

# F'n BALLS

An ZX Spectrum game by Andy Dansby  
Loading Screen by Andy Green  
Sprite Game Engine Antonio Villena  
Programming Andy Dansby  
with special help from Antonio Villena and Allen Albright  
written with Z88dk and FASE

Works with ZX Spectrum 48k, 128k, +2, +3 Machines

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Bob the Ball wants to not be bothered, but alas, this is not Bob's life, as everyone want to pop Bob. Move Bob to get away from his enemies and find the key to unlock the door to move to the next level.

Bob's enemies are always seeking him out, they don't just wander aimlessly. They know where Bob is and will try to find him, so don't rest too long. All the baddies have to do is touch Bob and you lose a life.

Bob does have a defense. Bob can fire 1 bullet at a time, so aim carefully, as the bullet will travel until it hits an obstacle, an enemy or the edge of the screen.

Bob also needs to avoid various obstacles scattered around the screen.

Skull Block - Kills Bob



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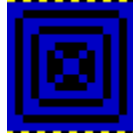


Enemy Generator – Kills Bob



Why does everything want to kill Bob? Who knows, but there are other things that don't kill Bob, just annoy Bob.

Stop Block – Stops Bob



Bounce Block – Bounces Bob in the opposite Direction



Gate Block – Blocks your Level Block



There are even some things that help Bob.

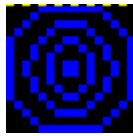
Transport Block – Sends Bob to the Lander



Lander Block – Where Bob gets transported to



Level Block – Sends Bob to the next level



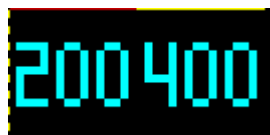
Key – Unlock the gate.



Gives Bob another life.



Gives Bob some extra points.



Stop reading. Time to be Bob and avoid those F'n Balls.

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F'n Balls is an open source game, the code which is occasionally updated is at <https://github.com/andydansby/fase-bubble>

Of course the idea behind FASE is not only to promote the Sprite Engine, but to demonstrate some game concepts such as a simple AI as well as FASE Sprite basics. Do with the code what you will, use the ideas, improve on the game. Give some credit where it's due, Antonio or to myself, it would be appreciated.

The Sprite Engine is FASE, developed by Antonio Villena, his Github repository is <https://github.com/DSkywalk/fase> and his product page is at <https://www.antoniovillena.es/store/>

Antonio Villena assisted me with coding concepts and usage of his FASE engine as well as assisted me with programming tasks.

Allen Albright assisted me with Z88dk as well as explaining various concepts, particulars to the ZX Spectrum as well as programming advice.

Andy Green illustrated the loading screen, beta testing and had some great ideas for the game.

My Beta testers were George Bachaelor, Krasimir Hristov, Simon Rooney, Marcello Cruz, Andrew Blanche, John Davies, Peter Davidson, Graham Dunn, Chris Wyatt. All who assisted me with testing and debugging.

I want to personally thank everyone who helped me with my silly game.

Thanks for playing F'n Balls.



