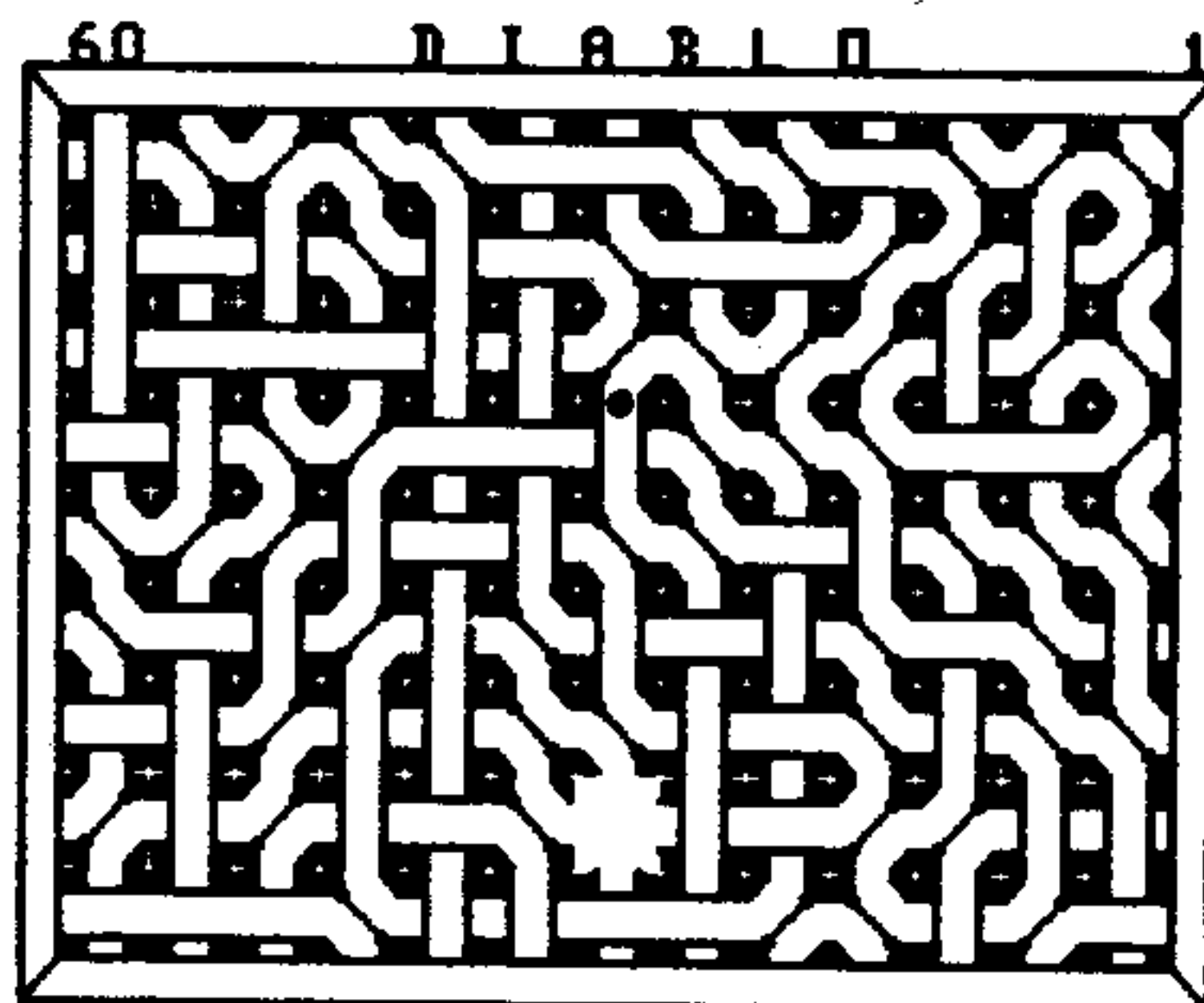# ESC
EXTENDED SOFTWARE COMPANY

D I A B L O
Instructions

DIABLO contains 232 tracks on 116 movable panels. One panel is missing (lower center) and the ball starts from an upper center panel. After selecting joystick or keyboard control and the tracks appear, press the fire button or an arrow key (E,D,X, or S) to begin.

TRACKS REMAINING BEFORE   60   D I A B L O   1   FRAME NUMBER
"WRAP-AROUND" BEGINS

CURRENT SCORE   SCORE   0   HI SCORE 201   HIGH SCORE

The DIABLO board has a number near each corner. Upper left is the number of tracks that must be removed before the wrap-around feature begins. Upper right shows the frame number (after clearing all tracks this will increase by one and the board will reset). The lower left shows your current score. The lower right shows the high score per session.

Use the arrow keys or joystick to move the panels around, thereby changing the configuration of the tracks. After each track is crossed by the ball, that track will be removed and one point will be scored.

(The beginner often perceives the blank space as moving, whereas it is actually one of the four adjacent panels that is moving. The down position causes a panel to move down, thus leaving the blank space above it. Don't be fooled by this perception. With a little practice it will become clear.)

Move the tracks around so that the ball does not fall off the edge of the board or the end of a track. (A panel can be moved while the ball is on it, but this is tricky to control and should be left for the experienced player.) Movement of the ball can be speeded up by holding down the "ENTER" key but it is better to spend the time creating more and more continuous track.

After sixty tracks have been removed, the border will turn green and "wrap-around" comes into effect. "Wrap around" means that when the ball goes through one border it will come back in on the opposite border if there is a track to receive it.

When the ball falls off the track (either through the border or the end of continuous track) it will fall to the bottom of the screen. If all track has been removed (score is 232), the board will be reset for the next frame. Each completed frame counts as 232 points. If a frame is not completed, you will be asked if you wish to play again. Press "Y" to play again or "N" to end the game.