ BODY STICKING FRAME 2

* 111

CAT EATING FRAME 1

112

ROKINANTE

113

WAKE PEBBLE

114-119

DELTA SHIP (114, 115, 116, 117, 118, 119)

120

PEARL

121-125

COLOUR MISTAKE BUBBLE BOASTING

* 126

CAT EATING FRAME 2

I WILL FORGIVE YOU ANY EXTRA SPRITES WE MAY USE LATER

CHEERS

Jps.

P.S. Sorry For T-delay

(we're not ready for it, we are soon)

Sensible Software

52 BOTHAMPS AVENUE,
GREAT BADDOW,
CHELMSFORD,
ESSEX. CM2 9UP
0245-711162

DEAR GARY,

HERE IS THE FINISHED GAME PLANS -

1. A FEW STUFFS 'W' LANDSCAPES
2. HIS SCORE COUNTS ETC
3. REDEFINES GAME PLAY (PIS, ANIM PLAY NOTES ETC)
4. MISC STUFFING
5. MUSIC

LOAD "BOAT", 8

RUN

ALL THE GRAPH COLOURS WITH THE CAR MARKS +
THE BOAT MARK + LAB 'W' ALL THAT.

ADDITIONAL CONTROLS FOR TESTING AKA:-

CTRL - PAUSE (UNDO)

SPACE - SCROLL DOWN

Q - DIE

ANIM - PAUSE

Z - FIRE BLUE POT

CTL - FIRE GREEN POT

SPACE - FIRE GREEN POT

WE WILL TEST THE DISTANCE OF PROJECTILE.

ALRIGHT JAY, HOW WAS I HEAR? KICK IT ON THE 'BAD NAME'
NO MORE BOMB.

CHRIS

AS THE BOAT
FIRE ON THE ANIM
MARK, SO THE BOAT
WAS PLAYS

LIST OF SPRITES -

SPECTRUM 'WIZBALL' (All are 3x3 unless otherwise stated)

1. WIZBALL - (actual ball)
2. WIZenter - (when wiz enters the screen at beginning of game)
3. cat - (the cat) (2x2)
4. YINWIZ - (the wiz ball, when indestructable turns into a ying yang) (2x2)
5. yincat - (Same as above but happens to cat) (2x2)
6. eyeball - (Eyeball master, alien!)
7. Rocinante - (Alien on bonus screen, like a square that fires at you (well it's round really))
8. alien2 - (like alien above but squarer and materialises in on itself then shudders)
9. couldron - (couldron that appears in wizards den)
10. diamond - (a plain diamond that kills you)
11. stdiamond - (Same as above, but thicker and looks like stone)
12. balloon - (bubble that you have to shoot in order to fill pots with colour)
13. balloonpop - (when balloon is shot)
14. wizard - (the wizard walking) (3x6)
15. cateating - (Self explanatory)
16. plane - (plane that appears on bonus screen)
17. hornet - (bee type alien on levels)
18. iron - (alien that looks like the underside of an iron)
19. bowl - (cats bowl) (2x1)
20. aliendeat - (symbol that appears at end of bonus level)
21. brain - (the brain that you shoot)
22. cat leap - (cat leaping) (4x3)
23. capship4 - (capship that spins all the way round 4 stages)
24. capship - (capship that goes from side to side (7 stages))

25. Jelly - (an alien that looks like a jelly)
 26. explosion - (explosion when aliens are shot)
 27. pearl - (what you pick up to make the icons move up one)
 28. pebble - (space pebble alien)
 29. pipe - (pipe that brings you onto a new level) (5x5)
 30. ring - (a white ring alien)

