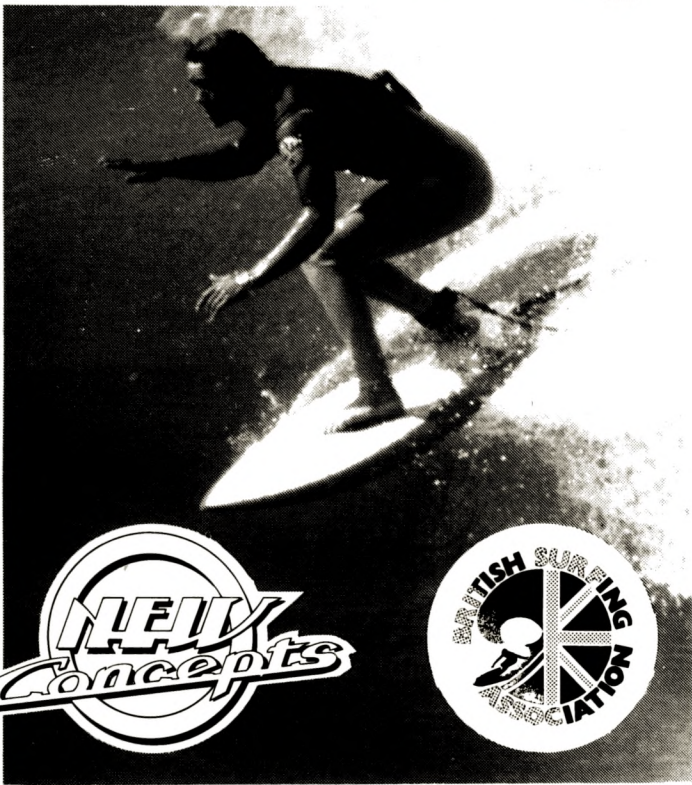


Surf Champ



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SurfChamp is the first of a new breed of computer games - games which realistically and accurately simulate sport through the use of innovative keyboard controls, replacing the tired and limited joystick.

All the exhilaration of surfing is captured in the program, which also introduces you to the gear, conditions, skills and even the language of the sport. Your own physical characteristics, your board selection, the weather and tide, all make the game different each time you take your board down to the beach. Gradually you will increase your knowledge and build up your skills until you can take on others in the contest to find the ultimate **SurfChamp**.

This simulation is based upon the difficulties involved in small wave surfing, particularly those found at the renowned **Fistral Beach**, near Newquay, Cornwall. New beaches will be available to members of the World Computer Surfing Association, so that hardened surfers can follow the surfing trail all the way to the massive Pacific rollers in Hawaii.

So... let's go surfing!

COMMODORE SURFCHAMP

Loading

Press SHIFT and RUN/STOP keys together. Press PLAY on the cassette player and the tape will load automatically.

JED STONE'S SURF SCHOOL

If you're new to the world of surfing, then first load the Surf School information mode on the reverse side of the cassette. Here champion surfer **Jed Stone** describes the different types of gear, boards and waves, and explains surfing jargon. He also illustrates the various surfing manoeuvres which you can attempt in the game.

PLAYING THE GAME

Choosing your gear/Menu selection

The opening screens of the game ask you to enter your personal details, and then to select your board and costume. Your physical characteristics will determine the performance of your surfboard, so it is important to select the correct board for the height and weight data which you have entered.

It is necessary that these personal details are accurately given if a world record or national record is to be awarded, and they must be recorded with the record-breaking score.

To select from the menu move the joystick up and down until the title you wish to select is flashing. Then you can alter its contents by moving the joystick left or right.

There are five types of board available:

1. **Pop out** - for beginners
2. **Single fin thruster** - more manoeuvrable
3. **Twin fin** - slides more than a single fin
4. **Two-and-a-half fin** - more subtle
5. **Three fin thruster** - for big waves

Beginners are advised to choose a **pop out**, and one which is a foot longer than their height. More advanced boards, for experienced surfers, should be two to six inches longer than the surfer's height.

The gear to select from includes:

1. **Pod** - a wetsuit without arms and legs
2. **Summer suit**
3. **Winter suit**
4. **No suit** - for really hot conditions
5. **Leash** - to tie the board to the surfer

A leash must be chosen by moving the joystick left or right, then a suitable costume can be selected by moving up or down and pressing the fire button. Take the prevailing weather conditions into account, and minimize energy loss by choosing an appropriate suit.

After selection is completed, select CONTINUE and press fire button to proceed to the next stage of the game.

On the beach

Once you are fully equipped, it's time to walk down to the famous Cornish Fistral beach and brave the Atlantic rollers.

Position your surfboard over the keyboard by first placing the square locator on the surfboard over the G key, and the deeper key contact at the back of the board over the L key.

You can now enter the sea, and this can be done from any point along the beach. Move joystick left or right to move along the beach, and push the joystick forward to enter the water.

Paddling out

By moving the joystick left and right, paddle out to catch the wave. The angle of the wave at its centre, displayed in the top left corner of the screen, varies from top to bottom and you will see this by observing the way in which the surfer moves when you begin to ride.

Try to avoid the oncoming broken waves as they will knock you off your board if you don't porpoise (porpoising is ducking under the wave). If you fail to porpoise you will be carried towards the beach. You will continue to be

carried until you porpoise.

Once you are sufficiently out to sea, you must turn to catch a breaking wave, if possible at the 'sweet spot', the point at which the wave is beginning to break, as this will give you additional push.

Throughout this stage keep an eye on your **Energy**, displayed at the top of your screen.

Controls for paddling out

To move right, push joystick right

To move left, push joystick left

To move straight ahead, push joystick to left and right alternately

To porpoise, press fire button

To remount, press space bar

To catch wave and stand on board, press space bar

Riding the wave

After paddling out the surfer is usually positioned at the jagged break points at the wave ends before attempting take off. Once you have caught the wave the screen changes to a perspective view of the surfer riding the wave. To attempt any surfing manoeuvres, alter the position of your hand on the board. You can perform any of the manoeuvres depicted in **Jed Stone's Surf School**.

Other tricks include hanging five (running to the front of the board and placing five toes in the water) and hanging ten (placing ten toes over the end of the board).

Controls for riding the wave

When turning, keep the rear of the board pressed (L key) and:

To turn the board slowly, press front side of board;

To turn the board more quickly, press middle side of the board;

To turn the board sharply, press the rear side of the board.

For an aerial manoeuvre (turning the board in the air), press back of the board right/left with the hand down on the back of the board.

To hang five, press front of board and 1.

To hang ten, press front of board and left Shift key.

Manoeuvre scores are dependent on difficulty, and are as follows:

Take-off	50	Blasting	100
Riding the soup	10	Off the lip	150
Riding	10-100	Aerial cutback	650
Bottom turn	200	Re-entry	50
Radical manoeuvres	100	Re-entry and riding	100
360°	300	Hang five*	40
Aerial	500	Hang ten*	60

*Score dependent on duration of each read of the keyboard.

The sharper the angle through which you turn, and the lower velocity you have whilst turning, the higher your score will be. All scores listed are per standard wave.

SPECTRUM SURFCHAMP

Loading

Type LOAD"" and then press the ENTER key. Press PLAY on the cassette player. If loading is unsuccessful, adjust the volume control, rewind and try again.

INFORMATION MODE

If you're new to the world and surfing, then first load the Information Mode on the reverse side of the cassette. This section describes the different types of gear, boards and waves, and explains surfing jargon. It also illustrates the various surfing manoeuvres which you can attempt in the game.

PLAYING THE GAME

There are two modes, practice and competition. The practice mode features six speeds, and scores are presented after each ride. In competition mode the score is based on ten rides and the competition rules apply. These are displayed after the selection of surfing gear. It is this mode which players must use when attempting record scores.

Choosing your gear/Menu selection

The opening screens of the game ask you to enter your personal details, and then to select your board and costume. Your physical characteristics will determine the performance of your surfboard, so it is important to select the correct board for the height and weight data which you have entered.

It is necessary that these personal details are accurately given if a world record or national record is to be awarded, and they must be recorded together with the record-breaking score.

There are five types of board available:

1. **Pop out** - for beginners
2. **Single fin thruster** - more manoeuvrable
3. **Twin fin** - slides more than a single fin
4. **Two-and-a-half fin** - more subtle
5. **Three fin thruster** - for big waves

Beginners are advised to choose a **pop out**, and one which is a foot longer than their height. More advanced boards, for more experienced surfers, should be two to six inches longer than the surfer's height.

The gear to select from includes:

1. **Pod** - a wetsuit without arms and legs
2. **Summer Suit**
3. **Winter Suit**
4. **No Suit** - for really hot conditions
5. **Leash** - to tie the board to the surfer

A leash is strongly recommended. Take the prevailing weather conditions into account, and minimize energy loss by selecting an appropriate suit.

After selection is completed, press X to proceed to the next stage of the game.

On the beach

Once you are fully equipped, it's time to walk down to the famous Cornish Fistral beach and brave the Atlantic rollers.

Position your surfboard over the keyboard by first placing the small square locator on the G key, and then placing the surfboard centrally over it.

You can now enter the sea, and this can be done from any point along the beach. To move right, press CAPS, and to move left, press 1. To enter the water, press the nose of the board.

Paddling out

With your hand placed flat on the keyboard, you must now paddle out to catch the waves, try to avoid the oncoming broken waves as they will knock you off your board if you don't porpoise (porpoising is ducking under the wave) or if you porpoise at the wrong angle to the wave. Once off the board you'll be carried back a short distance and if you fail to remount before the next wave you'll be carried back to the beach unless you get off the wave.

Once you are sufficiently far out at sea, you must turn to catch a breaking wave, if possible at the 'sweet spot', the point at which the wave is beginning to break, as this will give you additional push. Throughout this stage, keep an eye on your **Energy**, displayed at the top of the screen.

Controls for paddling out

To move right, press CAPS

To move left, press 1

To move straight ahead, press CAPS and 1 alternately

To porpoise, press nose of board

To remount press nose of board

To catch wave and stand on board, press 2

Riding the wave

After paddling out the surfer is usually positioned at the jagged break points at the wave ends before attempting take off. Once you have caught the wave the screen changes to a perspective view of the surfer riding the wave. To attempt any surfing manoeuvres alter the position of your hand on the surfboard. Other tricks include hanging five (running to the front of the board and placing five toes in the water) and hanging ten (placing ten toes over the end of your board). You can also put a hand down on the board.

Controls for riding the wave

When turning, keep the rear of the board (L key) pressed and:

To turn the board slowly, press front side of board;

To turn the board more quickly, press middle side of board;

To turn the board sharply, press rear side of board.

For an aerial manoeuvre (turning the board in the air), press L (left) P (right) with the hand down on the back of the board. Slow down the board to stay close to the break of the wave by pressing the back of the board and 9 (trailing a

hand in the water). Press back of board and P.

To hang five, press front of board and 1 or CAPS

To hang ten, press front of board and 1 and CAPS

Wave baulk. To avoid being carried onto the beach, press back of board.

Manoeuvre scores are dependent on difficulty, and are as follows:

Take-off	40	Off the lip	120
Riding the soup	10	Aerial cutback	480
Riding	10-100	Re-entry	50
Bottom turn	120	Re-entry and riding	100
Radical manoeuvres	100-200	Hang five*	40
360°	240	Hang ten*	60
Aerial	100	Hand down*	40
Blasting	120		

*Score dependent on duration of each read of the keyboard.

The sharper the angle through which you turn and the lower velocity you have whilst turning, the larger your score will be.

All scores listed are per standard wave.

PRIZES

A code will be displayed when a competition score is attained. If you think your score is high enough to qualify for the monthly prize, send this code to New Concepts along with your score and personal details. Prizes are available for record scores, including New Concepts T-shirts and sweat-shirts, and top prizes of custom-made skate and surfboards. Computer surfing championships taking place nationwide will be advertised in **Computer & Video Games** magazine, and these are open to all members of the **World Computer Surfing Association** - just fill in the coupon attached to this instruction sheet. The first British Computer Surfing Championship will be held on 26th September 1986 at Newquay, Cornwall, in conjunction with the **British Surfing Association**.

The current world record holder is **Jed Stone**, the 1985 Senior Surf Champion. Jed scored 23,700 at the Inaugural World Computer Surf Championships held at the Eurosurf '85 Championships, 1985.

New Concepts games have a two-year guarantee. If this tape fails to load it will be replaced free of charge if returned with details and proof of purchase to New Concepts. Tapes destroyed by faulty equipment or damage by the player will be replaced for £3.00. This does not affect your statutory consumers's rights.

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WORLD COMPUTER SURFING ASSOCIATION

Membership of the World Computer Surfing Association will entitle you to enter area, national and world computer surfing competitions, and to obtain forthcoming SurfChamp programs at discount. Beaches available in 1987 will be:

1. **Huntingdon, California.** Waves die and are reborn, calling for the subtlest in surfing techniques.
2. **Eurosurf '85, Tullan, Bundoran, Donegal.**
Three to 12 foot angled breaks along the headland. Short, safe rides to the right, long dangerous cliff breaks on the left.
3. **Burleigh Heads, Australia.** Longest rides. Peeling tubes and straight sets, and always the danger of shark attacks. Steep wave faces.
4. **Banzai Pipeline, Hawaii.** Almost suicidal. Eight to 30 foot tubes over coral reefs only a few feet deep.

Each is available to members at £5.00 (£6.00 Irish) including post and packing.

Please rush me my World Computer Surfing Association membership certificate which will enable me to enter computer surfing competitions to be run with the **British Surfing Association**, and the surfing magazines **Wavelength** and **The Edge**.

I enclose a postal order for 50 pence.

Name

Address

Return to New Concepts Ireland Ltd, 37 Dublin Street, Carlow, Ireland.

I would like to join the British Surfing Association (BSA)

BSA Rates: Senior (over 18) £5.00

Junior £3.50

Third party insurance, together with a surfboard sticker, is available to members for an additional £1.10

Name

Address

Make cheques/postal orders payable to British Surfing Association. Post to Mike Cunningham, Admin/Development Officer, British Surfing Association, G5, Burrows Chambers, East Burrow Road, Swansea SA1 1RF.