

LOADING INSTRUCTIONS **Commodore 64 Cassett**

Press SHIFT and RUN/STOP keys together. Press PLAY on the cassette recorde Commodore 128

Play in 64 mod

Spectrum Cassette

Type LOAD"" and press ENTER. Press PLAY on your cassette recorder

Anstrad Cassette Press CTRL and SMALL ENTER and then press PLAY on your cassette recorder.

Each game on this compliation is individually loaded so for the second game on each side stop the recorder after the first game has loaded and switch off the computer and then on again and repeat loading procedure. You may find it worthwhile to make a note of the counter reference on the cassette player. For ease we have included a grid for you



PLEASE READ INSTRUCTION SHEET THOROUGHLY BEFORE PLAYING.

10th FRAME

GETTING STARTED

Load 10th FRAME as instructed in the LOADING INSTRUCTIONS. Please note that you must leave the **PLAY, FAST FORWARD** or **REWIND** button down whil playing. (The FAST FORWARD or HOW and the Market of the Ma ling' screen. At any other point, one of the above buttons must be down or the game will not operate.

KEYBOARD CONTROLS (Spectrum and Amstrad)

Q -- Up A -- Down O -- Left P – Right CAPS – Fire (Spectrum SHIFT or CTRL - Fire (Amstrad)

ADJUST YOUR SOUND (CBM only)

10th FRAME™ is designed to provide the highest quality sound possible on the C64/128 sound chip. However, some machines have variations in the sound filter hardware which may cause your sound to be either muffled or scra Instrumentation of the sound on your computer is unsatisfactory, you may modify the filter settings for optimum clarity. While in the 'Select' screen, press the + key to make the sound brighter, press the - key to make the sound softer. The maximum adjustment is approximately 64 increments in each direction. The sound you hear is the sound of the ball hitting the pins.

SETTING UP FOR GAME PLAY

10th FRAME™ can accommodate up to eight players in league or open bowling. When the 'SELECT LEAGUE OR OPEN BOWLING' prompt appears, press L for league play or O for open bowling. If league play is chosen, you will have to supply the following information:

- 1. Team names. 2. Number of players on each team (up to 4).
- 3. Player names and ability levels.
- 4. Number of games to play (up to 3).

If open bowling is chosen, you will be asked to supply the following information 1. Number of players (up to 8).

2. Player names and ability levels

3. Number of games to play (up to 5).

ENTERING PLAYER NAMES AND ABILITY LEVELS Type in the name of a player (up to 9 characters) and press **RETURN** (Spectrum **ENTER.**) Now select the ability level for the first player. Each player can compete under conditions that match his or her level of ability and experience. Press K for Kids, A for Amateur or P for Professional. Below is a description of each level.

ABILITY	DESCRIPTION
Kids	This level has been designed so that younger
	children (4 – 8) can play the game. When a
	ball is thrown on this level, the amount of
	speed is automatically set and the ball will go
	straight where the shot is aimed with no hook.
	Kids level should not be considered the
	beginning level as most of the elements of skill
	have been eliminated.
Amateur	This can be considered the 'Beginning Level'.
	Throws are affected by your selected speed
	setting and the amount of 'hook' you put on the
	ball.
Professional	Advanced Level – On this level your
	accuracy using the speed/hook indicator is
	critical. Any error made will greatly increase
	the chances of making a poor throw. This is the
	level you should work toward for true
	tournament play

PLAYING THE GAME **Aiming Your Throw**

STEP 1

STEP 2

Before the ball is thrown, both the bowler and his 'mark' must be positioned Pushing FORWARD on the joystick will activate the mark . While the mark is active it may be positioned by moving the joystick left or right. To position the bowler, pull BACK on the joystick to de-activate the 'mark'. Now moving left or right will move the bowler.

Throwing the Ball er has been positioned and the direction set, there are only three Once the bo more things to do before the ball is on its way: start the approach, set the speed and throw the ball straight or with a hook. The control is accomplished during the approach of the ball and requires timing and concentration. The sequence can be viewed by watching the **Speed/Hook Indicator**.

Start the approach by PRESSING the
bars will appear on the indicator as the bowler
starts his delivery. After three bars, the
indicator will move quickly toward the speed zone (see below). To <i>set the speed</i> , RELEASE the button when the indicator reaches the
desired level within the zone.
The speed zone is noted on the left side of the Speed/Hook Indicator. Releasing the button at the bottom will give you minimum speed. If you

SPEED HOOK INDICATOP ERROR MAXIMUM SPEED - SPEED ZONE - ERROR - STRAIGHT MEDIUM HOOI HOOK ZONE - MAXIMUM HOOM - ERROR

> Set the Hook by PRESSING the button when the indicator is within the hook zone. Pressing the button near the top of the hook zone will cause the ball to be thrown straight. The amount of hook increases as the indicator moves downward. Pressing the button at the bottom of the hook zone will produce a curving shot with maximum hook. As in the peed zone, stopping the indicator in the red

area will produce a dire ction error The overall sequence is **PUSH** THE BUTTON TO START – **RELEASE** THE BUTTON TO SET THE SPEED – **PUSH** THE BUTTON AGAIN TO SET THE AMOUNT OF HOOK. NOTE: Your speed setting affects the **amount** the ball will curve as it travels down the alley. When you throw with le**ss speed**, it maximizes the hook's effect.

SCOREBOARD

The greater the speed, the less the ball will hoo

STEP 3

When each player bowls, a line score will appear on the top portion of the screen. The line score will show the last five frames of a bowler's score. An overall scoreboard will appear after bowlers have completed a frame (2 or more players). When the scoreboard is displayed, press the joystick button to continue

BOWLING STRATEGIES

Bowling pins are set up in a form of triangle. Each pin has its own number. Spares and splits are named by the number of pins left standing after a ball has been rolled. 10th FRAME bowlers can throw two kinds of balls – a straight ball or a hook. No matter what kind is used, a bowler should aim for the pocket between the one and three pins.



BOWLING FOR SPARES

A successful bowler must be able to make spares, which means to knock dow with his second ball all the pins left standing after his first ball in a frame. An arrangement of pins with more than one pin space between is called a split. A bowler usually rolls from the left side of the lane if the remaining pins are on the right side of the lane. If the pins stand on the left side of the lane, he generally delivers the ball from the right side.



SCORING

While scoring in 10th FRAME™ is automatic, the fundamentals of scoring need to be understood in order to fully enjoy the game. A bowling game consists of 10 frames. Each bowler rolis the ball twice in each frame, unless a strike is scored. A STRIKE counts 10 pins, *plus* the total number of pins the bowler knocks down with the *next two balls* that are thrown. On a strike, the scorer marks an X in the small square in the corner of the larger square on the score sheet. (Shown as ■ on the scoreboard). A SPARE counts 10 pins, *plus* the number of pins the bowler knocks down with the *first ball* thrown in the next frame. The scorer marks the diagonal line / through the small square for a spare. (Shown as a) on the scoreboard). When a bowler fails to make a strike or spare. only the pins knocked down count, and no scoring is carried over to or spare, only the pins knocked down count, and no scoring is carried over to the next frame. A bowler must roll 12 consecutive strikes to score 300. perfect game. This includes one strike for each of 10 frames, plus one strike for each of the two extra. or bonus, charges that a bowler receives for scoring a strike in the 10th frame.

TYPICAL SPARES AND SPLITS



BOWLING TERMS

Brooklyn is a strike made when a right-handed bowier's ball hits on the left side of the head pin, or when a left-handed bowler's ball hits on the right side of the head pin.

Frame is one tenth of a game. A player can roll twice in each frame but the tenth. In the tenth frame, a player can roll up to three times. The score is marked in a frame, or square, on the score sheet. Line is a complete game of 10 frames.

Loft means to throw the ball into the air so that it drops on the alley beyond the foul lin

Pocket is the space between 1 and 3 pins for a right-handed bowler. A left-handed bowler tries to hit the pocket between the 1 and 2 pins. Spare occurs when a bowier knocks down all 10 pins with two balls in the

Split, or *railroad*, occurs when a bowler leaves two or more pins standing that are not close together.

Strike occurs when a bowler knocks down all 10 pins with the first ball Turkey is three strikes in a row.

ADDITIONAL FEATURES

Abort Feature – You can return to the 'Select' screen from almost any point in the game by pressing /(Commodore). CAPS/SHIFT and BREAK (Spectrum) C (Amstrad). This will cancel the game in process.

Replay Feature – If you wish to start over at the First Frame without changing names, etc., press P from the 'Select' screen. no – If left unattended for one minute, the computer will start Automatic De

the demo. You may start it by pressing D from the 'Select' screen. Score Printout (Commodore enly) – At the end of a game, a hard copy printout is available. When 'Print Score Sheet?' appears, type Y for Yes and N for No.

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LEADERBOARD

ACCESS welcomes you to the exciting world of professional golf with LEADERBOARD. LEADERBOARD is the most realistic golf game ever developed for the home computer because it gives you a true perspective view of each golf shot you take.

LEADERBOARD is a game of concentration, co-ordination and control. You will need to judge distance accurately in choosing your club and power of your swing. With practice, you will soon be playing LEADERBOARD like a touring **OBJECT OF THE GAME** is to sink the ball into each hole by hitting the ball with a club the least number of times possible. Avoid hazards that add extra "strokes" (hits with the club) to your score. Low score wins.

GETTING STARTED Load LEADERBOARD as instructed in LOADING INSTRUCTIONS. When the Select Load LEADENBOARD as instructed in Dubino instruct for S. when the Select Player screen appears the game has finished loading. Please note that you must leave the PLAY, PAST FORWARD or REWIND BUTTON down while playing. The FAST FORWARD key is recommended. You may remove the tape if you wish, but this must be done while in the Select Number of Players screen. At any other point one of the above buttons must be down or the game will not

KEY CONTROLS Amstrad CPC only. Z-- left X -- right D -- down

R – up S – fire

SETTING UP THE GAME

SELECT NUMBER OF PLAYERS LEADERBOARD can accommodate up to four players, press 1, 2, 3 or 4.

ENTER PLAYER NAMES AND ABILITY LEVELS

Type in the name for the 1st player (up to 8 characters) and press **RETURN** (CBM 64/128) or **ENTER** (Spectrum & Amstrad). Now select the ability level for the 1st player. Each player can compete un conditions that match his or her level of ability and experience. Press N for NOVICE, A for AMATEUR, or P for PROFESSIONAL. Below is a description of

ABILITY DESCRIPTION

ner Level – When a shot is taken on this level it will not Novice hook or slice or be affected by the wind.

Amateur Intermediate Level - Shots at this level will not be affected by the wind Advanced Level – No restrictions on wind or hook and slice Professional After entering the NAME and ABILITY for the 1st player, do the same for rach of the other players.

SELECT NUMBER OF HOLES

LEADERBOARD allows you to play from 18 to 72 holes with computerise scoring. To select the number of holes: Type Spectrum & Amstrad: Type CBM 64/128-

F1 18 Holes 1 18 Holes

2 36 Holes 3 54 Holes 4 72 Holes F3 36 Hole F5 54 Holes F7 72 Holes

SELECT COURSES

There are four different courses to play. Each varies in difficulty. If you have selected more than 18 holes you can play the courses in any order. For example if selected 72 holes and wish to play all courses enter 1 2 3 4 or 4 1 2 3 etc. To play the same course four times enter 1 1 1 1 or 2 2 2 2 etc.

PLAYING THE GAME SELECT A CLUB

Club selection is made by moving the joystick up or down. The following table lists the range of each golf club.

CLUB	SHORT	LONG
1W 1Wood	156	271
3W 3 Wood	135	245
SW S Wood	128	234
11 1 Iron	110	220
21 2 Iron	100	210
3i 3 Iron	88	202
4l 4 Iron	70	189
SI 5 Iron	67	181
6i 6 iron	55	169
717 Iron	50	153
8i 8 Iron	36	138
91 9 Iron	26	117
PW Pitching Wedge	11	83
Putter*	1"	64'

* The computer automatically selects the putter for you when you are playing on the green (within 64 feet of the hole) This is the only club you can use on

AIM YOUR SHOT Use the cursor to aim the direction of the flight of the ball. The cursor is located several yards in front of the golfer. To control the cursor, move the joystick from right to left. If you are playing on the professional level, be sure to check

for wind effect. WIND (Professional Level Only) Wind can have a substantial effect on your golf shot. To control its effect, you need to learn to read the wind indica

ide of the screen. White – The white stake indicates wind velocity. If this marker is tall, the wind velocity could have a substantial effect on your shot. The 2 Blue - The blue line indicates the direction the wind is blowing. The line acts as a streamer. If the shorter the white stake, the less the wind will be a factor

line is towards you, the wind is SWING THE CLUB AND HIT THE BALL

Once you have selected your club and positioned the cursor to aim your shot. there are only three more things to do before the ball is on its way: start the ring, set the power, and snap your wrists to control hook or slice. All three are accomplished during the swing sequence and require careful timing and concentration. The sequence can be viewed by watching the golfer or the

blowing toward you

Step 1 – Start the swing by holding down the button. Step 2 – Set the power by releasing the button during the backswing. Power is at maximum only at the top of the backswing. Releasing the button at the top will set maximum power. Releasing the button just before or just after the top will reduce the power slightly. Releasing the button well before or of the backswing the power of the start of the s

after the top will reduce the power

The amount of power available during the backswing is shown on the upper left portion of the power/snap indicator. When the button is released, the setting you have chosen will be locked on the indicator.

THE POWER SNAP INDICATOR

1	Max	(Helps time the snap)
Release	Power	Max Hook
To	Power A	(Ball goes left)
Set	Min	- Straight
Power Power	Power 134	Max Slice
	Indicator	(Ball goes right)

Step 3 – Set the snap by pressing the button at or near contact with the ball. Snapping just as the club hits the ball (or at the Tee Bar on the snap indicator) will produce a straight hit. Snapping too soon will cause the ball to "hook" (go left). Snapping too late will cause the ball to "slice" (go right), When the buttor is pressed, the point of the snap will be locked on the indicator. The swing sequence then is: Start - Power - Snap or Button - Release - Button

The best way to learn to hit the ball straight consistently is to practice on the driving range Please note: Due to memory restrictions there is no driving range on the

Spectrum version. PUTTING

Once you get within 64 feet of the hole the computer will automatically place you on the green and remove the pin (the pole with the flag). You cannot change clubs at this point since the putter is the only club you can use on the

To putt the ball, you need to do only two things - aim your shot and set the

Use the cursor as before to aim the shot. The ball will start out in this direction

The ball may break left or right depending on the slope of the green. To determine the amount and direction of break, you must learn to read the slope indicator which appears on the green to the left of the golfer.

Estimate the power needed by noting the distance to the hole. Press the button and hold it until the power level is sufficient to reach the hole and then release

it. The golfer will putt automatically. Refer to the figures following.



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LEADERBOARD TOURNAMENT

LEADERBOARD TOURNAMENT contains four new 18 hole courses for use with your LEADERBOARD game

- To use the TOURNAMENT cassette do the following:- (C64/128 version only)
- 1. Load and run the LEADERBOARD game in the normal manner 2. When the SELECT NUMBER OF PLAYERS screen is displayed

While holding down the shift key press RETURN. The new courses will be loaded into memory, overwriting the existing courses.

Note: After inserting the TOURNAMENT cassette, the PLAY key must be pressed before SHIFT/RETURN otherwise the game may corrupt.

To use the TOURNAMENT cassette do the following:- (Spectrum/Amstrad)

The **TOURNAMENT** version for the Spectrum and Amstrad is a 'Stand Alone Program', therefore to load the program follow instructions under Loading For basic game play (C64/Spectrum/Amstrad) please read the instructions for

LEADERBOARD.

POWER INDICATOR

Approximate dispressed dispr

Pre-putt section ______ (for timing only)

The scoring indicator is displayed on the right of the screen. The indicator shows which player is hitting, which players are in the hole, how many strokes each has taken to this hole, and how each player's total score compares to par for the screen player is total score compares to par

for the course. Par represents the number of strokes a good player should l used by the time he or she got to this hole. If your score is '–5' for exa

JACK A Name of player now hitting

_ Number of strokes

over or under par (Does not include this hole

Number of strokes taken on this hole (Turns blue when finished)

1 You receive 1 point (stroke) each time you hit the ball, regardless of the distance it travels, from the time you tee off until you sink the ball into the

2. You receive a distance penalty if you hit a ball out of bounds, into a water

1. PLAY AS IT LAYS. You must play the ball from the position in which it lands. Exceptions are out of bounds and those that land in the water or mud. (See

OUT OF BOUNDS. If your swing takes the ball out of bounds, you will hear a BUZZER. You are penalised distance and the ball is returned to its original position. It is still your turn.

a SPLASH. You are penalised distance and the ball is automatically back at the point from which you took your shot in the first place.

4. IN THE MUD. If your ball hits the side of an island, it will stick in the mud

ayable and you will have to hit again 5. THE COMPUTER will take the same point of view as the player in determining

and have to be replayed. Occasionally you will find other small hazards that

do not appear to be grass. Do not land in them as your lie will be considered

the playability of a ball that has come to rest. If, after moving up closer, the ball is found to be in mud or water, the computer will place a small pad under the ball so the player can hit it. Just consider it a 'lucky bounce'.

In this game you play alone, either against par or your own best score. You do NOT play against the computer.

After each player has teed off on Hole 1, the player who is farthest away from the hole shoots first, the player who is next farthest away shoots second, etc. if, after your shot, you are still away (farthest from the hole), it is still your turn. You continue until you are no longer away.

When a player has hit his ball and his turn is over, his ball will not appear on screen again until it is his turn.

5. Decide the order in which players tee off when names are typed in at the beginning of the game. This order will determine which score readout is yours throughout the game. If you tee off second on Hole 1, the second readout will always indicate your score.

4. After a hole has been played, the player with the lowest score on that hole tees off first on the next hole. This is called "having the honour". Since the score is kept on each hole, you will be able to determine from it who has the benefit of the score of th

the honour. The computer also keeps track and automatically changes the

Compete against your best score and the golf course by trying to come in under

MEDAL PLAY (Singles or Partners). Winner is determined by total of all strokes (points) for entire game. Low score wins.

MATCH PLAY (Singles or Partners). Each individual hole is awarded to the player or team with the lowest score on that hole. At game's end the player or team

with the most holes won takes the game. BEST BALL (Partners only). Method of scoring for either Medal or Match Play.

NOTE: If you decide on a Match Play or Best Ball game, you will need to keep track of your scores on a separate sheet of paper. The computer does not keep

1. Be sure to CHECK YOUR CLUB - Check to make sure the golf club you want to use is displayed. When you are making final direction adjustment, the golf club can sometimes change accidentally.

Always go to the Driving Range before starting. This allows you to get the correct timing on your swing.

. Remember that the wind can make a substantial difference to your shot especially short irons and your pitching wedge.

4. Try to avoid hitting your bail onto the edge of the green far away from the hole. The greens are large with downhill and uphill breaks and if you are too far from the hole, you may require 2 putts to get to the hole. Remember: You MUST use your putter on the green.

5. Be extra careful in judging distance over water. If your ball falls short and lands in the water, it'll cost you a distance penalty.

Learn to use the hook and slice. They can be used to your advantage on difficult shots and when the wind is in play.

DRIVING RANGE – To get to the Driving Range Press R when the 'Select Player

ABORT FEATURE - You can return to the 'Select Player' screen from almost

any point in the game by pressing /. This will cancel the game in progress.

REPLAY FEATURE - If you wish to start over at the 1st hole without changing

the demo. You may start the automatic demo by pressing D from the 'Select

IF YOUR SHOTS HAVE NO POWER – Either you are releasing the button too soon, too late, or not at all during the backswing. Press the button to start the swing and hold it down until the club is at the top (highest point) of the

IF YOUR SHOTS CURVE BADLY LEFT OR RIGHT - You are not pressing the

button just as the club hits the ball. Re-read the section on "Swinging the Club and Hitting the Ball" and practice your timing on the NOVICE level.

ADDITIONAL FEATURES CBM 64/128

names, etc. press P from the 'Select Player' screen.

screen appears. Exit by pressing /.

TROUBLE SHOOTING

ng and then rele

Player' screen.

Best score by either partner on a team is used as the team's score.

ding on the course, a very skilled player can score 10 – 20 strokes on eighteen holes.

colour of the score readout for the player who has the hor

IN THE WATER. If your ball lands in a water hazard, you will see and hear

that means that you are 5 strokes under par or 5 strokes less than the good player (which is good). An 'E' means you are even par or just equal to the good player. A '+5' means you're 5 strokes over par. The par comparisons do not

here when is pressed

ntically placed

SLOPE INDICATOR

of Slope Straight down hill

(Thus putt is uphill Ball streaking hard left).

READING THE SCORE

lect the scores for the current hole

Player Number (Turns red when player is hitting)

RULES FOR SCORING

hazard or into the mud.

RULES OF THE GAME

METHODS OF PLAY

2 OR MORE PLAYERS

METHODS OF SCORING

1 PLAYER AGAINST PAR

par. Depending or under par on eigh

GAME TIPS

2 OR MORE PLAYERS

1 PLAYER

3. Low score wins.

The additional four courses are as follows:-





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SUPER CYCLE

INTRODUCTION

Open road racing – wheel to wheel – pistons screaming and rubber burning. That's the challenge of SUPER CYCLE. Before you begin, choose your machine and your leathers. Choose carefully, there's an ordeal ahead.

You and your machine will be pushed to the max by the course, the other competition and the relentless clock.

You must complete each of the race courses within a time limit, in order to continue. Crash and you lose valuable seconds. Each of the more than seven courses poses unique challenges – water on the road, ice, road barricades and other dangerous obstacles. When you see a road sign that means slippery whe wet, you better listen. There's day and night courses, city and country, hill ns, desert courses and streaking through the sunlight next to Cape Canaveral.

Accelerate up through the gears, jockey for position and bump the other riders. Go for top speed, but try not to go out of control. Good luck. Your reflexes better be as sharp as the turns up ahead.

OBJECTIVE

You must complete each race course within the specified time, in order to go on to the next course. Watch out for the other riders — you can bump them and they can bump you. Steer through the pack, and avoid road obstacles — crashing eats up valuable time. Complete all the courses at one of the difficulty levels and you get a checkered flag next to your name on the racing scoreboard.

GETTING STARTED

To load game please refer to section headed LOADING INSTRUCTIONS. IMPORTANT: Please ignore prompt to rewind and insert Side 2 as this does not apply to this version. The game will load automatically all from one side

THE CONTROLS

Push forward on the joystick to accelerate and pull back to slow down. Push left or right with the joystick to steer.

ten or right with the joystick to steer. There are three gears. To gear up, push the joystick forward and press the **FIRE BUTTON**. With the joystick pulled back, simply press the **FIRE BUTTON** to gear down. The three lights in the centre of the dash indicate what gear you are in. The top light is the highest gear. The bottom light is the lowest gear. The light is coloured green for 1st gear, yellow for 2nd gear and red for 3rd gear.

KEYBOARD CONTROLS

Z – left	0 – left
X – right	P – right
R – accelerate	A – accelerate
D - decelerate	Z – decelerate
5 – fire	SPACE BAR – change gear
Spectrum Version	Amstrad Version

RACING

Each course has a set time limit. The bottom of your dash shows your elapsed time, and your total points. The more distance you cover, the more points you

Watch out for road conditions and unusual obstacles. You never know what you're going to find out there. Lamp posts, oil slicks, even road pyions that narrow the course to a single lane. Watch for special bonus flags – hit those for extra points and time.

Time it just right, cut and accelerate with split second precision, and you coul end up on top. On top of the racing scoreboard!

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METRO CROSS

LOADING

ase refer to section headed LOADING INSTRUCTIONS

KEYBOARD CONTROLS C64/128 version

A – Up SPACE – Jump Z – Down RESTORE – Reset Game

CTRL - Pause

« — Left » — Right

SPECTRUM AND AMSTRAD

Keys are redefinable by user.

JOYSTICK OPTION

Rats

If they bite your shoulders you slow down so you need to shake them off. Hurdles

Jump all of those in your path

Coke Cans

You need to jump over them

Blue Cans

Kick them and you score points, 100, 500, 1000, 2000, 5000. Jump on them and the timer stops for two seco

Green Cans

Speed cans which double your speed. Spring Boards

Increase your speed, strategically placed to enable faster completion of a level Metro Cross comprises 24 levels which increase in difficulty

SCORING

You gain 50 points for every 3 squares completed

2,000 points for swapping skateboards 1,000 points for skating through the bridge.

If you run on the green tiles your speed decreases to 1/4.

The timer at the bottom indicates time left available.

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IMPOSSIBLE MISSION

(Spectrum and Amstrad Compilation only)

LOADING:

se refer to section headed LOADING INSTRUCTIONS

AGENTS EYES ONLYI OFFICERS COURIER ONLYI

Mission Briefing

TO: Special Agent 4125 – Mission Briefing

1. Subject: Mission of vital importance to national and global security. Operations to begin immediately. Utmost urgency.

Situation: During the past three days, key military computer installations of every major world power have reported security failures. In each case, someone gained access to a primary missile attack computer.

Only one person is capable of computer tampering on this scale:

Professor Elvin Atombender (hereafter referred to as 'Elvin')

We believe that Elvin is working to break the computers' launch codes. When he succeeds, he plans to trigger a missile attack that will destroy the world. 3. Mission: You must be negative to the second action and the second action of the second

Your only weapons will be your keen analytical mind and your MIA9366B pocke computer. Good luck. The world is depending on you.

Dossier: Elvin Atombender

Sex: Male Age: 62 Race: Caucasian

Height: 5'4" Weight: 120lbs

Hair: No Eyes: Yes Traits: Avoids people. Hates animais. Likes M & M's.



Childhood: Elvin was a nice boy – his mother loved him. In school, he loathed sports but excelled in mathematics. He seldom caused any problems (at least none with any global consequences). At home. Elvin spent most of his time gaping into his computer screen, and this did not prove harmful to anyone either. , there was the time when Eivin broke into the phone company's system and changed the records. Angry at his parents for spinore company's system the playful youngster added a long distance call to their monthly bill. A five-and-a-haif hour call to Afghanistan. His parents were tolerant. They were sure he would grow out of his passion for tinkering with other people's computers. "Let him have his fun" his mother would say. To which his father would reply. "Kids will be kids." There was, of course, no way for them to know

Turning Point: It was during his days as a college student that Elvin was transformed from a promising young man into a snivelling evil-doer. He had become obsessed with a new computer game, "Giggling Penguin Invaders From Outer Space in the Vicinty of Ursa Minor." (Eivin had always hated penguins from Ursa Minor).

The game's score counter went up to 100 billion and Elvin was determi "max it out". After playing the game for several days without sleep, he had vaporised enough penguins to pile up 99,999,999,785 points. One more tuxedoed avian and he'd have it.

Elvin shook out his joystick hand. A 250 point penguin waddled onto the screen nt. the pr Elvin's eves lit up. He took aim. And then, at that precise more . In that ailed. Elvin's gam nes was lost: he'd never get a score that high aga hing snapped in Elvin's mind. He was consumed by a single islon. He would repay the world for the injustice it had dealt him. maniacal obse For many years, Elvin waited. He became a distinguished professor, a renowned expert in computers and robotics. Then, eight years ago, he disappeared. His whereabouts where unknown until now

Intelligence Report

Eivin's Stronghold

Using a fortune he amassed by raiding the computer systems of various financial institutions, Eivin constructed a vast, underground stronghold packed with computer equipment. There, in seclusion, Eivin spent four years working to ne around the world Asy breach the s urity of military computer installati now, he has succ

Our computers estimate that he will break the launch codes and trigger the missile attack in exactly six hours. This is the amount of time you will have to omplete your mis



Elvin's stronghold has 32 rooms. Some of them are used as living quarters and others are computer rooms. But (here comes the strange part) our intelligence indicates that each room has a series of floors, or catwalks, which are connects by lifts. The last agent who tried to crack Elvin's stronghold gave the fe

(excerpt) "I have just entered what appears to be a living room... (static)... peculiar. All of the furniture seems to be on catwalks high above the floor.. not sure how to get up there... (static)... I can see a fireplace and a sofa directly over my head... how can anyone live here like this? Hold it... (static)... I think a robot may have seen me... aaarrrgh!!!" (tra

Clearly, Eivin has constructed the rooms of his stronghold in such a way that only he can negocitate them easily. The floors and catwalks often end quite abruptly, dropping off into space. And, of course, they are guarded by Eivin's nasty, human-seeking robots. Devilishly clever, that Eivin.

Eivin's Robots

Evin's Robots Height: 1.57 metres. Weight: 67 kilos. Armour Type: ablative (AC:-4) VCC: 5 megavolts Weaponry: high-voltage ionic plasma generator. Energy Reserves: 3.14 megajoules (estimated). Maximum Angular Velocity: 1.2 magaradians/fortnight Loosthudhaal Velocity:

Aipha Class: 2.5 x 10–°c Beta Class: 1.2 x 10–°c

ma Class: 5.9 x 10-°c

Gamma Class: 5. Omega Class: 0c

Photovoltaic Threshold: 0.12 lumens Entropic Conversion Rate: 2.71828 ergs/nsec Thermionic Coefficient: 6.07 therms/hour



Magnet: The robots are propelled by line induction motors mbedded in the floor of the com they cannot leave

Elvin's Security System

Our intelligence indicates that Elvin uses three types of codes (or passwords) in his security system. One code deactivates the robots, another operates the lifts and the third code (a password) unlocks the control room

Infra-red Photocells: These are the robot's 'eyes'. They can detect the presence of a human body's warmth anywhere in front of the speak

Now comes the REALLY strange part.

We believe that Eivin hides his passwords in his furnitum Elvin, who is extremely absent-minded, frequently forgets the passwords for his security computer. His solution is to scatter them haphazardiy around the house. You can find one of his passwords in the sofa. Or the stereo. Or the candy machine. But you must find them. Without the passwords, you will almost certainly end up like Agent 4124 (but we don't want to think about

Once you find the codes, using them should be relatively easy (for the most part). You should be able to log onto a security terminal as you enter each room and deactivate the robots or reset the lifts (If necessary) from there. This should present no problems. However, the control room password is another matter. Realising the importance of this particular code. Elvin has broken it into dozens of pieces, scattering them throughout the complex. You will have bleces, scattering them throughout the complex. You will have leve all of the pieces and match them up like a puzzle to form o find and retr the password.

With the completed password, you can gain access to the control room where Eivin is preparing to launch the missiles. You have to stop him. Or the world is going to be terminally late for dinner tonight.

Objective

To succeed at IMPOSSIBLE MISSION you must penetrate the rooms and tunnels of Eivin's underground stronghold, avoid his robot defenders and put together his secret password. Then you can enter Eivin's control room and put a stop to his plans

You score points by finding puzzle pieces and putting them together, and by reaching Elvin's control room before time runs out. As your skill at the game increases, you can achieve higher scores by completing the password and reaching the control room with more time left on the clock. But each time you play, the rooms and robots will be rearranged, and the puzzles will be

Starting Play

After the game is loaded Elvin will welcome you to his underground chambers (in his nastlest most flendish voice) He does this as a favour to allow you to adjust your volume. This is the last kindness Elvin will show you. You begin play with your agent in an elevator. The display at the bottom of the screen is your pocket computer.

Controls

- In the Elevator: Push the joystick forward or back to go up or down. Push the joystick left or right to move in either direction along the corridor
- ng off the edge of the screen takes you into a room. In the Rooms: Push the Joystick left or right to move in either direction. If you press the **FIRE BUTTON**, your agent will perform a mid-air forward flip that you won't believe (this is especially useful for somersaulting over pesky
- On Lifting Platforms: If you're standing on a striped lifting platform in on of the rooms, you can push the joystick forward or back to go up or down.

Game Play

As you explore Elvin's stronghold, your pocket computer (at the bottom of the elevator screen) will display a map of the rooms and tunnels you have entered. In every room you should conduct a search.

Searching for Codes Search every object or piece of furniture in the rooms for codes and pass puzzle pieces (if you can avoid the robots). You can do this by stan n front of an object (sofa, desk, fireplace or whatever) and pushing the joystick

The word "Searching" will appear in a box ne will appear in a box near your agent's shoulder. You will also see a horizontal bar indicating the length of time it will take to search he object.



SEARCHING

You must continue holding the joystick forward until the bar disappears. I your search is interrupted for any reason, you can go back to the object and resume searching where you left off. But if you leave the room or commence searching another object you'll have to start the search from the beginning When you have finished searching the object, one of four things will appear above your agent's shoulder

The words "Nothing here'

- A picture of a sleeping robot. This represents a SNO0ZE password which allows you to temporarily deactivate the robots in a room. A picture of a striped lifting platform with an arrow above it. This represent a LIFT INIT password which allows you to reset all of the lifting platform
- in a room to their original position
- A puzzle piece. This is part of the password which allows entry to the control room. It will be entered into the memory of your pocket computer automatically.

Using the Security Terminals

You can use the SNOOZES and LIFT INITS at any security terminal. These terminals are usually located near the entrance to each room. They look like television sets with darkened screens facing toward you.

To use a security terminal, move directly in front of it and push the joystick forward. The screen of the security terminal will enlarge to fill your display. You can select one of three functions with the joystick (press the **FIRE BUTTON** when the arrow points to the function you want):

Reset Lifting Pistforms: To use this option, you must have a LIFT INIT password in your possession. (Your pocket computer displays the number of LIFT INITS you have.)

• Temporarily Disable Robots: To use this option, you must have a SNOOZE password in your possession. (Your pocket computer displays the number of SNOOZES you have.)

Log Off.

Code Room Elvin's stronghold contains two code rooms where you can earn additional passwords. Walk up to the console and push the joystick foward as if you were searching it. A sequence of squares will flash on the wall, each with a musical note, and a white glove will appear. Use the glove to touch each square in sequence so that the notes are sorted in ascending order (from low to high transmission of the second se If you produce the proper sequence of notes the checkerboard will flash and you'll get a SNOOZE or a LIFT INIT password. You can do this as many times as you like, but the sequence gets longer each time. You can quit at any time by touching the purple bar



Pocket Computer Your pocket computer is an amazing device. It allows you to play with the puzzle pieces right on the screen, twisting them around to figure out how they go together.

uter, you must be standing in one of the elevator To activate your pocket co For corridors. Press the **FIRE BUTTON** to turn on the pocket computer. Note You can't use the pocket computer in any of the rooms. Pressing the FIRE **BUTTON** in a room will cause you $\frac{1}{2}$ do a somersault.

When the computer is activated, the map of Elvin's stronghold will vanish and a glove will appear. Use the glove to put the puzzle pieces together, forming the password that will let you enter Elvin's control room.



Using the Glove

- To Move The Glove. Move the joystick in the desired direction To Activate a Function Key: 'Point' to it with the glove and press the joystick
- To Pick Up a Puzzle Piece in the memory window, 'point' to it with the glove and press the joystick button. Then you can move it by moving the joystick.
- To Drop a Puzzle Piece: Press the joystick button
- To Make a Copy of the selected puzzle piece, 'point' to it with the glove and
- To Put Back a Copy of the selected piece, position the copy directly over the selected piece and press the joystick button.
- To Select a Puzzle Piece that isn't selected, 'point' to it with the glove and press the joystick button.
- To Find Out if Two Pieces Match, position one piece directly over the other and press the joystick button. Solving the Puzzles
- Some pleces are upside down or backwards (or both) when you find them, so if a plece doesn't seem to match anything, try flipping it with the function
- Pieces must be the SAME colour, or they won't match. If two pieces with different colours look like they should match, then use the colour keys to
- change them. A completed puzzle looks like a computer punch card: a solid rectangle with several little holes in it.
- A completed puzzle may be upside down or backwards when you finish putting it together (you may have to flip it around before it is recognised as a solution).
- There are FOUR pieces in each completed puzzle, and NINE puzzles in the game. Each time you complete a puzzle, one letter of Elvin's password will appear at the bottom of the pocket computer screen.
- When you have all nine of the letters in the password, you can open the door to Elvin's control centre and save the world.



Control Room

The door to Elvin's control room is in one of the blue rooms. When you have completed the password, position your agent directly in front of the door and push the joystick forward. The door will open, and you'll finally have the last

Using the Phone

When you touch the phone key on your pocket computer, it dials up the Agency's main computer (to get some help with the puzzles). But there is a charge for using it. Each use of the phone costs two minutes on the game clock. The Agency's computer will give you three choices. Select the one you want with the glove, then press the **FIRE SUTTON**.

Correct Orientations of Leftmost Pieces. The computer will flip the two puzzle pleces in the memory window to orient then correctly (right side up and forwards, instead of upside down and backwards). A red mark will appear the left of each plece that has been flipped.

Have we enough pieces to solve the upper left puzzle? The computer will look at the upper puzzle piece in the memory window and tell you whether you've found all three of the pieces that go with it to make a puzzle. Hang up. Hangs up the phone.

Scoring

The game clock (on the pocket computer display) starts at 12:00. The game ends when the clock reaches 6:00. Each time you fail off the bottom of the ends when the clock reaces over an analyse time you are penalised ten minutes. screen or get zapped by a robot or floating orb, you are penalised ten minutes. Each time you use the phone, you are ends, you are awarded points as fol ne, you are pen

- I points for each second remaining on the clock. 100 points for each puzzle piece found.
- 100 points for each SNOOZE or LIFT INIT found.
- 500 points for each puzzle solved 1000 points for completing the mission

Hints

Here are some playing hints from the author of IMPOSSIBLE MISSION.

- Some rooms are harder than others. If a room seems too hard (pres because you don't have any passwords to reset the lifts and turn off the robots), come back to it after you've acquired some passwords.
- Each robot has a different behaviour program. Some robots move faster than others, some of them shoot lightning bolts, and some have no sight or hearing. So watch them closely. You can often figure out what program a robot is running before you try to get past it.
- Your pocket computer will let you combine any two pieces that don't overlap.
 Your socket computer will let you combine any two pieces that don't overlap.
 but this isn't always enough. Puzzle pieces which don't overlap may not really belong together. If you find that it's impossible to finish a partially-completed puzzle, you may have combined the wrong pieces.

You don't have to somersault over every hole in the floor. If a gap is no wider than a lifting platform, try stepping over it. But don't let up on the joystick until you get to the other side or you'll fall.

RACING

slower pace.

members are away from your car.

total is considered the World Driving Champi

GRAND CIRCUIT

SCORING

on the circuit

CONTINUING PLAY

RACE TRACKS

champi

of Paris.

v? Six of

nination, and guts. Drive as hard a

© 1984 Epyx Inc.

(C64/128 Compilation only)

LOADING INSTRUCTIONS

SETTING UP THE GAME

SELECT NUMBER OF PLAYERS

ENTER PLAYER NAMES AND ABILITY LEVELS

DESCRIPTION

the wind.

will not operate.

1. 2. 3 or 4.

each level

of the other players.

F1 18 Holes F3 36 Holes F5 54 Holes F7 72 Holes

SELECT NUMBER OF HOLES

ABILITY

Novice

Type:

left tyre

flagma

right tyres

When it's race time, PITSTOP II changes to a split screen display with two views of the race track. The upper half of the screen is Player One's display. Player Two (or the computer) uses the lower half of the screen.

The Map: Out on the race track, it's important to keep track of three things — your car, your opponent and the pits. Use the course map, located at the right of the screen, to determine your position and the distance to the pit. You can see your opponent's position on his course map.

Tyres and Fuel: Keep an eye on your fuel supply and tyre wear, because you'll need to make a pit stop when your fuel is low or when your tyres are worn. Your fuel indicator is located at the bottom half of the screen. You will use more fuel at higher speeds – so if you want to make fewer pit stops, try a churve need.

Tyre wear is indicated by the colour of your tyres. They start black and change to lighter colours as tyre wear accumulates – they finally turn white at the last stage before a blowout. Tyre wear is caused by taking corners at high speeds, bumping into other cars, or hitting the side of the road. Once a tyre turns

white, even the slightest bump can cause a blowout and put you out of the race.

The Pits: The entrance will appear on the LEFT side of the track as you approach the pits. To enter the pits, steer your car into the entrance. Races can be won or lost in the pits, so don't waste a second. To refuel, move the crew member

with the hose to the petrol intake on the back of your car. Watch your fue

To change tyres, move your second crew member to a worn tyre – after he grabs it. hurry over to the stack of new tyres, the stack near the rear of you car has rear tyres and the stack near the front of your car has rear tyres and the stack near the front of your car has rear to the stack near the front of your car has rear the stack near the front of your car has rear the stack near the stack

move the cursor over your driver and press the FIRE BUTTON. Be sure crew

For an additional challenge, select the GRAND CIRCUIT on the game menu. Here you'll race all of the tracks in succession, building points according to how you finish each race. After the last race, the driver with the highest point

After each race, the final standings list the order of finish, laps completed and racing times. Also listed is the number of points awarded to each driver, according to the order of finish. When you race the GRAND CIRCUIT, the

When a race is over, press the **FIRE BUTTON** to play again. In addition you can restart the game at any time during play by pressing the **RESTORE** key.

Brands Hatch, Formingham, England. The 2.65 mile road course is one of the sites of the British Grand Prix, and is located 20 miles northwest of London.

Hockenheim, Hockenheim, Germany, A 48 mile road circuit which serves as

Sebring, Sebring, Florida. The 52 mile road circuit is the site of the Sebring 12

Hour Grand Prix of Endurance. The course is on a former airfield located n

55

Watkins Gien, Watkins Gien, New York. Site of the United States Grand Prix. A 3.38 mile course in a picturesque wooded setting four miles southwest of the town of Watkins Gien.

Rouen les Essarts, Rouen les Essarts, Elbeuf, France. One of the sites of the French Grand Prix. This 4.36 mile circuit on public roads is 75 miles northwest

Л

Vallerlungen, Rome, Italy. A 165 mile circuit located 23 miles from Rome the Autodromo Vallelunga hosts formula and prototype races.

EXECUTIVE LEADERBOARD

ACCESS welcomes you to the exciting world of professional golf with LEADERBOARD Executive Edition. The most realistic golf game ever developed for the home computer because it gives you a true perspective view of each golf shot you take.

LEADERBOARD Executive Edition is a game of concentration, co-ordination and control. You will need to judge distance accurately in choosing your club and power of your swing. With practice, you will soon be playing LEADERBOARD Executive Edition like a touring professional.

OBJECT OF THE GAME is to sink the ball into each hole by hitting the ball with a club the least number of times possible. Avoid hazards that add extra "strokes" (hits with the club) to your score. Low score wins.

To load game please refer to section headed LOADING INSTRUCTIONS when the Select Player screen appears the game has finished loading. Please note that you must leave the PLAY, FAST FORWARD or REWIND BUTTON down

while playing. The **FAST FORWARD** key is recommended. You may remove the tape if you wish, but this must be done while in the Select Number of Players screen. At any other point one of the above buttons must be down or the game all up to the state of the state o

LEADERBOARD Executive Edition can accommodate up to four players, press

Type in the name for the 1st player (up to 8 characters) and press RETURN.

Now select the ability level for the 1st player. Each player can compete under conditions that match his or her level of ability and experience. Press N for NOVICE, A for AMATEUR, or P for PROFESSIONAL. Below is a description of

hook or slice or be affected by the wind

After entering the NAME and ABILITY for the 1st player, do the same for each

LEADERBOARD Executive Edition allows you to play from 18 to 72 holes with computerised scoring. To select the number of holes:

Beginner Level – When a shot is taken on this level it will not

intermediate Level – Shots at this level will not be affected by

Advanced Level - No restrictions on wind or hook and slice.

th of the town of Sebring.

one of the sites of the German Grand Prix. It is located nine miles sou

ship will go to the driver with the highest point total for all six races

indicator! If you overfill, the tank will empty and you'll have to start again

If you have to cross a very large chasm, you can actually have one foot in the abyss before you press the fire button to jump. If you do this just right, it will give you the extra distance you need. Well, that's all you'll get out of me. The rest is up to you. After all, saving

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the world isn't supposed to be easy.

EXPRESS RAIDER

Spectrum and Amstrad compilation only A sensational coin-op conversion from DATA EAST. The ultimate in fast-action, shoot 'em-ups. Your task is to engage in a battle against time to rob the fastest

express in the West First you have to fight your way to the engine along the top of the train. When you have succeeded to knock out all of the enemies, you have to ride along the top of the train while taking part in a gun battle, with you pitched against some of the meanest cowboys in the West.

LOADING

To load game, please refer to section headed LOADING INSTRUCTIONS. After loading you will see some demo pictures. Push the joystick UP to select the type of game. By pushing the joystick LEFT or RIGHT the difficulty level

TYPE OF GAME

(3) Practice Mode

32 lives. You can practice on the first two trains though your scores will not appear on the score table.

(2) Normal Mode

5 lives. 8 trains. Your score will be listed on the score table. If you lose your lives, a screen message will tell you "GAME OVER". If your score is higher than the lowest value which has been ever reached, your score can be put on the score table, and you can automatically restart the game with 5 new lives. (1) Advanced Mode

5 lives. 8 trains. Your score will be listed on the score table. In all cases when

FIRE

SCORING

lifel)

you are shot.

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INTRODUCTION

Your score will rise by

your lives run out, you have to restart the game from the very begin

SELECTING DIFFICULTY LEVELS (4)

JUMP BACK

STEP BACK

LIMBO

Connect the joystick to the port and select by moving the joystick **RIGHT** (the difficulty increases) and **LEFT** (the difficulty decreases). GAME CONTROL

KNEELING

KICK

Your score will rise by: 1. Hitting People 2. For carriages completed. 3. For shooting hoden targets on the engine. 4. For shooting hidden targets on the engine. 5. For just one shot at the lady dressed in red (but another shot will cost your

You will lose a life if your strength goes down to zero, you run out of time, or

PITSTOP II

PITSTOP II is the first racing game that brings you the thrill of battling an opponent, the excitement of fighting for the lead out on the track and the suspense of struggling to be the first out of the pits. Realistic first-person graphics and a split-screen display allow you and another player to experience the challenge of auto racing head-to-head. The challenge of true competitive orders

This is racing. The way it's supposed to be. You can't relax when you take the lead, because you know he's right there behind you. Will he try to pass you in the hairpin turn? Or do you think he'll wait for the next straightaway? S

the world's toughest rack tracks are waiting, from Brands Hatch and its harpin turns to the mile-long straightaways of Vallelunga. You can practice against the computer... but nothing will compare to the fun of racing against another person. That's the whole story behind PITSTOP II. It's simple – auto racing was

you can, but keep an eye on your tyres and theil gauge. You may find that you can build a lead by wearing out your tyres, then lose the race because you have to make an extra pit stop. Your objective is to balance speed against fuel consumption and tyre wear- to spend as much time on the track and as little time as you can in the pits. The player who makes the fastest pit stops usually use an enter an underside store.

To accelerate, push forward on the joystick. To apply the brakes pull back on the joystick. For additional acceleration, press the **FIRE BUTTON** to engage the "turbo boost."

3. FIT Crew Use your joystick to move the steering wheel cursor to the crew member you wish to control. Press the FIRE BUTTON to activate the crew member, the move him with the joystick. To use another crew member press the FIRE BUTTON to disengage cursor then reposition the cursor with your joystick. Press the FIRE BUTTON again to engage the other crew member. To leave the pits, position the cursor over your driver and press the FIRE BUTTON.

Time 9 17 Speed 120 Fuel E

Time 9 17 Speed 000 Fuel E

8-

You will lose strength if you are hit by enemies, flying objects

DELETE key – Restart Game (Amstrad version). T key – Restart Game (Spectrum version)

(C64/128 Compilation only)

never meant to be a solo sport.

has an edge on winning the race.

ning each race requires strategy, dete

Use your joystick to steer your car while on the track.

OBJECTIVE

CONTROLS

1. Steering

3. Pit Crew

Player 1 _____

your car ----

course map 1

Player 2 -

tyre changer

petrol attendant

or the computer

the pit-

2. Speed

JUMP FORWARD

STEP FORWARD

LYING FLAT

KICK

PLAYING THE GAME

SELECT A CLUB Club sele ng the journick up or down. The following tabl

ists the range of each golf cl	ub.	
CLUB	SHORT	LONG
1W 1Wood	156	271
3W 3 Wood	135	245
5W 5 Wood	128	234
11 1 Iron	110	220
21 2 iron	100	210
31 3 Iron	88	202
4i 4 Iron	70	189
SI 5 Iron	67	181
6i 6 Iron	55	169
71 7 Iron	50	153
8I 8 Iron	36	138
9i 9 Iron	26	117
PW Pitching Wedge	11	83
Putter*	1"	64'

* The computer automatically selects the putter for you when you are playing on the green (within 64 feet of the hole) This is the only club you can use on the green.

AIM YOUR SHOT

Use the cursor to aim the direction of the **flight** of the ball. The cursor is located several yards in front of the golfer. To control the cursor, move the Joystick from right to left. If you are playing on the professional level, be sure to check

WIND

nal Level Only) Wind can have a substantial effect on your golf shot To control its effect, you need to learn to read the wind indicator on the right side of the screen.

White – The white stake indicates	-
wind velocity. If this marker is tall,	-
the wind velocity could have a	Blue – The blue line indicates
substantial effect on your shot. The	the direction the wind
shorter the white stake, the less	is blowing. The line
the wind will be a factor.	acts as a streamer. If the
	line is towards you, the wind is
	blowing toward you.

SWING THE CLUB AND HIT THE BALL

ed the cursor to aim your shot, Once you have selected your club and positioned the cursor to aim your s there are only three more things to do before the ball is on its way; start the swing, set the power, and snap your wrists to control hook or slice. All three are accomplished during the swing sequence and require careful timing and concentration. The sequence can be viewed by watching the golfer or the wer/snap indicato

Step 1 – Start the swing by holding down the button. Step 2 – Set the power by releasing the button during the backswing. Power is at maximum only at the top of the backswing. Releasing the button at the top will set maximum power. Releasing the button just before or just after the top will reduce the power substantially. The assignt the button well before or after the top will reduce the power substantially.

The amount of power available during the backswing is shown on the upper left portion of the power/snap indicator. When the button is released, the setting you have chosen will be locked on the indicator.

THE POWER SNAP INDICATOR



Step 3 – Set the snap by pressing the button at or near contact with the ball. Snapping just as the club hits the ball (or at the Tee Bar on the snap indicator) will produce a straight hit. Snapping too soon will cause the ball to "hook" (go left). Snapping too late will cause the ball to "slice" (go right). When the button is pressed, the point of the snap will be locked on the indicator. The swing sequence then is: Start - Power - Snap or Button - Release - Button The best way to learn to hit the ball straight consistently is to practice on the driving range.

PUTTING

Once you get within 64 feet of the green the computer will automatically place you on the green and remove the pin (the pole with the flag). You cannot change clubs at this point since the putter is the only club you can use on the

To putt the ball, you need to do only two things - aim your shot and set the

Use the cursor as before to aim the shot. The ball will start out in this direction. The ball may break left or right depending on the slope of the green. To determine the amount and direction of break, you must learn to read the slope indicator which appears on the green to the left of the golfer.

Estimate the power needed by noting the distance to the hole. Press the button and hold it until the power level is sufficient to reach the hole and then release it. The golfer will putt automatically. Refer to the figures following.

SLOPE INDICATOR



Ball

Pre-putt section

(This putt is uphill aking hard left).

POWER INDICATOR





READING THE SCORE

The scoring indicator is displayed on the right of the screen. The indicator shows which player is hitting, which players are in the hole, how many strokes each has taken to this hole, and how each player's total score compares to par for the course. Par represents the number of strokes a good player should have by the he or she got to this hole. If your score is '-5' for example that means that you are 5 strokes under par or 5 strokes less than the good player (which is good). An 'E' means you are even par or just equal to the good player. A '+5' means you're 5 strokes over par. The par comparisons do not reflect the scores for the current hole.

SCORING INDICATOR

- JACK Name of player now hittin
- 1 2 2 (2 Under Par)
- 2 2 -3(3 Under Par) This player is leading 3 3 E (Even Par) 4 3 + 1 (1 Over Par) This player is last
- Number of strokes
- over or under par (Does not include this hole) - Number of strokes taken on this hole (Turns blue when finished) Player Number taken o (Turns red when player is hitting)
- **RULES FOR SCORING**
- 1. You receive 1 point (stroke) each time you hit the ball, regardless of the distance it travels, from the time you tee off until you sink the ball into the hole
- 2. You receive a distance penalty if you hit a ball out of bounds, into a water hazard or into the mud 3. Low score wins.
- **RULES OF THE GAME**
- 1. PLAY AS IT LAYS. You must play the ball from the position in which it lands. Exceptions are out of bounds and those that land in the water or mud. (See

- 2. OUT OF BOUNDS. If your swing takes the bail out of bounds, you will hear a BUZZER. You are penalised distance and the ball is returned to its original ition. It is still your turn.
- 3. IN THE WATER. If your ball lands in a water hazard, you will see and hear a SPLASH. You are penalised distance and the ball is automatically placed back at the point from which you took your shot in the first place.
- 4. IN THE MUD. If your ball hits the side of an island, it will stick in the mud and have to be replayed. Occasionally you will find other small hazards that do not appear to be grass. Do not land in them as your lie will be considered to be unplayable and you will have to hit again, this doesn't include bunkers.
- 5. THE COMPUTER will take the same point of view as the player in determining the playability of a ball that has come to rest. If, after moving up closer, the ball is found to be in mud or water, the computer will place a small pad under the ball so the player can hit it. Just consider it a 'lucky bounce'.

METHODS OF PLAY 1 PLAYER

In this game you play alone, either against par or your own best score. You do NOT play against the computer.

2 OR MORE PLAYERS

- After each player has teed off on Hole 1, the player who is farthest away from the hole shoots first, the player who is next farthest away shoots second, etc. if, after your shot, you are still away (farthest from the hole), it is still your turn. You continue until you are no longer away. 2. When a player has hit his ball and his turn is over, his ball will not appear
- on screen again until it is his turn. 3. Decide the order in which players tee off when names are typed in at the beginning of the game. This order will determine which score readout is yours throughout the game. If you tee off second on Hole 1, the second readout will always indicate your score.
- 4. After a hole has been played, the player with the lowest score on that hole tees off first on the next hole. This is called "having the honour". Since the score is kept on each hole, you will be able to determine from it who has the honour. The computer also keeps track and automatically changes the colour of the score readout for the player who has the honour.

METHODS OF SCORING

1 PLAYER AGAINST PAR

ompete against your best score and the golf course by trying to come in under ar. Depending on the course, a very skilled player can score 10 – 20 strokes under par on eighteen holes.

2 OR MORE PLAYERS

MEDAL PLAY (Singles or Partners). Winner is determined by total of all strokes (points) for entire game. Low score wins.

MATCH PLAY (Singles or Partners). Each individual hole is awarded to the playe or team with the lowest score on that hole. At game's end the player or team with the most holes won takes the game.

BES'T BALL (Partners only). Method of scoring for either Medal or Match Play. Best score by either partner on a team is used as the team's score. NOTE: If you decide on a Match Play or Best Bail game, you will need to keep track of your scores on a separate sheet of paper. The computer does not keep score in this manner.

GAME TIPS

- Be sure to CHECK YOUR CLUB Check to make sure the golf club you want to use is displayed. When you are making final direction adjustment, the golf club can sometimes change accidentally.
- Always go to the Driving Range before starting. This allows you to get the correct timing on your swing.
- Remember that the wind can make a substantial difference to your shot, especially short irons and your pitching wedge.
- 4. Try to avoid hitting your ball onto the edge of the green far away from the hole. The greens are large with downhill and uphill breaks and if you are too far from the hole, you may require 2 puts to get to the hole. Remember: You MILST use your putter or be dream. You MUST use your putter on the green.
- 5. Be extra careful in judging distance over water. If your ball falls short and lands in the water, it'll cost you a distance penalty.
- Learn to use the hook and slice. They can be used to your advantage on difficult shots and when the wind is in play.

ADDITIONAL FEATURES

DRIVING RANGE – To get to the Driving Range Press R when the 'Select Player screen appears. Exit by pressing /.

ABORT FEATURE – You can return to the 'Select Player' screen from almost any point in the game by pressing /. This will cancel the game in progress. REPLAY FEATURE -- If you wish to start over at the 1st hole without changing names, etc. press P from the 'Select Player' screen.

AUTOMATIC DEMO – If left unattended for one minute the computer will start the demo. You may start the automatic demo by pressing D from the 'Select Player' screen.

TROUBLE SHOOTING

IF YOUR SHOTS HAVE NO POWER – Either you are releasing the button too soon, too late, or not at all during the backswing. Press the button to start the swing and hold it down until the club is at the top (highest point) of the backswing and then release.

IF YOUR SHOTS CURVE BADLY LEFT OR RIGHT -- You are not pressing the button just as the club hits the ball. Re-read the section on "Swinging the Club and Hitting the Ball" and practice your timing on the NOVICE level.

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