

CHALLENGERS

ATARI ST / AMIGA / IBM PC and Compatibles
AMSTRAD CPC / COMMODORE 64
SPECTRUM

- PRO TENNIS TOUR
- FIGHTER BOMBER
- STUNT CAR RACER
- KICK OFF
- SUPER SKI
- RICK DANGEROUS
- CARRIER COMMAND
- P47

UBI SOFT

ENGLISH

Entertainment Software

ATARI ST • AMIGA • IBM PC and compatibles COMMODORE 64 - AMSTRAD CPC

- PRO TENNIS TOUR
- FIGHTER BOMBER
- STUNT CAR RACER
- KICK OFF (does not exist in the PC version)
- SUPER SKI

SPECTRUM

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PRO TENNIS TOUR

by UBI SOFT

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Pro Tennis Tour

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I. THE ORIGINS OF TENNIS

Some believe that tennis was practiced all the way back in the times of Homer and Ovid. There are also accounts of a similar game played by the Toltec Indians of Mexico. Frescos in Egypt, Spain, and Renaissance Italy depict a game much like that of tennis. In addition, several books in the 16th century were written about games akin to tennis. But of all the educated guesses, one of the more popular beliefs is that tennis has its origins in the late 19th century in Great Britain.

Present day tennis most likely has its origins in the “Jeu de Paume”, which was practiced at the King’s Court in the 13th century. Tennis spread throughout Europe, finding great support in Great Britain. At the foot of the Windsor Castle ramparts, and in the majority of royal British residences, a “tennyns court” could always be found. This trend was credited to Henry VII, who had four courts built on the land surrounding Whitehall Palace. The word “tenetz”, which was cried out by the player upon serving the ball to his opponent, eventually gained acceptance throughout Europe and became the deciding factor in the unification of the “Jeu de Paume”.

The First Tournament at Wimbledon.

The gentlemen of the All England Croquet Club of Wimbledon, founded in 1869, decided to offer tennis to their members. In 1877, after having expelled the croquet players from the managing committee, the directors of the club decided to organize a tennis competition open to all its members. The Field magazine sponsored the event, with the prize of a silver cup worth 25 guineas. Twenty-two competitors signed up.

Spencer Gore, who was already a master in the art of intimidation, won the first Wimbledon tournament.

In 1883, the dimension of the tennis court were established and have not changed since then. The first international match at Wimbledon took place in July 1883 when the Clark brothers, representing the U.S., competed against the Renshaw twins, representing Great Britain.

The Origins of the Scoring System

Jean Gosselin, a grammarian, wrote in 1579 that the winning score of 60 came

from a sexagesimal system widely used in the 14th and 15th centuries for the weight and values of coins. Sixty was a reference number, just as 100 is in the metric system. One-sixth of a circle is 60 degrees, with each degree comprised of 60 minutes, and each minute 60 seconds. In order to win the game, the player used the dial of a clock as a reference : 15, 30, and 45 (45 was soon simplified to 40 for linguistic reasons).

A tie score upon attaining the third point was expressed as “a deux”, signifying that the winner would have to win the set by two points. In English, “a deux” became “deuce”. As for the word “love”, which represents a score of zero, there exist several explanations. Some believe it comes from the French word “l’oeuf”, which has more or less the same shape as a zero. Another popular belief is that this expression came from the transformation of the word “love”, synonymous with “nothing” ; hence the popular expressions, “for the love of the game”.

2. USING PRO TENNIS TOUR

Pro Tennis Tour lets you enter the world of a professional tennis player. Pack your favorite whites and trusty racket and then travel to the great Grand Slam events : Wimbledon, French Open, U.S. Open, and the Australian Open.

You enter as a 64th ranked player. Through determination and practice, you can fight your way up the ranks. Like the pros, you work the courts and establish a game style all your own.

3. LOADING THE GAME

Loading Instructions for the Atari :

Pro Tennis Tour runs on the following Ataris : Atari 520ST, 1040 Mega ST2 and 4, STE, They can have new or old ROMS and color or monochrome monitors. To play Pro Tennis Tour, you'll need at least one joystick.

1. Turn off your computer and disconnect any peripherals like mouse, printer, etc.
2. Plug your joystick into Port 1. If there are two players, plug the second joystick into Port 0. (if either joystick has autofire, turn it OFF).
3. Insert Disk 1 into any drive and switch your computer back on.
4. When the title screen appears, press the button on the joystick connected to Port 1.
5. At the prompt, insert Disk 2 and press the button on the joystick connected to Port 1.
6. The name and year of a championship appears on the screen (for example, AUSTRALIAN OPEN 1912). At the back of the manual, you'll find lists of the winners of the four competitions featured in Pro Tennis Tour. Find the year under the appropriate list and type in the last name of that year's winner. Ignore first name initials. For instance, if J.C. Parke was the correct answer, you would only type PARKE. If you make a mistake, press the left arrow key or Backspace and re-enter the name. Press return. You have three chances to give a correct answer.
7. You now see the Main Menu. Use the joystick to scroll up and down the menu. Highlight the option you want and press the button on the joystick connected to Port 1. If this is your first time playing Pro Tennis Tour, you might want to select Practice to work on your serving and receiving before you participate in a tournament.

Controlling Your Player

Use the joystick to move the player on the screen. Press the joystick button to pull back for a swing ; release the joystick button to swing at the ball.

Selecting from Menus

Move your joystick up or down to highlight an option ; press the joystick button to select it.

Pausing the Game

During Tournaments, you can pause the game by pressing P. To resume play, press the joystick button.

Replay

You can watch a 3-D replay of the round you are about to play. Press R before the ball is served. The replay is shown immediately after a point is won. Replay is only available in Tournaments and in Two Players mode.

Stopping at Set or Practice Session

Press Esc to stop a set or practice session. If you are serving, press Esc and the joystick button at the same time and hold them down. Release after a few seconds. Stopping a set during a tournament automatically awards the game to your opponent.

Editing Player Names and Rankings

You can edit the name and rating of any player. Select Ranking from the Main Menu. When the player and their ranks appear, press E. Type the name of a player (a pre-existing player or one of your own) and press Return. Now type the player's new rating and press Return. You can edit as many players as you like. When you're done editing players, press Esc to return to the Ranking screen. Press the joystick button to return to the Main Menu.

Quitting the Game

To quit Pro Tennis Tour, turn off your computer.

Loading Instructions for the Amiga

Pro Tennis Tour runs on Amiga 500s, 1000s, or 2000s with PAL or NTSC monitors. To play Pro Tennis Tour, you'll need at least one joystick. Your machine must be running on Kickstart 1.2 or 1.3.

1. Turn off your computer and disconnect any peripherals like mouse, printer, etc.
2. Plug your joystick into Port 2. If there are two players, plug the second joystick into Port 1. (If either joystick has autofire, turn it OFF). Turn your computer back on. Amiga 500 owners, boot your system with Kickstart 1.2 or 1.3.
3. At the Workbench prompt, insert your copy of Pro Tennis Tour into DFO : The program loads automatically.
4. When the title screen appears, press the button on the joystick connected to Port 2.
5. The name and year of a championship appears on the screen (for example, AUSTRALIAN OPEN 1912). At the back of the manual, you'll find lists of the winners of the four competitions featured in Pro Tennis Tour. Find the year under the appropriate list and type in the last name of that year's winner. Ignore any first name initials. For instance, if J.C. Parke was the correct answer, you would only type PARKE. If you make a mistake, press the left arrow key or Backspace and reenter the name. Press Return. You have three chances to give a correct answer.
6. You now see the Main Menu. Use the joystick to scroll up and down the menu. Highlight the option you want and press the button on the joystick connected to Port 1. If this is your first time playing Pro Tennis Tour, you might want to select Practice to work on your serving and receiving before you participate in a tournament.

Controlling Your Player

Use the joystick to move the player on the screen. Press the joystick button to pull back for a swing ; release the joystick button to swing at the ball.

Selecting from Menus

Move your joystick up or down to highlight an option ; press the joystick button to select it.

Pausing the Game

During Tournaments, you can pause the game by pressing P. To resume play, press the joystick button.

Replay

You can watch a 3-D replay of the round you are about to play. Press R before the ball is served. The replay is shown immediately after a point is won. Replay is only available in Tournaments and in Two Players mode.

Stopping at Set or Practice Session

Press Esc to stop a set or practice session. If you are serving, press Esc and the joystick button at the same time and hold them down. Release after a few seconds. Stopping a set during a Tournament automatically awards the game to your opponent.

Editing Player Names and Rankings

You can edit the name and rating of any player. Select Ranking from the Main Menu. When the players and their ranks appear, press E. Type the name of a player (a pre-existing player or one of your own) and press Return. Now type the player's new rating and press Return. You can edit as many players as you like. When you're finished editing players, press Esc to return to the Ranking screen. Press the joystick button to return to the Main Menu.

Quitting the Game

To quit Pro Tennis Tour, turn off your computer.

Loading Instructions for IBM and IBM compatibles

HARD DRIVE USERS

Boot your computer with DOS version 2.10 or greater before you install or start Pro Tennis Tour.

WARNING

Saving a match on your hard drive creates a hidden file called GAME.DAT in the subdirectory BLUEBYTE. To delete this subdirectory, you must delete the hidden file GAME.DAT with a PC utility program that can identify and remove hidden files. You cannot remove hidden files with Dos commands. If you are concerned about having hidden files on your hard drive, or you don't have the utilities needed to delete hidden files, we recommend you play Pro Tennis Tour from your floppy disks.

Installing the Game

You need approximately 500 k of free space to install Pro Tennis Tour on your hard disk.

Note : Pro Tennis Tour can be installed to a hard disk other than C (except Hercules users, who must use drive C). Be sure you have specified your drive designation in the PATH command. If you haven't specified the drive, you'll get the message, "Bad command of file name" when you install. Ignore this message - your game won't be affected. See your DOS manual for information on the PATH command.

1. Insert Pro Tennis Tour disk A into drive A. Type A : and press Enter.
2. Type INSTALL and press Enter. Follow the onscreen prompts to install to the drive of your choice.
3. Press the number of your graphics mode : 1 = EGA, 2 = CGA, 3 = Monochrome, 4 = Tandy, 5 = Hercules.
4. You're prompted to insert Disk B, C, or D into drive A depending on the graphics mode you chose. Remove Disk A, insert the correct disk in drive A, and press Enter. (Note : 3.5 inch disk users only have two disks ; insert Disk B at the prompt and press Enter).
5. The game is now installed to the root directory of your hard disk. Put your original disks in a safe place.

Starting the Game

Note : If you're going to use a mouse, load your Microsoft-compatible mouse driver before loading the game.

1. Type C: and press **Enter**. (If your hard drive isn't C:, enter the correct letter). Make sure you're in the root directory. If you're not, type CD\ and press **Enter**.
2. Type **EGA**, **CGA**, **TANDY**, or **HERCULES**, depending on the graphic type you have,

and press **Enter**.

3. The game loads and you see the title screen. The screen is replaced with a tournament title and a year. Look at the end of the manual for the player who won that tournament, type his or her last name (don't type initials or periods), and press **Enter**.

4 Use the up and down arrow keys to select the type and speed of your computer, and then press Enter. If you don't know your computer's speed, consult your computer manual. You can also adjust your game speed later in the game.

5. Select the game control device for Player 1 by using the up and down arrow keys and pressing **Enter**.

6. Select the game control device for Player 2, or select Computer to play against the computer. Note : If you aren't going to play against the computer, Player 2 must select the joystick.

7. You're taken to the Main Menu.

FLOPPY DISK USERS

Boot your computer with DOS version 2.10 or greater before you install or start Pro Tennis Tour.

Copying your Disks

It's a good idea to copy your original disks using the DOS command DISKCOPY and play from your copies. See your DOS manual for instructions on using DISKCOPY.

Starting the Game

Note : If you're going to use a mouse, load your Microsoft-compatible mouse driver before loading the game.

1. Insert your copy of Disk A in drive A.

2. Type **A:** and press **Enter**.

3. Type **EGA**, **CGA**, **TANDY**, or **HERCULES**, depending on the graphic type you have, and press Enter. You may be prompted to insert Disk B, C or D into the drive. If so, remove the current disk from drive A, insert the correct disk into drive A, and press **Enter**. (Note : 3,5 inch disk users only have two disks ; insert Disk B at the prompt and press Enter).

4. The game loads and you see the title screen. The screen is replaced with a tournament title and a year. Look at the end of the manual for the player who won that tournament, type his or her last name (don't type initials or periods), and press **Enter**.

5. Use the up and down arrow keys to select the type and speed of your computer, and then press Enter. If you don't know your computer's speed, consult your computer manual. You can also adjust your game speed later in the game.

6. Select the game control device for Player 1 by using the up and down arrow keys and pressing **Enter**.

7. Select the game control device for Player 2, or select Computer to play against the computer. Note : If you aren't going to play against the computer, Player 2 must select the joystick.

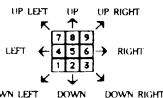
8. You're taken to the Main Menu.

PLAYING PRO TENNIS TOUR

When the manual indicates to press a joystick butto, press Enter, either mouse button, or either joystick button, depending on what control device Player 1 chose.

Using the Keyboard

Use the four arrow keys on the numeric keypad to move your player on the court : 8 to move forward, 2 to move backward, 4 to move left, 6 to move right, 1 to move down and left, 3 to move down and right, 7 to move up and left, and 9 to move up and right. See the grid below.



Press and hold the **spacebar** or **Enter** to pull your racquet back, and release the key to swing.

You begin the match by serving. Press **Enter** or the **spacebar** to toss the ball into the air. Move the crosshair left or right to place the destination of the serve.

In Advanced and Professional modes, you must press Enter or the spacebar again to serve the ball. Make sure to practice thoroughly before playing at these levels.

To return a serve, press and hold **Enter** or the **spacebar** to pull your racquet back, and release the key to swing and return the ball. You stop your lateral movement when you release the key ; the inertia (how long you move after you release the button) will vary depending on play surface and player speed.

Using the Mouse

Move your mouse in the direction you want to move. Click and hold either mouse button to pull your racquet back, and release the button to swing.

You begin the match by serving. Press either mouse button to toss the ball into the air. Move the crosshair left or right to place the destination of the serve.

In Advanced and Professional modes, you must press either mouse button again to serve the ball. Make sure to practice thoroughly before playing at these levels.

To return a serve, press and hold either mouse button to pull your racquet back, and release the button to swing and return the ball. You stop your lateral movement when you release the button ; the inertia (how long you move after you release the button) will vary

depending on play surface and player speed.

Using the Joystick

Move your joystick in the direction you want to move. Press and hold the button to pull your racquet back, and release the button to swing.

You begin the match by serving. Click the joystick button to toss the ball into the air. Move the crosshair left or right to place the destination of the serve.

In Advanced and Professional modes, you must press the joystick button again to serve the ball. Make sure to practice thoroughly before playing at these levels.

To return a serve, press and hold the joystick to pull your racquet back, and release the button to swing and return the ball. You stop your lateral movement when you release the button ; the inertia (how long you move after you release the button) will vary depending on play surface and player speed.

Keyboard Commands

Note : Your Action Button is the Enter key, a mouse button, or a joystick button, depending on what control device Player 1 chose.

ESC + Action Button Leave the court.

P Pause on (while on the court). Press Enter to resume.

R 3D replay of last point (while on the court).

E Edit player names (ranking screen only).

F1, F2... F5 Change game speed. F1 is fastest, F5 is slowest.

Additional Info

You can change the game speed from the Speed menu in the Mode Menu.

The Practice menu will differ depending on how many players you selected. In 1 Player mode, the first option will be Computer. In 2 Player mode, the first option will be Two Players.

Editing Player Names and Rankings

You can edit name and rating of any player. Select Ranking from the Main Menu. When the players and their ranks appear, press E. Type the name of a player (a preexisting player or one of your own) and press Enter. Now type the player's new rating and press Enter. You can edit as many players as you like. When you're finished editing players, press Esc to return to the Ranking screen. Press Enter to return to the Main Menu.

Practice Mode

When playing against the computer, or practicing your serve, you always play on the green court.

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Loading Instructions for AMSTRAD

Pro Tennis Tour works on Amstrad CPC 6128, CPC 664, CPC 464. To use Pro Tennis Tour, you need an Amstrad and a joystick (optional).

I - Loading Pro Tennis Tour

- Switch off your micro-computer

*** Disk version :** Insert the PRO TENNIS TOUR disk in the disk drive, then switch on your micro-computer. Type RUN”DISC, then validate with the RETURN key to load the game.

*** Cassette version :** Insert the PRO TENNIS TOUR cassette in the cassette player and switch on your micro-computer. Type RUN” then validate with the RETURN key. A message will ask you to press the PLAY key on your cassette player, then to press a key on the keyboard. Then the program will load automatically.

- After a few minutes, the name and date of a tournament will appear on the screen. You must therefore enter the name of the winner of this tournament on the keyboard. To do this, consult the appendices of this manual. You should only enter the player’s surname (don’t enter either the initial or a full stop). Once the surname has been processed, the title page will appear, followed by the Main Menu.

- If you don’t do anything, the game will automatically go into demonstration mode. To return to the Main Menu, simply click on the firing button of your joystick (or on the space bar or the COPY key).

II - Playing Pro Tennis Tour

The keyboard controls are the following :

Player 1

	AZERTY keyboard	QWERTY keyboard
Upward movement	Q	A
Downward movement	A	Q
Movement to the right	E	E
Movement to the left	W	Z
Choice and validation of a shot : COPY key.		

Player 2

	AZERTY keyboard	QWERTY keyboard
Upward movement	I	I
Downward movement	K	K
Movement to the right	P	P
Movement to the left	O	O
Choice and validation of a shot : Space bar.		

Using the joystick : Movements in the four directions are made using the joystick. The choice and validation of a shot is made using the firing button of your joystick.

CHOOSING AN OPTION IN THE MAIN MENU

Simply use the joystick (or the Q and A keys) to choose one of the menu's options (the selected option will appear underlined and highlighted). To validate an option, you must press the firing button of your joystick or the COPY key.

*** The service**

When you play against the computer, you systematically begin by serving. Click on the firing button of your joystick or the COPY key or space bar, then move the crosshair from left to right (depending on the place from which you're serving) with the joystick or the W and E keys or the P and O keys, and position it where you want the ball to go.

NB : In the "ADVANCED" and "PROFESSIONAL" modes, take care to practice before beginning a game.

In these modes, you must release the firing button of your joystick at the right moment, otherwise the ball will land in the net or be out.

*** Returning the Ball**

During the exchange, press the firing button of your joystick (or the COPY key or space bar) to toss up the ball and release it to hit the ball.

NB : The player stops moving when you press the firing button of your joystick.

LEAVING AN OPTION AND RETURNING TO THE SELECTION SCREEN PREVIOUSLY CHOSEN :

To leave an option, press the H key on your keyboard.

III - Remarks

In comparison with the ATARI and AMIGA versions, PRO TENNIS TOUR AMSTRAD has several differences.

- The Main Menu has two extra functions : The option TWO PLAYERS and the DEMO option.
- In the TOURNAMENT option, you can only give your name with the joystick or the keyboard controls.
- It is not possible to see a REPLAY.
- The TABLE option does not exist.
- In the PRACTICE option, it is not possible to play with two players.
- It is not possible to save a game currently taking place (STORAGE) or to rank players (RANKING).
- It is possible to choose the side of the court on which the player will play. To do this, choose the Mode option, then PLAY BACK if you want to play at the back of the court or PLAY FRONT if you want to play at the front of the court.
- It is possible to see a demonstration by selecting the DEMO option.

Loading Instructions for COMMODORE

PRO TENNIS TOUR works on the COMMODORE C64 and C128.

To use PRO TENNIS TOUR, you need a COMMODORE (64 or 128) and a joystick.

Loading

- Switch off your micro-computer

* Disk version : Insert the PRO TENNIS TOUR disk in the drive, then switch on your micro-computer.

C 64 : Type LOAD “*”,8,1, then validate with the RETURN key. The game is loading.

C 128 : Go into C 64 mode. To do this, after having switched on your micro-computer, press the RESET and COMMODORE keys simultaneously. Type LOAD “*”,8,1 then validate with the RETURN key. The game loads automatically.

* Cassette version : Insert the PRO TENNIS TOUR cassette in the machine and switch your micro-computer on.

C 64 : Press the SHIFT and RUN/STOP keys simultaneously, then press the PLAY key on your machine. The game loads automatically.

C 128 : Enter C 64 mode. To do this, after having switched on your micro-computer, press the keys RESET and COMMODORE simultaneously. Press the keys SHIFT and RUN/STOP simultaneously, then press the PLAY key of your machine. The game loads automatically.

- After a few minutes, the name and date of a tournament appear on the screen. You must therefore type in the surname of the winner of this tournament, on the keyboard. To do this, consult the appendices of the manual. You must only enter the surname of the player (do not enter either the initial of the first name or the full stop). When the surname has been entered, you must confirm it by pressing the RETURN key. Then you will see the presentation page appear, followed by the Main Menu.

CAREFUL : Your joystick must be connected to Port 2.

Playing PRO TENNIS TOUR

Choosing an option in the Main Menu :

You simply use the joystick to choose one of the menu's options (the chosen option will be encircled). To confirm an option, you must press the firing button on your joystick.

* Serving

When you play against the computer, you always begin by serving. Click on the firing button of your joystick, then move the black marker to left or right (depending on where you're serving from) with the joystick and position it where you want to send the ball.

NB : In the "ADVANCED" and "PROFESSIONAL" modes, take care to practise before beginning a game.

In these modes, you must press the firing button of your joystick a second time to hit the ball, otherwise the ball will land in the net or outside the serving lines.

* Returning the ball

During the exchange, press the firing button of your joystick to swing back and release it to send back the ball.

NB : The player stops moving when you press the firing button of your joystick. At this precise moment it is possible to choose the type of hit (LOB or SMASH).

The lob : Before releasing the firing button of your joystick, move the joystick backwards.

The smash : Before releasing the firing button of your joystick, move the joystick backwards.

LEAVING AN OPTION AND RETURNING TO THE SELECTION SCREEN PREVIOUSLY CHOSEN.

To leave an option, press the RUN/STOP key on your keyboard.

Remarks

In comparison with the ATARI and AMIGA versions, PRO TENNIS TOUR COMMODORE has several differences.

- In the TOURNAMENT option, the TABLE option is replaced by GIVE UP. This option enables you to abandon a tournament.

- It is not possible to see a REPLAY.

- It is not possible to save a current game (STORAGE) or a ranking (RANKING).

- It is possible to choose the side of the court on which the player will play. To do this, choose the Mode option, then PLAY BACK if you want to play at the back of the court or PLAY FRONT if you want to play at the front of the court.

- It is possible to see a demonstration by choosing the DEMO mode.

Loading Instruction for SPECTRUM

To use PRO TENNIS TOUR, you need a SPECTRUM and a joystick (optional).

Loading :

- Switch off your micro-computer

* **Disk version** : Insert the PRO TENNIS TOUR disk in the drive, then switch on your micro-computer. Confirm the option "LOADER" in the menu by pressing the RETURN key on your keyboard. The game loads automatically.

* **Cassette version** : Insert the PRO TENNIS TOUR cassette in the cassette player and switch on your micro-computer. Confirm the option "CHARGEMENT CASSETTE" by pressing the RETURN key of your keyboard. A message will ask you to press the PLAY key of your cassette recorder then to press a key on a keyboard. Then the program will load automatically.

- After a few minutes, the name and date of a tournament will appear on screen. You must therefore type in the surname of the winner of this tournament. To do this, consult the appendices of the manual. You must only enter the player's surname (do not enter either the initial of the first name or the full stop). When the name has been entered, you will see the presentation page appear, followed by the main menu.

- If you do not do anything, the game passes into an automatic demonstration mode. To return to the main menu, you simply click on the firing button of your joystick (or on the key < or alternatively, on the ENTER key).

Playing PRO TENNIS TOUR

The keyboard controls are as follows :

Player 1

Upward movement

QWERTY

keyboard

Q

Downward movement

A

Movement to the right

R

Movement to the left

E

Choice and validation of a shot : < key

Player 2

AZERTY

keyboard

Upward movement

I

Downward movement

K

Movement to the right

P

Movement to the left

O

Choice and validation of the shot : "." key

Using the joystick : Movements in the four directions are made using the joystick. The choice and validation of the shot is made by using the firing button of your joystick.

Choosing an option in the Main Menu.

You simply use the joystick (or the Q and A keys) to choose one of the menu's options (the selected option will appear, highlighted and underlined). To confirm an option, you must press the firing button of your joystick or the < key.

*** Serving**

When you play against the computer, you always begin by serving. Click on the firing button of your joystick or the < key or the space bar. Then move the black crosshair from left to right (depending on where you're serving from) with either the joystick, the W and E keys or the P and O keys.

N.B. : In "ADVANCED" and "PROFESSIONAL" modes, be careful to practice before beginning a game.

In these modes, you must release the firing button of your joystick at the right moment, otherwise the ball will land in the net or outside the serving lines.

*** Returning the Ball**

During the exchange, press the firing button of your joystick (or on the key < or the key) to swing back and release it to return the ball.

N.B : The player stops moving when you press the firing button of your joystick.

*** LEAVING AN OPTION AND RETURNING TO THE SELECTION SCREEN PREVIOUSLY CHOSEN**

To leave an option, press the ENTER key of your keyboard.

Remarks

In comparison to the ATARI and AMIGA versions, PRO TENNIS TOUR SPECTRUM has several differences.

- The Main Menu has two additional functions, the TWO PLAYERS option and the DEMO option.
- In the TOURNAMENT option, you can only give your name with the joystick or the keyboard controls.
- It is not possible to see a REPLAY.
- The TABLE option does not exist.
- In the PRACTICE option, it is not possible to play with two players.
- It is not possible to save a current game (STORAGE) or a current ranking (RANKING).
- It is possible to choose the side of the court on which the player will play. To do this, choose the Mode option, the PLAY BACK if you want to play at the back of the court or PLAY FRONT if you want to play at the front of the court.
- It is possible to see a demonstration by choosing the DEMO mode.

The Main Menu

From the Main Menu you can choose to practice serving and receiving, participate in tournaments, view your current ranking, and adjust the difficulty level

of the game. You can also save your current progress in the game and load previously saved games.

4.1 Tournament

Table

Table lets you see the results of the last matches in the tournament. The table is larger than the screen - use the joystick to bring different scores into view. The numbers to the right of each player are the number of games he won in the sets against the opponent above or below him. To exit the Table, press the joystick button. Note : If you haven't played any tournament matches, selecting this option has no effect.

If you win, you'll see the results up to your match. When you finally lose a match, you'll see the results of the entire tournament up to the final match.

Play

Play lets you play in a tournament. If you just started Pro Tennis Tour, you must enter your name before competing. Enter your name and press Return. Your rank will automatically be 64th. A screen appears announcing the tournament you're about to play in. Press the joystick button to bypass the announcement, then press the joystick button again to bypass the screen announcing your next match.

Matches are played as in real tennis, except that you always have the first serve. Note that you never see your player change sides - for simplicity's sake, your player always appears in the foreground. Your score appears on the screen between games. When the score is on the screen, the match is paused - press the joystick to continue. You can save a tournament in progress after completing one full match.

When the match is over, your final score appears. Press the joystick button to exit to the Tournament menu. If you won your match, select Play again to begin your next match. If you lost your match, selecting Play enters you in the next tournament.

Once you've taken part in Melbourne Open, you're qualified to play in the French Open at Roland Garros (regardless of your score in Melbourne). The next tournament on the circuit is the All England Championship in Wimbledon, followed by the U.S. Open at Flushing Meadow. Tournaments are always played in this order, but you don't have to play a tournament all the way through in order to go on to the next one (see Stopping a Set or Practice Session on the Command Summary Card).

Note : Only the first two matches (the sixteenth and eighth finals) of the tournament can be played in Easy mode. The third match (the quarter final) is always played in at least Advanced mode.

Main Menu

Returns you to the Main Menu.

4.2 Practice

Two Players

This lets you play against a human opponent using a second joystick. Unlike the Play mode, you and your opponent change sides after each game.

Machine

Machine lets you practice with an automatic serving machine. Six different programs help you strengthen your strokes. Each program adds a new level of complexity by hitting balls to new locations on the court or introducing a more difficult pattern. Program 1 lets you practice returning the ball from the baseline. Programs 2 and 3 hit balls into the service courts as well as the area just past the service line. Program 4, 5, and 6 let you practice returning the ball from all areas of the court.

The surface type you're practicing on depends on which Tournament you last played in. If you're on a grass court and you want to practice on clay or cement, select Play and go to the Tournament that has the type of surface you want to practice on. Once you're in the tournament with the surface type you

want, stop the match and then return to Practice mode.

Grass - Wimbledon

Clay - French Open

Cement - Australian Open or U.S. Open

Service

This lets you work on your serve. You can serve as long as you want.

Main Menu

Returns you to the Main Menu.

4.3 Mode

Easy

When you first load Pro Tennis Tour, you're automatically playing in Easy mode. Serving is relatively simple in Easy mode - the ball always goes over the net, so you really only need to place the crosshair in the correct court to make a good serve. Returning the ball is easy, as if you had an easy-to-handle oversized racket. In addition, a small black cursor indicates where you should position your player in order to hit the ball.

Advanced

In Advanced mode, all of the aids provided in Easy mode are gone. There's no guarantee that the ball will make it over the net when serving, and returning the ball takes greater precision. In addition, there's no longer a small black cursor to help you position your player.

Professional

Playing in Professional mode calls for a more varied approach and sophisticated technique. As professionals, you and your opponent hit harder, so the ball travels faster. It's important that you position yourself quickly and press the joystick button at the right time because your precise position in relation to the ball becomes critical.

Main Menu

Returns you to the Main Menu.

4.4 Ranking

Each player receives a rating measuring his ability and aggressiveness on the court. All players (including you) are ranked according to this score.

When you select Ranking, the ranking chart appears. Use the joystick to scroll through the players on the chart. The number to the right of the player's name is this current rank ; the number to the left is his current rating. When you first load Pro Tennis Tour, your rank is 64 th.

You can move up or down the ranking chart according to how well you play in your matches. Remember that only the first 64 players appear on the ranking chart. To exit Ranking, press the joystick button.

You can also edit the players and their rank as desired. See the Command Summary Card for details.

4.5 Storage

Load Game

In the STORAGE MENU, select the option LOAD GAME allows a few seconds for the program to load. Then go back to the main menu and select first TOURNAMENT and then PLAY.

You can start playing again where you left off during any tournament.

Save game

After a match has been played and the message "GAME, SET AND MATCH" has been displayed, press the joystick button to exit to the main menu. Select STORAGE in the main menu and then select SAVE GAME. Your last match will automatically be saved, as well as your ranking and the number of points you have gained.

Main Menu

Returns you to the Main Menu.

NOTE ! If you choose the "TWO PLAYER" option after playing the "TOURNAMENT" option, the total number of points will not be correct. To obtain the proper number of points, you must reload the game.

5. TENNIS TECHNIQUES

5.1 Serving

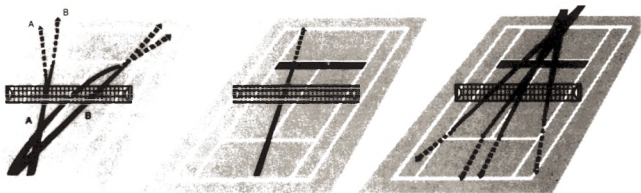
Serving is a three-step process.

1. Push the fire button on the joystick to toss up the ball.
2. In front of the server on the court, you'll see a crosshair (+). Guide the crosshair over to your opponent's service court (diagonal to you) where you want the ball to land.
3. Push the button to hit the ball. Note : In Easy mode, you don't have to push the button a second time.

If you're slow in guiding the cursor, the ball will be launched automatically. If you push the fire button too early, the ball will go outside the boundaries.

Use the serve as an offensive attack. Keep your opponent in as defensive of a position as possible (Diagram 1).

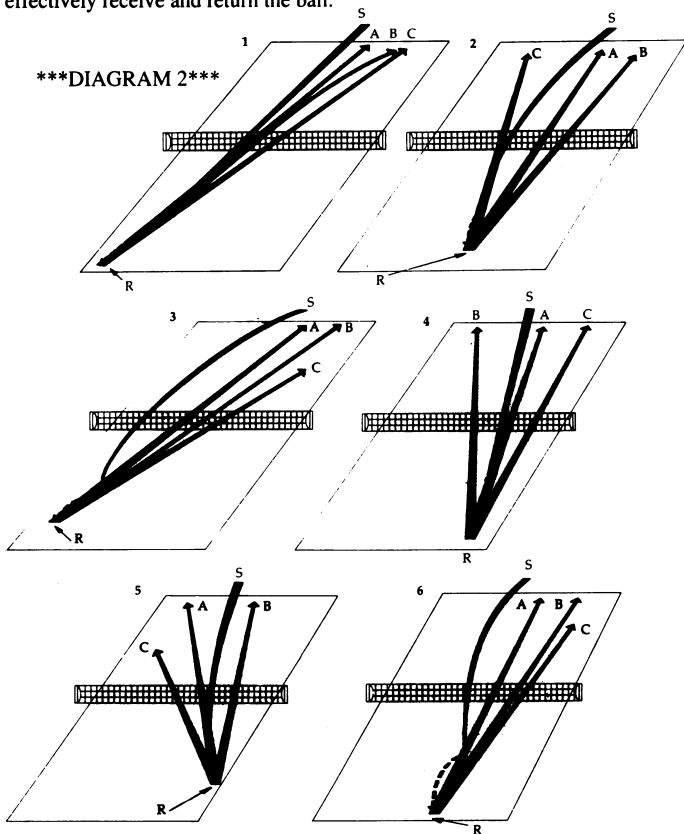
DIAGRAM 1



5.2 Returning the Serve

When returning a serve, your ability to play as offensively as possible is critical. Diagram 2 shows the areas where you should position yourself to effectively receive and return the ball.

DIAGRAM 2

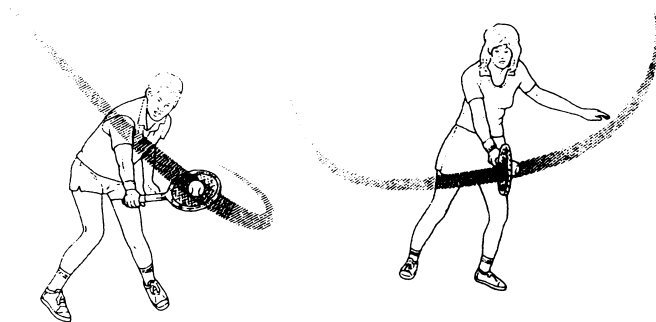


5.3 Various strokes

Groundstrokes

Strokes are defined as contact between the ball and the racket. When you hit the ball after it bounces off the ground once, it's called a groundstroke. The two main groundstrokes are the forehand and the backhand. Whether you hit a forehand or backhand depends on your relation to the arriving ball. In most cases, if you're to the left of the arriving ball, you'll hit a forehand stroke.

DIAGRAM 3



The distance between you and the ball influences the angle of your hit. Depending on the spot you aim for, you must be positioned accordingly to determine the return angle. In Diagram 11, the greater D is - the distance between you and the ball - the wider the righthand angle (C) will be. The smaller D is, the smaller the angle will be.

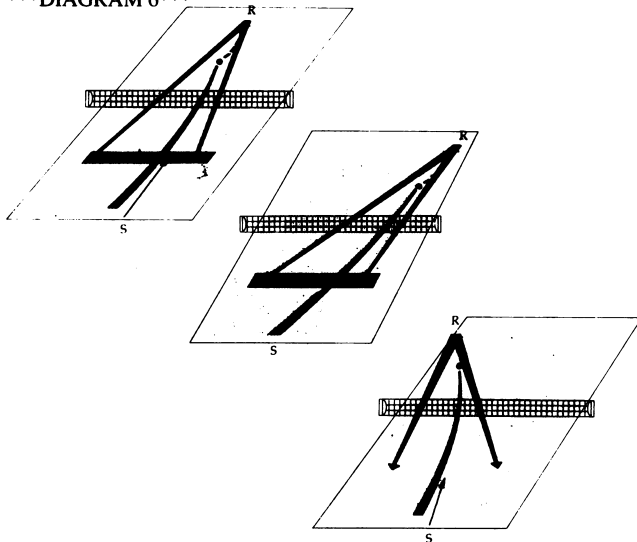
DIAGRAM 4

Volley

The volley is an attacking stroke played before the ball touches the ground. It is usually played in the service courts at net position. The volley can be forehand or backhand. When you hit a volley, try to hit the ball across the court as much as possible to increase the chances of it landing within bounds.

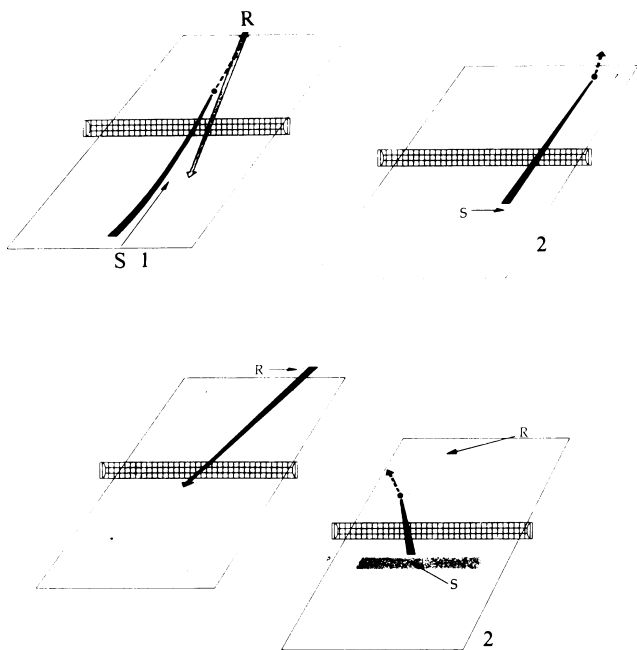
Volley serves : This stroke is accomplished by progressing to a volley as the serve is carried out (Diagram 6).

DIAGRAM 6



The second volley : This play is carried out after the opponent successfully returns the ball after your initial volley ; you close to the net so you can smash the ball (Diagram 7).

DIAGRAM 7



5.4 Attacking your Opponent

. Down the line shot : You send the ball straight down the sideline (Diagram 8).

. Cross court shot : You hit the ball diagonally so it cuts across the court (Diagram 9).

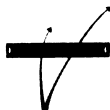
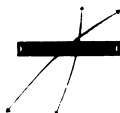
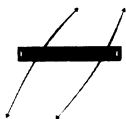
. Passing shot : You hit the ball past the opponent to the extreme left or right as he is dashing to the net for position (Diagram 10).

. Approach shot : You hit the ball as you approach the net (Diagram 11).

. Ship shot : You hit the ball with moderate force to draw your opponent forward (Diagram 12).

Note : A drop shot (Diagram 13) is when you hit the ball just over the net. This is the only attacking shot you can't perform in Pro Tennis Tour.

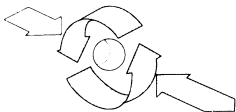
DIAGRAM 8 through 13



5.5 Spin Techniques on the Ball

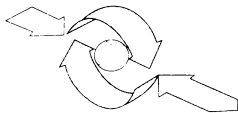
The top spin causes the ball to spin downward, pressuring the ball to dip over the net quickly. A top spin also makes the ball travel forward faster once it hits the ground (Diagram 14).

DIAGRAM 14



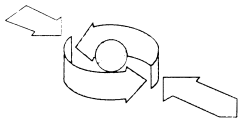
The underspin causes the ball to spin back towards you. When the ball lands, there is less forward momentum on the ball so it “dies” more quickly.

DIAGRAM 15



The side spin causes the ball to spin right or left, according to which direction you hit it. A side spin curves the trajectory of the ball (Diagram 15).

DIAGRAM 16



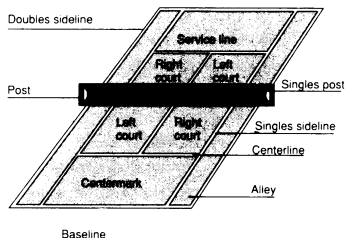
The computer automatically selects the spin technique depending on ball velocity, type of court surface, and player's position.

6. RULES OF THE GAME

6.1 The Tennis Court

The tennis court is laid out in Diagram 17.

DIAGRAM 17



Alley : The alley is used only in doubles play. In singles play, the alley is considered out.

Baseline : You may not hit the ball beyond this line ; if you do, it's out.

Centermark : You must stand to either side of the centermark when serving. The side you serve from is set ; you cannot choose for yourself.

Post and singles post : In singles play, you must return the ball over the net and between the singles posts.

Right and left court : You must hit the ball into one of these areas when serving. You always serve into the court diagonal from the side you're serving from.

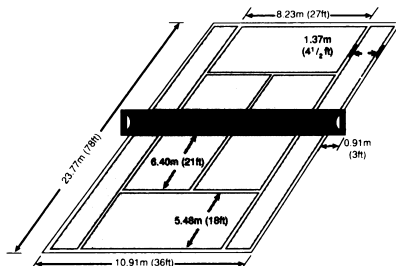
Service line : When serving, you may not hit the ball beyond this line ; if you do, it's a fault.

Singles sideline : This is the sideline for singles play. Any ball hit outside of the singles sideline is considered out.

Balls hit on the line are considered in.

Diagram 18 shows the dimensions of a regulation-sized tennis court.

DIAGRAM 18



6.2 Scoring

1. For you to score, two things must happen :

- You must hit the ball into your opponent's half of the court ; the ball may not bounce more than once in your court before you hit it.
- Your opponent must fail to return the ball to your half of the court.

2. Tennis consists of game, set, and match.

Game : The scoring system is 15, 30, 40, and game. If you and your opponent are tied at 40, it's deuce. At deuce, the first one to win two points in a row wins the game. When you win a point at deuce, you have an advantage ; that means you only need to win one more point to win the game. When a player has an advantage, you'll see "ADV. PL. 1" or "ADV. PL. 2", depending on who has the advantage. If you or your opponent win one point (have the advantage) and then lose the next point, the score returns to deuce.

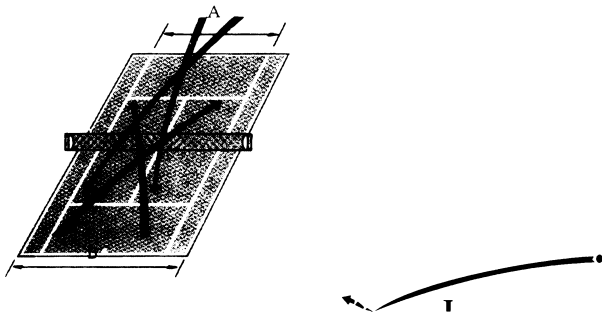
Set : The first to win six games wins the set. If you're tied at 6 games, you play a tie-breaking seventh game. In this game, the first to reach six points wins the game ; you must win the game by two points. Note : The tie-breaker is not scored like the regular game (i.e., 15, 30, 40, game). Each point won is a single point ; the first to reach six points wins.

Match : Each match consists of five sets. The first to win three sets wins the match.

6.3 Serving

1. You always serve first against the computer. If you're playing against a friend, joystick 2 serves first. You alternate serves after each game. You change ends of the court only when you're playing against a human opponent ; you'll change at the end of the first, third and every subsequent alternate game of each set.

DIAGRAM 19



2. You always begin service from the right side of your court, alternating courts on each serve. You must serve the ball into your opponent's service court, which is diagonal from yours (see Diagram 19).

3. You get two chances to get the ball into your opponent's service court. A serve is not good if : a) you hit the ball into the net or b) you hit the ball outside of your opponent's service court. When you miss the first serve, it's called a fault. When you miss the second serve, it's a double fault. If you get a double fault, your opponent gets the point.

4. In contrast to actual tennis rules, you can't randomly select your serving position since it's preselected by the computer to avoid facilitation of aces (a served ball that your opponent never touches with his/her racket). Likewise, you will never commit a foot fault (step over the baseline on your serve).

5. If you hit the net on the first serve and the ball falls into your opponent's service court, it's a let and you get to take the serve over. If it hits the net and doesn't go into your opponent's service court, it's a fault.

6.4 Judges

The positions of the judges are shown in Diagram 5. They make the call when the ball goes out of bounds or when there's a service fault.

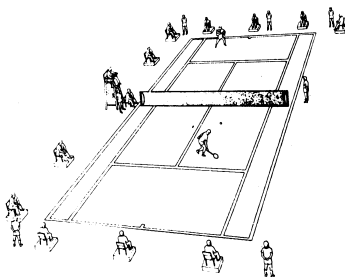
Umpire : He oversees all play and can overrule a judge or linesman if necessary.

Net judge : He checks that the ball goes over the net cleanly on the serves.

Footfault judge : He checks that the server's feet don't go over the line when he serves. (There is no footfault in Pro Tennis Tour).

Linesman : He checks where the ball lands in relation to the line.

DIAGRAM 20



6.5 Time Outs

There are no limit on number of time outs or lengths of time outs in Pro Tennis Tour. See your Command Summary Card for instructions on how to pause the game.

6.6 Penalties

The only penalty in Pro Tennis Tour is the following : if you wait more than 30 seconds before serving the referee will shout out ‘TIME’ and you will have a penalty point.

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MEN'S SINGLES WINNERS LIST

ANNEXES

FRENCH OPEN

GAGNANTS DE L'OPEN DE FRANCE

(Disputé à Roland Garros depuis 1928)

Simple Messieurs

1928 H. COCHET	1951 J. DROBNY
1929 R. LACOSTE	1952 J. DROBNY
1930 H. COCHET	1953 K.R. ROSEWALL
1931 J. BOROTRA	1954 M.A. TRABERT
1932 H. COCHET	1955 M.A. TRABERT
1933 J.H. CRAWFORD	1956 L.A. HOAD
1934 G. VON CRAMM	1957 S. DAVIDSON
1935 F.J. PERRY	1958 M.G. ROSE
1936 G. VON CRAMM	1959 N. PIETRANGELI
1937 H. HENKEL	1960 N. PIETRANGELI
1938 J.D. BUDGE	1961 M. SANTANA
1939 W.D. MAC NEILL	1962 R.G. LAVER
1946 M. BERNARD	1963 R.S. EMERSON
1947 J. ASBOTH	1964 M. SANTANA
1948 F.A. PARKER	1965 F.S. STOLLE
1949 F.A. PARKER	1966 A.D. ROCHE
1950 J.E. PATTY	1967 R.S. EMERSON

1968 K.R. ROSEWALL bat R. LAVER 6-3, 6-1, 2-6, 6-2
 1969 R.G. LAVER bat K.R. ROSEWALL 6-4, 6-3, 6-4
 1970 J. KODES bat Z. FRANULOVIC 6-2, 6-4, 6-0
 1971 J. KODES bat I. NASTASE 3-6, 6-2, 2-6, 7-5
 1972 A. GIMENO bat P. PROISY 4-6, 6-3, 6-1, 6-1
 1973 I. NASTASE bat N. PILIC 6-3, 6-3, 6-0
 1974 B. BORG bat M. ORANTES 6-7, 6-0, 6-1, 6-1
 1975 B. BORG bat G. VILAS 6-2, 6-3, 6-4
 1976 A. PANATA bat H. SOLOMON 6-1, 6-4, 4-6, 7-6
 1977 G. VILAS bat B. GOTTFRIED 6-0, 6-3, 6-0
 1978 B. BORG bat G. VILAS 6-1, 6-1, 6-3
 1979 B. BORG bat V. PECCI 6-3, 6-1, 6-7, 6-4
 1980 B. BORG bat V. GERULAITIS 6-4, 6-1, 6-2
 1981 B. BORG bat I. LENDL 6-1, 4-6, 6-2, 3-6, 6-1
 1982 M. WILANDER bat G. VILAS 1-6, 7-6, 6-0, 6-4
 1983 Y. NOAH bat M. WILANDER 6-2, 7-5, 7-6
 1984 I. LENDL bat Mc ENROE 3-6, 2-6, 6-4, 7-5, 7-5
 1985 M. WILANDER bat I. LENDL 3-6, 6-4, 6-2, 6-2
 1986 I. LENDL bat PENFORS 6-3, 6-2, 6-4
 1987 I. LENDL bat M. WILANDER 7-5, 6-2, 3-6, 7-6

ALL ENGLAND CHAMPIONSHIP

GAGNANTS DU TOURNOI DE WIMBLEDON

(Résultats depuis 1877)

Simple Messieurs

1877 S.W. GORE	1878 P.F. HADOW
1879 J.T. HARTLEY	1880 J.T. HARTLEY
1881 W. RENSCHAW	1882 W. RENSCHAW
1883 W. RENSCHAW	1884 W. RENSCHAW
1885 W. RENSCHAW	1886 W. RENSCHAW
1887 H.F. LAWFORDE	1888 E. RAINSHAW
1889 W. RENSCHAW	1890 W.J. HAMILTON
1891 W. BADDELEY	1892 W. BADDELEY
1893 J. PIM	1894 J. PIM
1895 W. BADDELEY	1896 H.S. MANOHY
1897 R.F. DOHERTY	1898 R.F. DOHERTY
1899 R.F. DOHERTY	1900 R.F. DOHERTY
1901 A.W. GORE	1902 H.L. DOHERTY
1903 H.L. DOHERTY	1904 H.L. DOHERTY
1905 H.L. DOHERTY	1906 H.L. DOHERTY
1907 N.E. BROOKES	1908 A.W. GORE
1909 A.W. GORE	1910 A.F. WILDING
1911 A.F. WILDING	1912 A.F. WILDING
1913 A.F. WILDING	1914 N.E. BROOKES
1919 G.L. PATTERSON	1920 W.T. TILDEN
1921 W.T. TILDEN	1922 G.L. PATTERSON
1923 W.M. JOHNSTON	1924 J. BOROTRA

1925 R. LACOSTE	1926 J. BOROTRA
1927 H. COCHET	1928 R. LACOSTE
1929 H. COCHET	1930 W.T. TILDEN
1931 S.B. WOOD	1932 H.E. VINES
1933 J.H. CRAWFORD	1934 F.J. PERRY
1935 F.J. PERRY	1936 F.J. PERRY
1937 J.D. BUDGE	1938 J.D. BUDGE
1939 R.L. RIGGS	1946 Y. PETRA
1947 J.A. KRAMER	1948 R. FALKENBURG
1949 F.R. SCHROEDER	1950 J.E. PATTY
1951 R. SAVITT	1952 F.A. SEDGMAN
1953 E.V. SEIXAS	1954 J. DROBNY
1955 M.A. TRABERT	1956 L.A. HOAD
1957 L.A. HOAD	1958 A.J. COOPER
1959 A. OLMEDO	1960 N.A. FRASER
1961 R.G. LAVER	1962 R.G. LAVER
1963 C.R. Mc KINLEY	1964 R.S. EMERSON
1965 R.S. EMERSON	1966 M. SANTANA
1967 J.D. NEWCOMBE	

1968 R. LAVER bat T. ROCHE 6-3, 6-4, 6-2
 1969 R. LAVER bat J. NEWCOMBE 6-7, 5-7, 6-4, 6-4
 1970 J. NEWCOMBE bat K. ROSEWALL 5-7, 6-3, 6-3, 3-6, 6-1
 1971 J. NEWCOMBE bat S. SMITH 6-3, 5-7, 2-6, 6-4, 6-4
 1972 S. SMITH bat I. NASTASE 4-6, 6-3, 6-3, 4-6, 7-5
 1973 J. KODES bat A. METREVELI 6-1, 9-8, 6-3
 1974 J. CONNORS bat K. ROSEWALL 6-1, 6-1, 6-4
 1975 A. ASHE bat J. CONNORS 6-1, 6-1, 5-7, 6-4
 1976 B. BORG bat I. NASTASE 6-4, 6-2, 9-7
 1977 B. BORG bat J. CONNORS 3-6, 6-2, 6-1, 5-7, 6-4
 1978 B. BORG bat J. CONNORS 6-2, 6-2, 6-3
 1979 B. BORG bat R. TANNER 6-7, 6-1, 3-6, 6-3, 6-4
 1980 B. BORG bat J. Mc ENROE 1-6, 7-5, 6-3, 6-7, 8-6
 1981 J. Mc ENROE bat B. BORG 4-6, 7-6, 7-6, 6-4
 1982 J. CONNORS bat J. Mc ENROE 3-6, 6-3, 6-7, 7-6, 6-4
 1983 J. Mc ENROE bat LEWIS 6-2, 6-2, 6-2
 1984 J. Mc ENROE bat J. CONNORS 6-1, 6-1, 6-2
 1985 B. BECKER bat K. CUREN 6-3, 6-7, 7-6, 6-4
 1986 B. BECKER bat I. LENDL 6-4, 6-3, 7-5
 1987 P. CASH bat I. LENDL 7-6, 6-2, 7-5

U.S. OPEN

GAGNANTS DU TOURNOI DE L'U.S. OPEN
A FOREST HILLS jusqu'en 1977, à FLUSHING MEADOW depuis 1978

Simple Messieurs

1881 R.D. SEARS	1882 R.D. SEARS
1883 R.D. SEARS	1884 R.D. SEARS
1885 R.D. SEARS	1886 R.D. SEARS

1887 R.D. SEARS	1888 H.W. SLOCUM
1889 H.W. SLOCUM	1890 O.S. CAMPBELL
1891 O.S. CAMPBELL	1892 O.S. CAMPBELL
1893 R.D. WRENN	1894 R.D. WRENN
1895 F.H. HOVEY	1896 R.D. WRENN
1897 R.D. WRENN	1898 M.D. WHITMAN
1899 M.D. WHITMAN	1900 M.D. WHITMAN
1901 W.A. LARNED	1902 W.A. LARNED
1903 H.L. DOHERTY	1904 H. WARDS
1905 B.C. WRIGHT	1906 W.J. CLOTHIER
1907 W.A. LARNED	1908 W.A. LARNED
1909 W.A. LARNED	1910 W.A. LARNED
1911 W.A. LARNED	1912 M.E. Mc LOUGHLIN
1913 M.E. Mc LOUGHLIN	1914 R.N. WILLIAMS
1915 W.M. JOHNSTON	1916 R.N. WILLIAMS
1918 R.L. MURRAY	1919 W.M. JOHNSTON
1920 W.T. TILDEN	1921 W.T. TILDEN
1922 W.T. TILDEN	1923 W.T. TILDEN
1924 W.T. TILDEN	1925 W.T. TILDEN
1926 R. LACOSTE	1927 R. LACOSTE
1928 H. COCHET	1929 W.T. TILDEN
1930 J.H. DOEG	1931 H.E. VINES
1932 H.E. VINES	1933 F.J. PERRY
1934 F.J. PERRY	1935 W.L. ALLISON
1936 F.J. PERRY	1937 J.D. BUDGE
1938 J.D. BUDGE	1939 R.L. RIGGS
1940 W.D. Mc NEIL	1941 R.L. RIGGS
1942 F.R. SCHROERER	1943 J.R. HUNT
1944 F.A. PARKER	1945 F.A. PARKER
1946 J.A. KRAMER	1947 J.A. KRAMER
1948 R.A. GONZALES	1949 R.A. GONZALES
1950 A. LARSEN	1951 F.A. SEDGMAN
1952 F.A. SEDGMAN	1953 M.A. TRABERT
1954 E.V. SEIXAS	1955 M.A. TRABERT
1956 K.R. ROSEWALL	1957 M.J. ANDERSON
1958 A.J. COOPER	1959 N.A. FRASER
1960 N.A. FRASER	1961 R.S. EMERSON
1962 R.G. LAVER	1963 R.H. OSUNA
1964 R.S. EMERSON	1965 M. SANTANA
1966 F.S. STOLLE	1967 J.D. NEWCOMBE

1968 A.R. ASHE bat OKKIF 14-12N, 5-7, 6-3, 3-6, 6-3

1969 R.G. LAVER bat ROCHE 7-9, 6-2, 6-2, 6-1

1970 K.R. ROSEWALL bat ROCHE 2-6, 6-4, 7-6, 6-3

1971 S.R. SMITH bat J. KODES 3-6, 6-3, 6-2, 7-6

1972 I. NASTASE bat A.R. ASHE 3-6, 6-3, 6-7, 6-4, 6-3

1973 J. NEWCOMBE bat J. KODES 6-4, 1-6, 4-6, 6-2, 6-3

1974 J. CONNORS bat K.R. ROSEWALL 6-1, 6-0, 6-1

1975 M. ORANTES bat J. CONNORS 6-4, 6-3, 6-3

1976 J. CONNORS bat B. BORG 6-4, 3-6, 7-6, 6-4

1977 G. VILAS bat J. CONNORS 2-6, 6-3, 7-6, 6-0
 1978 J. CONNORS bat B. BORG 6-4, 6-2, 6-2
 1979 J. Mc ENROE bat V. GERULAITIS 7-5, 6-3, 6-3
 1980 J. Mc ENROE bat B. BORG 7-6, 6-1, 6-7, 5-7, 6-4
 1981 J. Mc ENROE bat B. BORG 4-6, 6-2, 6-4, 6-3
 1982 J. CONNORS bat I. LENDL 6-3, 6-2, 4-6, 6-4
 1983 J. CONNORS bat I. LENDL 6-3, 6-7, 7-5, 6-0
 1984 J. Mc ENROE bat I. LENDL 6-3, 6-4, 6-1
 1985 I. LENDL bat J. Mc ENROE 7-6, 6-3, 6-4
 1986 I. LENDL bat MECIR 6-4, 6-2, 6-0
 1987 I. LENDL bat M. WILANDER 6-7, 6-0, 7-6, 6-4

AUSTRALIAN OPEN IN MELBOURNE

GAGNANTS DU TOURNOI DE L'OPEN D'AUSTRALIE

Simple Messieurs

1905 R.W. HEATH	1906 A.F. WILDING
1907 H.M. RICE	1908 F.B. ALEXANDER
1909 A.F. WILDING	1910 R.W. HEATH
1911 N.E. BROOKES	1912 J.C. PARKE
1913 E.F. PARKER	1914 A. O'HARA WOOD
1915 F.G. LOWE	1919 A.R.F. KINGSCOTE
1920 P. O'HARA WOOD	1921 R.H. GEMMELL
1922 J.O. ANDERSON	1923 P. O'HARA WOOD
1924 J.O. ANDERSON	1925 J.O. ANDERSON
1926 J.B. WAWKES	1927 G.L. PATTERSON
1928 J. BOROTRA	1929 J.C. GREGORY
1930 E.F. MOON	1931 J.H. CRAWFORD
1932 J.H. CRAWFORD	1933 J.H. CRAWFORD
1934 F.G. PERRY	1935 J.H. CRAWFORD
1936 A.K. QUIST	1937 V.B. Mc GRATH
1938 J.D. BUDGE	1939 J.E. BROMWICK
1940 A.K. QUIST	1946 J.E. BROMWICK
1947 D. PAILS	1948 A.K. QUIST
1949 F.A. SEDGMAN	1950 F.A. SEDGMAN
1951 R. SAVIT	1952 K. Mc GREGOR
1953 K.R. ROSEWALL	1954 M.G. ROSE
1955 K.R. ROSEWALL	1956 L.A. HOAD
1957 A.J. COOPER	1958 A.J. COOPER
1959 A. OLMEDO	1960 R.G. LOVER
1961 R.S. EMERSON	1962 R.G. LAVER
1963 R.S. EMERSON	1964 R.S. EMERSON
1965 R.S. EMERSON	1966 R.S. EMERSON
1967 R.S. EMERSON	1968 W.W. BOWREY
1969 R. LAVER bat A. GIMENO 6-3, 6-4, 7-5	
1970 A. ASHE bat D. CREALY 6-4, 9-7, 6-2	
1971 K. ROSEWALL bat A. ASHE 6-1, 7-5, 6-3	
1972 K. ROSEWALL bat M. ANDERSON 7-6, 6-3, 7-5	
1973 J. NEWCOMBE bat O. PARUN 6-3, 6-7, 7-5, 6-1	
1974 J. CONNORS bat P. DENT 7-6, 6-4, 4-6, 6-3	

1975 J. NEWCOMBE bat J. CONNORS 7-5, 3-6, 6-4, 7-5
 1976 M. EDMONSON bat J. NEWCOMBE 6-7, 6-3, 7-6, 6-1
 1977 (Jan) R. TANNER bat G. VILAS 6-3, 6-3, 6-3
 1977 (Déc) V. GERULAITIS bat J. LLOYD 6-3, 7-6, 5-7, 3-6, 6-2
 1978 G. VILAS bat J. MARKS 6-4, 6-4, 3-6, 6-3
 1979 G. VILAS bat J. SADRI 7-6, 6-3, 6-2
 1980 B. TEACHER bat K. WARWICK 7-5, 7-6, 6-3
 1981 J. KRIEK bat S. DENTON 6-2, 7-6, 6-7, 6-4
 1982 J. KRIEK bat S. DENTON 6-3, 6-3, 6-2
 1983 M. WILANDER bat I. LENDL 6-1, 6-4, 6-4
 1984 M. WILANDER bat K. CUREN 6-7, 6-4, 7-6, 6-2
 1985 S. EDBERG bat M. WILANDER 6-4, 6-3, 6-3
 1987 S. EDBERG bat P. CASH 6-3, 6-4, 3-6, 5-7, 6-3

STUNT CAR RACER

Opérating Instructions

STUNT CAR TECHNICAL SUPPLEMENT

Datalink 16 Bit versions only

To use the Two Player Datalink Option you will need to link
your computers via a Null Modem Cable

Null Modem leads are easily obtainable from your
Computer Dealer

STUNT CAR RACER - TECHNICAL SUPPLEMENT

LOADING INSTRUCTIONS

IBM PC	Type CARCGA for CGA version, then ENTER Type CAREGA for EGA version, then ENTER Type CARTAN for TANDY version, then ENTER
Atari ST	Insert disk in drive A and switch on the computer.
Amiga	Insert disk in drive DFO at the workbench prompt. If your machine does not have Kickstart in ROM you will need to boot Kickstart first.
CBM 64 Cassette	Press SHIFT & RUN-STOP then press Play on the recorder.
CBM 64 Disk	Type LOAD " " ,8,1 then press RETURN key.
Spectrum 48k Cass	Type LOAD " " then press RETURN key and press Play on recorder.
Spectrum 128k Cass	Press RETURN key when 'Loader' is highlighted, and then press Play on recorder.
Spectrum Disk	Insert disk in drive and then press RETURN key when 'Loader' is highlighted.

DATA LINK (Atari ST & Amiga Only)

To use the two player Datalink option, you will need to link your computers via a null modem cable. These cables are easily obtainable from most computer dealers. If you have problems getting a cable contact:

Lightwave - Tel. 051 639 5050 - ask for part number MCL197

If you wish to make up your own cable you will need to wire two 25 pin "D" ring female connectors as follows: 1-1, 2-3, 3-2, 4-5, 5-4, 7-7
6 and 8 - 20, 20 - 6 and 8.

Note that when using Datalink option, competitors should position themselves at the computer showing their name on the left hand side of the fixture table.

SPECIAL KEYS AND NOTES

IBM PC and Compatibles

F2 - S select/cycle files on save game disk

F10 - Return to DOS

ALT - Toggle save game file types: Single player, Multi player, Hall of Fame

Spectrum

Pause - BREAK (While Driving)

Resume - ENTER

Abandon Race - SHIFT + Q (While paused)

Cycle Panel Colour - SHIFT + P (While paused)

Re-define Individual Player Keys - SHIFT + K (While paused) (128K only)

Toggle Engine Sound - SHIFT + S (While paused)

Restart Game - Break / Caps+Space (While on main Menu)

Abandon Season - Break / Caps + Space (While on fixture page)

STUNT CAR RACER

AMSTRAD TECHNICAL SUPPLEMENT

Required Equipment

Stunt Car Racer is compatible with all Amstrad CPC machines, using colour, green-screen or black and white monitors. A joystick is recommended, but not essential.

In order to save games of Stunt Car Racer, you should prepare a blank, formatted disk, or a blank tape for cassette versions, before play.

Loading Instructions

Disc version

Insert the disc, type RUN "DISC" and press RETURN. The program will then load.

Cassette version

Insert the cassette, ensuring that it is fully rewound. Hold down the CONTROL key and press ENTER. Please follow the on-screen prompts.

Option Selection

Control Method

Once the program has loaded, you will be asked to select your control method from the following:

1. For Default Keys
2. For Joystick/AMX mouse
3. For User Defined Keys

Default Keys

Control via the default keys:

Steering left	'O' key
Steering right	'P' key
Accelerate forwards	'S' key
Boost	Space
Brake/reverse	'X' key

Joystick Controls

Control via the joystick:

Steering	joystick left/right
Accelerate forwards	push joystick forward
Brake/reverse	pull joystick back
Boost	press fire button

Mouse Controls

Control via the mouse:

Steering left	Move mouse left
Steering right	Move mouse right
Accelerate forwards	Move mouse forwards
Boost	Left mouse button
Brake/reverse	Move mouse backwards

User Defined Keys

You may define your own key controls. *The option to return to the redefine keys menu once the game has started is only available for 128 K versions.*

Monitor Type

Once you have selected your method of control, you must select your monitor type, from:

1. Amstrad mono monitor
2. Colour monitor/T.V.

The majority of the other controls (page 33 of the manual) remain the same as for other versions, with the following exceptions:

Pausing the game

Pause on	Escape key
Pause off	Return key

Retiring from a race

You should pause the game (Escape key) and then press the 'Q' key.

Retiring from a season

Press the Escape key on the NEXT RACE fixture page.

Restarting the game

Press the Escape key on REPLAY SEASON.

Loading and Saving Games

Details of load/save options are on page 41 of the manual. Please remember to have a blank formatted disk, or blank tape ready. Amstrad versions do not require specific prefixes to the filenames.

Amstrad versions of Stunt Car Racer were programmed by Pete Cooke. The Development Manager was Peter Moreland, and Quality Control was undertaken by Kevin Mullins. Additional documentation was prepared by Rob Davies and Julie Burness.



OPERATING INSTRUCTIONS

GETTING STARTED

DRIVING CONTROLS

Plug the joystick into the relevant joystick port:

ST:port 2
Amiga:port 2
Commodore C64:Port 2
Spectrum:port 1
PC:depends on machine and joystick cards

1. Joystick controls:

Steeringjoystick left/ right
Accelerate forwardspush joystick forward
Brake/ reversepull joystick back
Boost (limited supply)Press fire button
of special fuel)

Note:

Once acceleration is selected by pushing the joystick forward, you can return the joystick to its central position as the car will continue to accelerate until you brake or freewheel the car. This avoids the need for constant forward pressure to be applied to the joystick. Pulling the stick back cancels the acceleration, and returning the stick to its central position allows the car to freewheel.

2. Keyboard (default keys)

The key controls differ slightly from the joystick in order to avoid the need to press more than two keys at any one time.

With the 'Boost and Accelerator' key depressed, your car will be accelerating with boost. Once the key is released, the car will continue to accelerate, but without the boost. Therefore, the key does not need to be held down continuously unless boost is required.

Forward acceleration is turned off by pressing either of the



two brake/ reverse keys. The car will then freewheel until another key is pressed.

Two brake/ reverse keys provide two braking/ reversing rates, i.e. with and without boost.

Key controls

Steering left	'S' key
right	'D' key
Boost+accelerator forward	'RETURN' key
Boost+Brake/ Reverse:	spacebar
Brake/ Reverse	'=' key

Redefining keys

The car control keys are redefined from the cockpit. First of all, PAUSE the game (see Item 4 of 'Further Controls'). Then press the 'f1' key. The "PAUSED" message on screen will be replaced by a "DEFINE KEYS" message.

The computer then asks for the keys that you wish to use for the relevant controls. It then requests that you verify the keys that have been pressed. Enter the same keys again and the computer will then return to the main game. If the second entry does not match the first, the computer will ask for another set of keys to be pressed and verified. You must then unpause the game to continue.

In multi-player mode, each player can redefine the keys at any time during a race (preferably before the start). These settings are stored for each individual player and are automatically re-installed in subsequent races involving that player.

Auto-alignment

When the car is on a straight section of track and there is no steering input from the joystick or keys, the car will steer itself in the direction of the track (unless, of course, it is airborne).

Other controls

1. On the 'Name Selection' page, type in your name and press 'RETURN' to continue. Press 'SHIFT' for capital letters.



2. On the 'Menu' pages, push the joystick forwards or backwards to move the highlighted bar and then press the fire button to select and advance to the next screen. For those of you using key control, press 1,2,3, etc. to move the highlighted bar and select by pressing 'RETURN'.

3. Where appropriate, the fire button or the 'RETURN' key can be pressed to advance to the next screen.

4. There is a PAUSE facility available whilst driving. Pause the game by pressing:

Pause on 'P' key

Pause off 'O' key

5. You can retire from a race or practice using the 'COM-MODORE' key (C64), or the 'Esc' key (ST, Amiga, PC, Spectrum). Note that if you are racing, you will automatically lose the race and best lap time points.

6. You can drop out of a season's racing by holding down the 'f1' key at the same time as clicking the fire button on the NEXT RACE fixture page.

7. You can return to the game start by holding down the 'f1' key at the same time as clicking the fire button on REPLAY SEASON.

Practice mode

A player can practice on any track by selecting 'Practice' on the main menu and choosing the division containing the desired track. The tracks are as follows:

Division 1 The Drawbridge
..... The Ski Jump

Division 2 The Rollercoaster
..... The High Jump

Division 3 The Big Ramp
..... The Stepping Stones

Division 4 The Hump Back
..... The Little Ramp



If 'PRACTICE' mode is selected and the player is in the SUPER LEAGUE, then extra power and speed will be available to the player on each track.

Each practice session lasts three laps. After three laps, your car will automatically be repaired and refuelled. However, more practice sessions can follow if desired.

Note that only damage incurred during the practice session is repaired.

DASHBOARD

Lap Indicator

The lap number that you are currently completing is shown at the bottom left of the screen with the prefix 'L'. e.g. L2 means you are on your second lap.

Boost

This indicates how much boost you have left and is shown with the prefix 'B', e.g. B30 means you have 30 units of boost left.

Separation

At the bottom of the left hand side, there is the figure that gives the separation between you and your opponent in metres. If there is a '-' in front of the number, you are ahead of your opponent by however much the readout says. Conversely, if the figure is not prefixed, you are behind by x metres. The units indicated are metres and will always show the minimum separation.

Lap Time/ Stopwatch

The flag indicator on the left lights up when you are leading the race. The top right hand display shows current lap time. Under this is the best lap time (yours or your opponents). The stopwatch indicator to the left lights up if the best lap time is yours.

Speedometer

The speedometer reads in 10s of mph. If your speed exceeds 250mph, the speedometer wraps round and starts from the left



hand side again, whereupon your actual speed is 200mph + the indicated speed.

OTHER FEATURES

Damage

1. Chassis cracks

A crack in the chassis travels from left to right along the top bar of the roll cage when the car is put under severe stress as in hard cornering or hard landings. When the crack reaches the right hand side, the car is wrecked and is retired from the race. However, the cracks are repaired after each race. If your car is wrecked and does not finish the race then the points go to your opponent.

2. Structural damage

Severe impacts give rise to holes in the crossbar. These are permanent features and stay with you throughout the seasons. However, in Division 4, you always start the season with a completely undamaged car. The damage crack (point 1 above) makes faster progress when it encounters a hole.

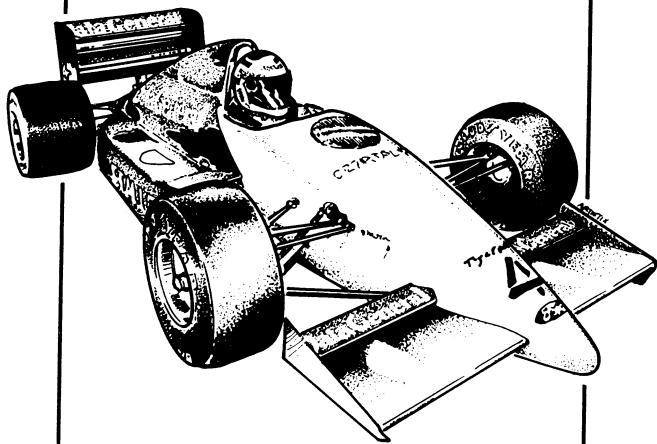
Crane

At the start of the race, the crane picks you up from the side of the track and swings you out over the start line. The message 'DROP START' appears on screen and, after a random interval, the crane releases you onto the track.

If your car falls off the track, a crane will pick up the car and reposition it over the track at the nearest, most suitable point. The crane avoids bends or gaps.

The message 'PRESS FIRE' will appear and, by so doing, you will release yourself from the crane. However, remember to wait until you are over the track before pressing the fire button to release you, otherwise you will fall off the side of the track again.

RACING





RACING

SINGLE PLAYER LEAGUE

Objective

The aim of the game is to become top of the first division in the Stunt Car Racer league. There are four divisions, each containing three drivers and two tracks. For first rate drivers, there is also a Super League.

Super League

The Super League can only be accessed once you have become Division One Champion. You are then offered the chance to mix it with the ultimate drivers in another series of races, this time with much improved engine power and brakes. You will start off in Division Four of the Super League on the same tracks as the normal league, i.e. Hump Back and Little Ramp. The only difference being that both you and your opponents are capable of higher speeds and accelerations. The aim of the Super League is to work your way through the four divisions to become Super League Champion.



A Racing Season

A full racing season involves six races: all permutations with three drivers and two tracks. Two of the six races do not involve the player and so are conducted behind the scenes. Therefore, it is possible that the first race of the season is billed as 'Race 3 of 6'.

The driver at the top of the division table after six races is promoted into the next division.

Practice Sessions

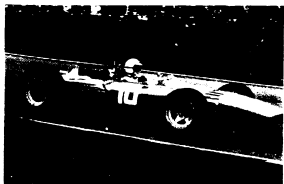
Before entering a racing season, you can practice on the two tracks which feature in your present division.

Points Awarded

Win	2 points
Best Lap Time	1 point



In the event of a draw at the end of a season, the driver with the greater number of points gained from wins will be promoted. If this number is the same, a random selection is made.



If you retire from a race or are wrecked without finishing a race, then the best lap and race points go to your opponent. If both cars are wrecked then the car that was wrecked first is the loser.

MULTI-PLAYER MODE

Driver's Championship

Up to eight players can take part in the Driver's Championship. The Championship can consist of up to four racing seasons. Each season takes place on the two tracks of a league division where the players can gain points racing against computer drivers, with special track bonus points being awarded to the players with the fastest lap time and race time (sum of all lap times during a race).

Access to Tracks

Since there is no promotion in multi-player mode, access to tracks in divisions other than Division 4 standard league must be obtained by loading single-player game positions that have previously been saved. The greater the number of divisions that you have access to, the greater the choice of tracks when you come to race. Ultimately, access to all four divisions allows all 8 tracks to be included in a 4 season championship. Super League divisions can also be included to get more power and speed. Whatever the track selection, it must be remembered that the other drivers will perform to the standard of the league and division.



Save Game Position

If there isn't time to play 4 seasons then, before starting the next season, the game position, i.e. the players' names, points, etc., can be saved and the championship continued at a later date. In order to save your game position, select the SAVE option and use a file name starting with the letters 'MP...'. 'MP' distinguishes a multi-player game position from a single player game position which is used to gain race access to tracks.



Restart Championship

To restart the championship without having to re-enter the players' names, select the REPLAY option.

To restart the whole game and return to the single-player/ multi-player menu then hold down 'f1' whilst selecting the REPLAY option.

Multi-Player Racing Season

A racing season consists of two rounds, one on each track of a league division. A round consists of all the players racing in turn against a computer driven pace car.

For each race there are the usual points awarded: 2 points for a win, 1 point for best lap time.

At the end of the round, track bonus points are awarded to the player(s) with the best overall lap time (1 point) and best overall race time (2 points) provided, of course, that a lap time or race time were attained by completing at least one lap or completing a race. The computer pace cars' times are ignored.

When the second round is completed (on the other track), bonus points are added once again.

Quit the Season

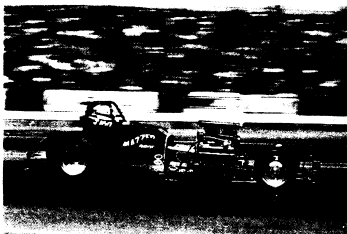
It is possible to skip the remaining races in the current round when the next race fixture page is on the screen. Hold down 'f1' whilst pressing RETURN/FIRE and it will take you through to the 'end of round' track bonus screen.

An individual race can be skipped by getting into the race and pressing the 'RETIRE' key.

Hall of Fame


The Hall of Fame contains the track records and the names of the people who set them. It can be viewed from the main menu by selecting 'Hall of Fame'.

The track records are for fastest lap and fastest race time (sum of all lap times during race). They can be set during any race but not in practice mode. If a record is broken then the new record is announced on the scoreboard at the end of the race. The computer drivers do not contribute to these records.





Save Hall of Fame

The current Hall of Fame can be preserved by selecting the SAVE menu option and using a filename beginning with the letters 'HALL...'.


Load Hall of Fame

Previously saved Hall of Fame files can be loaded by selecting the LOAD menu option and using the appropriate file name. It does not matter if some new records have already been created before loading the Hall of Fame as only records better than those times in the current Hall of Fame are accepted when loading.

This means that several Hall of Fame files can be combined simply by loading them all in. Saving

then preserves the optimum Hall of Fame.

Load/ Save/ Replay

Selecting this option gives another menu with options LOAD, SAVE and REPLAY.

Load/ Save

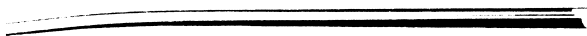
Whether loading or saving, a filename has to be entered. Some special significance is attached to filenames that start with certain letters:

.....	Single Player game position
HALL.....	Hall of Fame
MP.....	Multi-Player game position
DIR.....	Disk directory (Commodore only)

Any other filename is taken to be a single player game position. Suggested names might be DIV4, DIV3, DIV2, DIV1 for the standard league and SDIV4, SDIV3, SDIV2, SDIV1 for the super league.

Pressing the 'ESCAPE' key while entering the filename will cause an exit back to the main menu.

A message saying 'file name inappropriate' will appear if, for example, a file name starting with 'MP' is used when saving a single players league position.



Data Storage

A blank formatted disk must be used to store all recorded information, such as, Hall of Fame, Save Game positions and Multi-Player Game positions. Do not attempt to use your Stunt Car Racer game disk. Refer to your specific machine's operating manual to see how to format a blank disk. Label this disk, say, Stunt Car Racer Game Positions and keep it with your game disk in the Stunt Car Racer packaging.

Replay

In the single player mode this can be used to replay the last season. This has the effect of restoring everything to how it was at the start of the last season. This saves having to reload a game position if the racing season ends with demotion for the player.

Game Reset

If 'f1' is held down while REPLAY is selected, then the game will totally reset and return to the single player/ multi player menu.

Computerlink

It is possible on some versions of Stunt Car Racer to link two machines together and for two players to race against each other. This is done via a lead interfacing the serial ports on both machines. See the technical insert for details on how to make up the lead.

To enter the Computerlink, first connect up the two computers and boot up both machines. Select the 'Computerlink' option on the main menu of each computer. Whichever is selected first will be the 'master' machine, whilst the other will be the 'slave' machine. From there on, all decisions are made by the 'master' machine, i.e. menu control.

Computerlink mode is similar to multi-player mode in that you can enter up to eight drivers, load and save game positions using files that start with 'MP...' and there are two rounds per season, each on a different track. Also, if there are more than two players, there are track bonus points for best overall lap and race times. The fixtures are designed to give each driver two races per track, whilst maximising the variety of pairings. The exception is where there are only two players, as they compete only once on each track.

The 'f1' key can be used in the normal way to skip to the end of the round, except where there are only two players, when this operation is not operative.



If, for any reason, the machines lock up, e.g. the other machine is turned off whilst linked, the link can be temporarily suspended by holding down the 'f5' key. This allows each computer to independently control menus, etc., without involving the other machine. Pressing 'f5' unnecessarily could cause the games in each machine to lose track of each other, thus necessitating a reboot of the system.

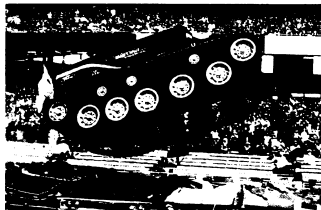
Racing tips

You will need to find the best places for overtaking on each track and then use your boost to get in front as soon as possible. It is always more difficult to come from behind to win than it is to hold the lead from the start of the race. Remember, boost is limited, so do not waste it.

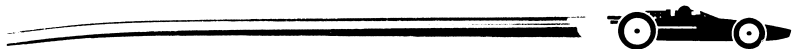
When you exit from a bend, don't watch the side of the track, but look for the road ahead and concentrate on bringing that into the centre of your view.

Remember that with a joystick you do not need to keep it pressed forward. This also makes it easier for you to make use of the auto alignment.

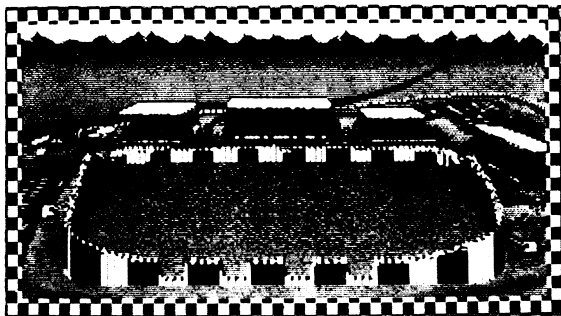
Whilst it is generally important that you go as fast as possible around the tracks, there are places on certain tracks that you must travel at a fairly crucial speed, otherwise it could lead to disaster. The Stepping Stones is one such track. You must hit the actual stepping stones at a constant speed (found out by trial and error) and keep this speed constant over every stepping stone. Other tracks, such as the High Jump, require you to have a minimum velocity in order to clear the obstacles. On the High Jump, for instance, you must attain a certain speed in order to clear the jump - a fraction too slow and you paste yourself and your car against the track supports.



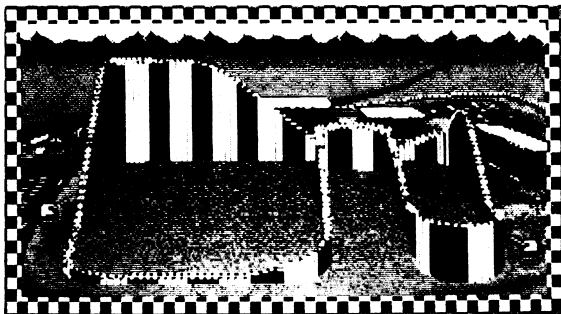
In Computerlink mode, it is possible to force the other player off the track by ramming into the side of his car. Your car can be damaged by this manoeuvre, so be careful you do not overstress your car. Likewise, if you have crashed and are being lifted out over the track by the crane, it is possible to drop your car onto your opponent's car as he drives through underneath, thus causing him severe damage and possibly forcing him off the track.



TRACKS

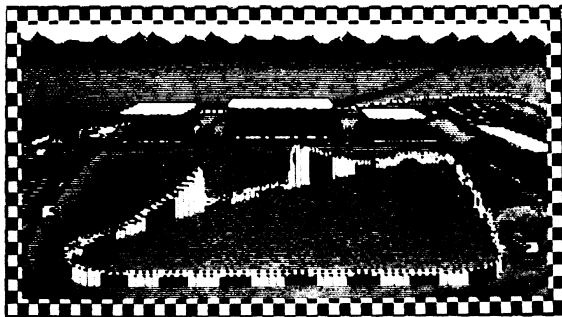


THE STEPPING STONES

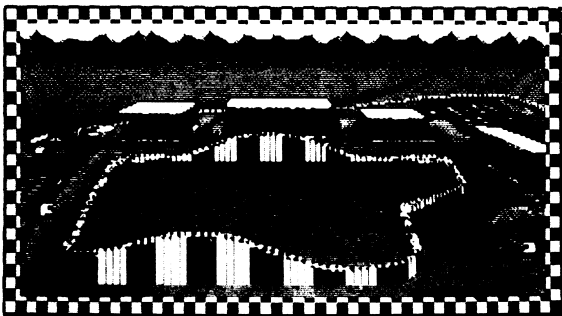


THE ROLLER COASTER

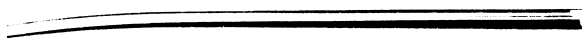
TRACKS



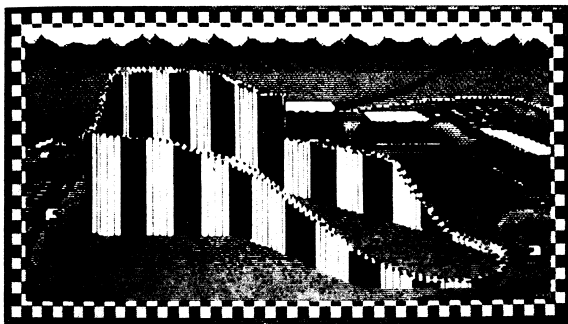
THE BIG RAMP



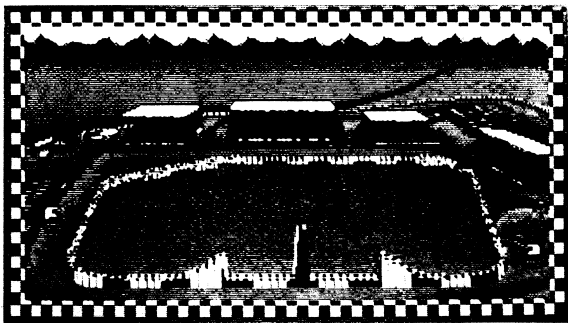
THE HUMP BACK



TRACKS



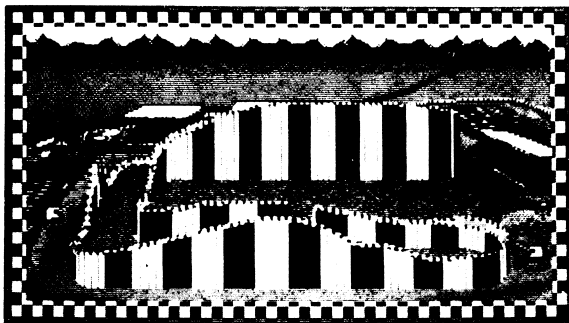
THE SKI JUMP



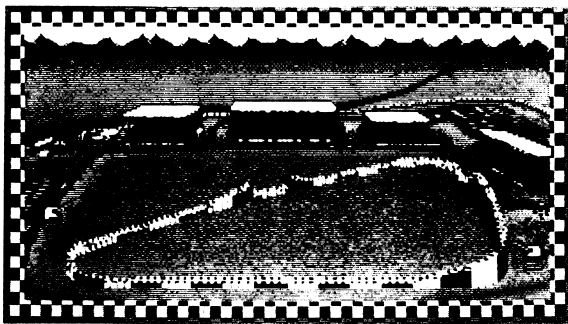
THE HIGH JUMP



TRACKS



THE DRAW BRIDGE



THE LITTLE RAMP

KICK OFF

I) LOADING:

- On AMIGA: Load the diskette once "Workbench" is displayed on the screen.
- On ATARI ST: Insert the diskette, then turn on your computer. In all cases, be sure that the diskette has write protection.
- On CBM 64 DISKETTE: Type LOAD "*" ,8,1 and press ENTER.
- On CBM 64 CASSETTE: Press SHIFT and RUN/STOP simultaneously.
- On SPECTRUM DISKETTE: Press ENTER.
- On SPECTRUM CASSETTE: Type LOAD"" and press ENTER.
- On AMSTRAD DISKETTE: Type RUN" and press ENTER.
- On AMSTRAD CASSETTE: Press CTRL+ENTER. Insert your cassette into the drive, then press PLAY.

II) COMMANDS:

- Controls:

AMIGA - ATARI ST - CBM 64 : Joystick only.

AMSTRAD - SPECTRUM : one player: Joystick or keyboard.

two players: player 1-joystick, player 2-keyboard.

- Keyboard commands: Q (QUERTY keyboard) or A (AZERTY keyboard) = UP; A (QUERTY keyboard) or Q (AZERTY keyboard) = DOWN; O = LEFT; P = RIGHT; SPACE BAR = KICK; H = PAUSE

The player is moved by eight directions of the joystick.

- Headers: You can head the ball by pressing the fire button of the joystick while the ball is in the air; direct the blow with the joystick.

- Attacks: There are two types of attacks: The first is called blocking: You must run alongside your adversary and, before his attack, intercept the ball. The second is called raking, for which you must use the fire button to touch the ball before the other player to avoid a penalty. Attacks from behind and on top of an adversary not possessing the ball are considered faults.

- Corners: There are nine different movements for a corner.

A table appears indicating the different ways a player can kick the ball. If the top of the ball is kicked, it will remain on the ground. If it is kicked in the middle of the ball, the ball will be at mid-height. If the ball is kicked from the bottom, the ball will be on a level with the crossbar of the goal. Click the arrow corresponding to your choice.

- Penalty kicks: The angle as well as the height can be controlled. An arrow moving from the right to the left indicates the horizontal position of the ball when kicked. As for the height, it depends on the manner that you click, the slower you click, the higher the kick.

- Control of the goal keeper:

Dive	Jump	Dive
Dive	Catch	Dive
Dive	Kneel	Dive

This schema corresponds to the nine positions of the joystick. To move the goal keeper, press the fire button of the joystick for the duration of the movement.

- Control of the ball:

You can make several simple movements, but when the game starts moving quickly, you must use your reflexes. Thus, we advise you to learn skills developed only through practice.

- Dribble: the ball moves in front of the player and the distance more or less corresponds to the speed of the player when he touches it.

- Shoot: to shoot the ball and push the FIRE button.

- Block: you will gain control of the ball by pushing the FIRE button before touching it.

- Pass: Stop the ball and press, without kicking it, the FIRE button, direct the pass with the joystick, and then release the FIRE button.

When the joystick is in a neutral position and you press the Fire button, the ball does not move. You can then dribble and shoot (the ball is still as long as the joystick is in a neutral position).

-Options:

X - Changes the dimension of the scanner (Amiga, ST)

P - Pause (Amiga, ST)

D - Remove and replace the scanner (Amiga, ST)

Q or A - Remove and replace the sound

C - Remove and replace the sound of the audience (Amiga, ST)

III) THE GAME:

KICKOFF is a football game played in an actual stadium, scaled to the size of your screen.

The teams play according to strategy (4-3-3, 5-3-2, 4-2-4...) that you determine at the beginning of the game.

The players must move in front of the ball to intercept and control it.

The ball moves as in an actual match, varying with the style of the player who controls it; to score will depend more on your ability than by chance. Controlling the ball is thus very important.

To do this, you must intensely practice attacks, dribbles, goal kicks, rakings, and the multiple ways of performing a corner kick. You can, very quickly, achieve a level close to perfection.

Each player has four qualities: precision, aggression, physical condition and speed. Speed and precision are therefore more advanced with a professional football player than a player on the "junior" level.

While passing the different levels, you will learn to adapt yourself to the style of the teams and the quality of the players. The possibility of changing the game level of each team makes the game more involving: if you like a challenge, give yourself a "junior" team to play an international team.

You can play in a championship tournament comprised of eight teams. They all have the same capacities, but a different game style.

The tournament lasts fourteen weeks, and you will have the possibility of saving it.

You can play alone or with a friend against the computer. At any rate, a referee will punish your behavior and don't protest uselessly if one of your players gets himself expelled from the field: you can count on the referee to take the side of the computer. In case of foul-play, you know the consequences! Yellow card: warning, red card: expulsion.

To know who is doing what, the scanner will give you an aerial view of the game, as well as the positions and movements of all the players.

IV) PRINCIPAL MENU

- Practice: permits the learning and mastering of the joystick movements. You can improve your passes and corner kicks which are practiced with or without a goal keeper.
 - Penalty kicks: for one or two players, you can kick or stop five penalty kicks.
 - Simple matches: you can play alone or with a friend against the computer. There are five levels, and each team can opt for a different level.
 - Championship Tournament: it lasts fourteen weeks during which eight teams play each other, each team having its own playing style.
 - Length of the match: it must be chosen before selecting the type of match (simple or championship), and varies from 10 to 90 minutes.
A default is called after 10 minutes.
- To return to the principal menu, press the ESCAPE key (Amiga, ST) or ENTER (Spectrum, Amstrad) or SPACE BAR (CBM 64).
- Sub-menus: they appear with the choice of a simple match.
- Several options will lead you to the match without returning to the principal menu.

V) THE MATCHES

- The simple match:
Choose the number of players with the joystick realizing that:

player one	joystick 1	blue team (white on Amstrad/ Spectrum)
player two	joystick 2	red team (yellow on CBM 64)

Each team determines its own level by underlining its choice and pressing the FIRE button. The five levels are: Sunday players, Junior teams, First division, Second division, and International. If the two teams choose an identical level, a wind threatens the trajectory of the ball.

Moreover, a flip of the coin is used and the winning team chooses its side.

- Tactics: there are four, and represent the different formations on the field. The formations are as follows:

4-3-3 DEFENCE

4-2-4 ATTACK
4-4-2 MIDFIELD
5-3-2 GOOD DEFENCE

Underline your choice with the joystick and validate it with the FIRE button.

For two players, first choose with joystick 1, then with joystick 2. Do the same for the playing style.

The match begins at the end of the selections.

-The championship tournament:

First of all, prepare a formatted diskette to save the game at any moment.

The championship lasts fourteen weeks and is composed of eight teams. Each team has their own unique style. They play in the First division, but the teams do have some international players. At the end of the match, you will be able to save or load each result separately; this is useful when you play with different friends at different times.

The grid of the championship formed of eight teams appears when you opt for the championship match in the principal menu.

The grid indicates if the team is controlled by the computer or the joystick (you can modify it). The results of the completed matches are also displayed for each team.

At the bottom of the grid, the following options are presented:

At the beginning:

- Modify: you can modify the name as well as the control of the teams by computer (C) or joystick (J). For the name, move the joystick upwards or downwards, then click on the team that you want to change. The sign "*" will appear beside the name and backspace will erase each letter. Write the new name using the keyboard (15 letters maximum). Press the F1 key to switch from the computer mode to the joystick. Click DONE when all the modifications have been made.

- Load : Press LOAD and the names of the different championship grids will appear. To load one of them, click on the appropriate choice.

Thereafter :

- Save: After inserting the formatted diskette, press SAVE and the names will appear. Position yourself onto a name that is already saved or write a new name and click; it is then saved. If the computer has two drives, use the second drive to save the games.

- Continue: CONTINUE allows you to choose the teams which are going to play in the following match. For two players, one team uses joystick 1 and the other uses joystick 2. The indicated match is running.

- Stop: Press QUIT to return to the principal menu.



SUPERSKI

LOADING INSTRUCTIONS

Amiga/Atari ST

Insert SUPERSKI in drive A and reset the computer.

Amstrad CPC 464-664-6128

Insert SUPERSKI in drive A.
Type RUN"S and press ENTER.

Commodore 64-128

Insert SUPERSKI in drive A.
Type LOAD"", 8, 1 and press RETURN.

IBM PC and compatibles

Place SUPERSKI in drive A.
When A> prompt appears, type SUPERSKI and press ENTER.

SPECTRUM

Cassette: type LOAD"".





MAIN MENU: (AMIGA - ATARI ST - IBM PC)

Booking Office:

To determine the number of players, click on "Booking Office".

The number of players may be increased or decreased by clicking on the arrows either side of "Players" on the board.

When you have the desired amount of competitors, click on the space next to the corresponding number, type in the name/s (or "Computer") and return.

Training:

In this mode, you may choose the events in any order.

Competition:

In this mode, the events will be taken in order by the competitors (or 1 player and the computer).

All the events in Competition mode consist of two rounds.


Scores:

Click on "Scores" sign for top score table.

SLALOM-GIANT-DOWNHILL RACE

You must go between either two RED gates or two BLUE gates.









If the gates are vertical, you can enter from either the right or left, but the next one must be from the opposite direction.





COMMANDS

AMIGA - ATARI ST - IBM PC - AMSTRAD CPC

JOYSTICK	ACTION	KEYBOARD
↑	Accelerate	
↓	Slow down	
→	Turn right	
←	Turn left	
Fire + →	Turn right quickly	Shift 
Fire + ←	Turn left quickly	Shift 
Fire + ↙	Swerve left	Shift 
Fire + ↘	Swerve right	Shift 

Presse FIRE or SHIFT to speed up the turn.

On ATARI ST and AMIGA use the left SHIFT key, on IBM PC use the right one.



COMMODORE 64-128

JOYSTICK	ACTION	KEYBOARD
↑	Accelerate	I
↓	Slow down	M
→	Turn right	L
←	Turn left	H
Fire + →	Turn right quickly	Shift L
Fire + ←	Turn left quickly	Shift H
Fire + ↙	Swerve left	Shift H, M
Fire + ↘	Swerve right	Shift L, M

SPECTRUM

COMMANDS

JOYSTICK ACTION

- ↑ Accelerate
- ↓ Slow down
- Turn right
- ← Turn left

Fire + → Turn right quickly

Fire + ← Turn left quickly

Fire + Swerve left

Fire + Swerve right

Presse FIRE or SPACE to speed up the turn.

KEYBOARD

↑ or 7

↓ or 6

→ or 8

← or 5

→ or 8 Space

← or 5 Space

← ↓ or 5 6 Space



→ ↓ or 8 6 Space



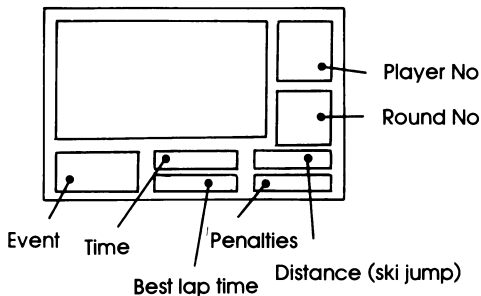
ALL VERSIONS

To STOP SWERVE and SLOW DOWN:
A penalty will be incurred for every gate missed
You must cross the final pennant.

SKI JUMP

For the ski jump, and in order to obtain the greatest distance, you must achieve the best possible position (30° incline) throughout the "flight" by pressing the fire button (or the SHIFT key) whilst pulling or pushing the joystick (keyboard  and ).

MAIN SCREEN



-Pause: Press Control + **P** on AMIGA -ATARI ST-IBM PC -
COMMODORE 64.

P on AMSTRAD -SPECTRUM.

-Return to menu: Press Control + **M** on AMSTRAD CPC -
COMMODORE 64-IBM PC.

M on SPECTRUM

HELP on AMIGA -ATARI ST.

Version number: Press Control + **V** on AMIGA -ATARI ST-IBM PC.

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RICK DANGEROUS

The Adventure starts here...

Rick is equipped with

THE DYNAMITE

This may be laid in order to trigger traps, blow away walls, enemies and generally do some damage, to allow our hero to continue his quest. This also has the added feature of being VERY DANGEROUS

when lit, so our hero must get away from it as quickly as possible before it detonates!

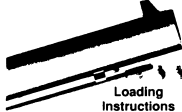


THE BIG STICK

May be used to:



JAB!!



Loading Instructions

Amiga
Amiga A1000 users should switch on the computer and insert Kickstart 1.2 or later.
When the "Worbench" prompt appears, insert the game. After a few seconds the title screen will appear, and the game should load in about thirty seconds.

Atari ST
Switch on the computer and insert the game disk. After a few seconds the title screen will appear, and the game should load in about thirty seconds.

Spectrum 486/128K+/3
Type LOAD*** and select loader

Amstrad 6128
Type RUN"RICK"<enter>

Commodore 64
Type LOAD*** & 1 <return>

Tandy
Boot DOS Disk, insert game disk and type RICK<return>

IBM
Boot MS DOS, insert game disk and type RICK<return>

Note: Both the Tandy and IBM Versions are keyboard only

Will Rick Dangerous, intrepid Super Hero and part-time stamp collector survive his first mission in the Aztec temple of the tribe? - should he do so, Rick will face new hazards in the Egyptian tomb and the enemy fortress.

THE GUN

.....this fires bullets!

There will be a limit to the number of bullets that this holds. By killing a nastie a bonus may be left behind which when collected will replenish the supply. This means the player may have to go back and put himself yet again in danger.

Use your ammunition wisely remember the gun is often a trigger to activate a trap, rather than to just kill the enemy.



TRAPS

In avoiding traps be resourceful like Rick. The traps are devious. You may need your stick, gun, dynamite or simply your wits to survive, depending on the nature of the trap. There are no instructions as to how each trap is triggered or avoided so be careful - think ahead, things are not always what they seem.....



Joystick Controls

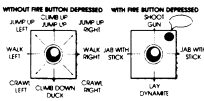
ST - Amiga - CBM 64 - Spectrum - Amstrad

Without Fire Button Depressed

Pushing the joystick left and right causes Rick to walk left or right. Pushing the joystick up causes Rick to jump into the air. Pushing the joystick down causes Rick to duck down.

With Fire Button Depressed

Pushing the joystick left or right causes Rick to use his short stick. Used for pushing buttons or stunning Rick's enemies. Pushing the joystick up causes Rick to fire his gun in the direction he is facing. Pulling the joystick down causes Rick to light and drop a stick of Dynamite.



Keyboard Controls

Atari ST/Amiga

Colour ON/OFF - Space Bar - Pressing the Space Bar while the title screen is being displayed will turn the colour off, for the realistic 1945 look!

Quit to Start - Escape

Pause ON/OFF - P

Commodore 64 - Run/Stop

Pause ON/OFF - (Up Arrow)

Quit to Start - (Up Arrow)

Note: All other controls for the ST, Amiga and Commodore 64 are through the joystick.

Spectrum, Amstrad and IBM

Up or Jump - O

Down or Crawl - K

Walk Left - Z

Walk Right - X

Fire Spectrum - Enter

Fire Amstrad & IBM - Space Bar

Pause Spectrum & IBM ON/OFF P

Pause Amstrad ON/OFF - H

Quit to Start Spectrum & Amstrad - O

Quit to Start IBM - E

Quit to MS DOS IBM - Escape

CREDITS:

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CARRIER COMMAND - SPECTRUM 128/+3 GUIDE

Before you load Carrier Command, you are advised to read the Mission Briefing. Once you have loaded the game, you should read the Carrier Operations Guide, trying out the various sections of the Carrier and familiarising yourself with the operational procedures.

LOADING INSTRUCTIONS

Spectrum 128k cassette users should insert the tape into the tape player and select LOADER then press Enter from the main menu. The game will now load automatically. Spectrum +3 disc users should insert the disc and select LOADER then press Enter from the main menu. The game will now load automatically.

CONTROL DEVICES

Carrier Command supports keyboard, joystick and (Kempston¹ mouse control. These can be chosen from the Options menu, which can be selected from the Front End screen.

Control modes

It is important to familiarise yourself with the two control modes that are used in the game:

In "Pointer Mode", you move a pointer/cursor around the screen with the keys, joystick or mouse. This mode is used to click on icons by pressing the fire button.

By pressing the defined control mode key, you are put into "Direct Control Mode", and in this mode the keys, joystick or mouse movements will actually control your Manta, Walrus, Carrier etc.

STARTING THE GAME

Once the game has loaded, you will be presented with the Front End screen.

Click on **Strategy Game** if you want to begin a new game of Carrier Command, or **Action Game** if you wish to play a balanced mid game version to improve your combat skills. Selecting **Options** will allow you to select your game controls.

SAVING THE GAME POSITION

Save Game

This option allows you to save your current game position to disk or tape, for later retrieval.

To access this option from within the game, select the disc/tape icon. There are a number of file and game management options available here:

Spectrum +3 disc users.

You will need a blank (i.e formatted) disc ready for saving your game position onto. Before saving for the first time, you will need to clear your disc and identify it as your Carrier Command save games disc. To do this, select the **Zap Disc** icon. Once the disc has been identified, you can then save onto it. You will **not** need to select **Zap Disc** again to save onto the disc in future.

Spectrum 128k tape users.

Tape users require a blank cassette to save game positions onto.

If you do not wish to save a game position, you can continue by selecting any of the game icons available to re-enter the game.

Surrendering

Selecting the surrender 'flag' icon allows you to abort the game - effectively surrendering to the enemy forces. To surrender, press 's' on the keyboard or select any other available game icon to continue.

COLOUR CODING

Spectrum Carrier Command uses the following colour coding for the three island alignments:-

Blue	Friendly Island
Red	Enemy Island
Green	Neutral Island

TIME LAPSE

Spectrum Carrier Command includes a Time Lapse option, which effectively speeds up time whilst the icon is selected and the fire button is pressed. This option is best used to speed up time whilst a vehicle (e.g Carrier) is on its way to a new destination. It can also be used to speed up the production of items to be shipped to the designated stock-pile island. However, the time lapse will also have the same effect on the enemy forces.

NB: The time lapse option does not effect the length of the time out on the messages screen, (please see the Carrier Command Operations Manual for further information on the message screen).

I I G H I I R BOMBER

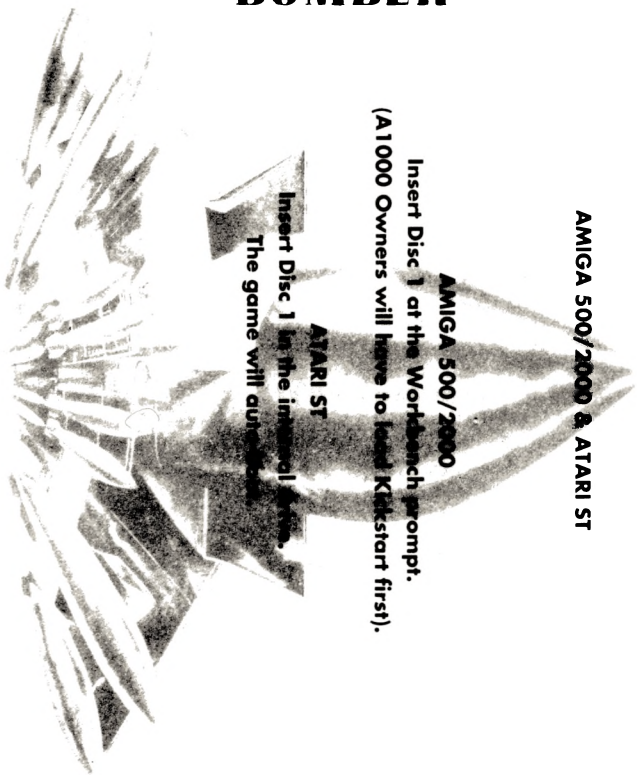
AMIGA 500/2000 & ATARI ST

AMIGA 500/2000

Insert Disc 1 at the Workbench prompt.
(A1000 Owners will have to load Kickstart first).

ATARI ST

Insert Disc 1 in the internal drive.
The game will autoinstall.



ATARI ST / COMMODORE AMIGA CONTROL KEYS

FLIGHT CONTROLS

Cursors	- Pitch and roll
< - >	- Rudder
1 - 0	- Thrust control
	- 1 = 10% thrust
	- 2 = 20% thrust etc
	- 9 = 90% thrust
	- 0 = 100% thrust
+ and -	- Press 0 again for Afterburners
B	- Fine Thrust Control
W	- Air Brake
	- Wheel Brake

VIEW CONTROLS

F1	- Cockpit view
F2	- Look around view (Keys as View Plane)
F3	- Weapon view
F4	- Enemy Aircraft view
F5	- Control tower (keypad + and - to zoom)
F6	- Rear view
F7	- Left view
Shift F7	- Right view
F8	- Map view (keypad + and - to zoom)
F9	- Track view (keypad + and - to zoom)
F10	- View plane view (keypad + and - to zoom)
	- Numeric keypad
	- 4,6 = pan left/right
	- 2,8 = pan up/down

WEAPON CONTROLS

Return	- Select weapon
Space	- Fire Weapon
S	- Select Air Target (Sidewinder, Aphid)
Backspace	- Select ground target (Maverick, Kerry)
C	- Chaff
F	- Flare

INFORMATION WINDOWS

U	- Alter window 1 mode (Weapons, Waypoints, Off)
N	- Next waypoint

Miscellaneous

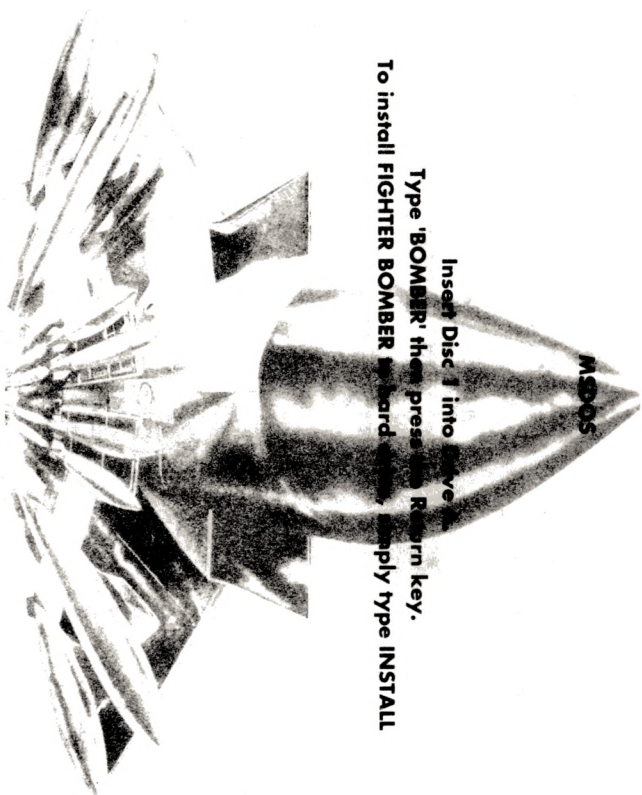
Shift E	- Eject
H	- Release from refuelling tanker (When docked)
R	- Change radar range (3, 6, 12, 25 miles)
P	- Pause/Unpause game
Escape	- Go back a way during front end
Alt-C	- Quit back to level select from free flight
Alt-I	- Select Config Screen
	- Accelerated time

MSDOS

Insert Disc 1 into drive A.

Type 'BOMBER' then press the Return key.

To install FIGHTER BOMBER to hard disk, simply type INSTALL



MS DOS CONTROL KEYS

FRONT END

The following controls depend on the mode selected. If Bomber is started with no mouse attached, keyboard is selected. If a mouse is attached Mouse is selected, unless the /k option is used. If the /i option is selected, joystick is selected.

Mouse - Control Cursor
Joystick - Control Cursor
Cursors - Control Cursor (Return to select)

FLIGHT CONTROLS

Cursors - Pitch and roll
- -> - Rudder
1 - 0 - Thrust control (0 again for afterburner)
+ and - - Fine Thrust Control
B - Air Brake
W - Wheel Brake

VIEW CONTROLS

F1 - Cockpit view
F2 - Look around view
F3 - Missile view
F4 - Enemy view
F5 - Control tower view
F6 - Rear view
F7 - Left view
Shift F7 - Right view
F8 - Map view
F9 - Track view

F10

Observe plane view
+ and - zoom in and out
INS and DEL Pan Left and Right
PgUp/PgDn Pan up and down

WEAPON CONTROLS

Return - Select weapon
Space - Fire Weapon
S - Select Air Target (Sidewinder, Aphid)
Backspace - Select ground target (Maverick, Kerry)
(Cursor must be over target)

IN FLIGHT WINDOW

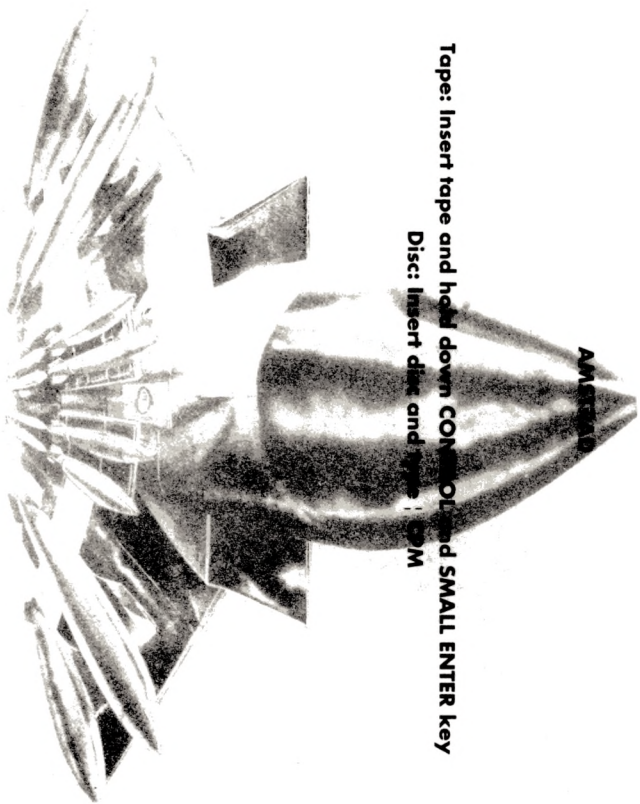
U - Toggle between windows
N - Next waypoint

Miscellaneous

Shift E - Eject
H - Release from refuelling tanker (When docked)
R - Change rocket range (3, 6, 12, 25 miles)
C - Release Chid
F - Release Flare
P - Pause/Unpause game
Escape - Go back a level during front end
Ctrl-Q - Exit to DOS
Alt-S - Toggle Sound On/Off

AMT-340

Tape: Insert tape and hold down **CONTROL and **SMALL ENTER** key**
Disc: Insert disk and type **! CPM**



AMSTRAD CPC CONTROL KEYS

FRONT END

Cursors - Control cursor (space to select)

FLIGHT CONTROLS

OPQA - Pitch and roll
 < > - Rudder
 1 - 0 - Thrust control
 B - Air Brake
 W - Wheel Brake

VIEW CONTROLS

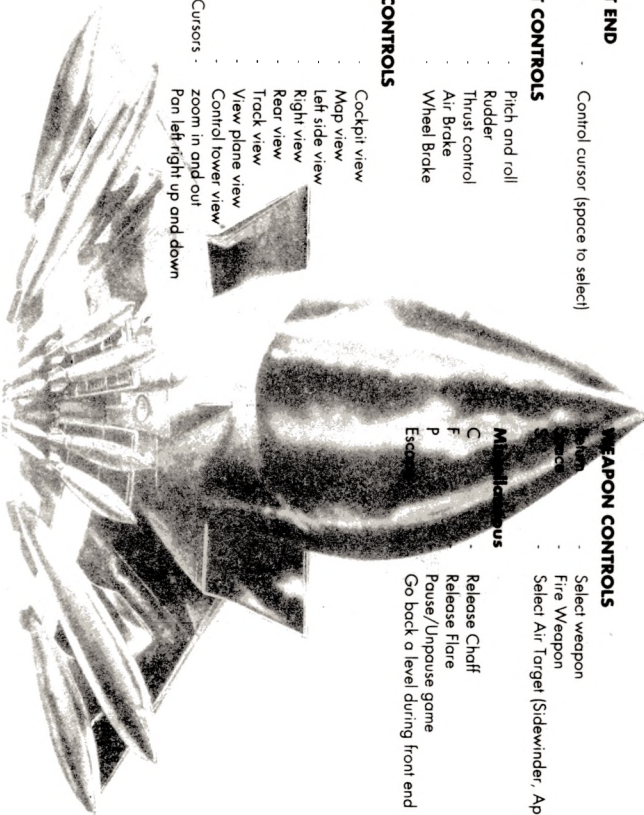
F1 - Cockpit view
 F2 - Map view
 F3 - Left side view
 F4 - Right view
 F5 - Rear view
 F6 - Track view
 F7 - View plane view
 F8 - Control tower view
 + and - Cursors - zoom in and out
 Pan left right up and down

WEAPON CONTROLS

Space - Select weapon
 Space - Fire Weapon
 S - Select Air Target (Sidewinder, Aphid)

Miscellaneous

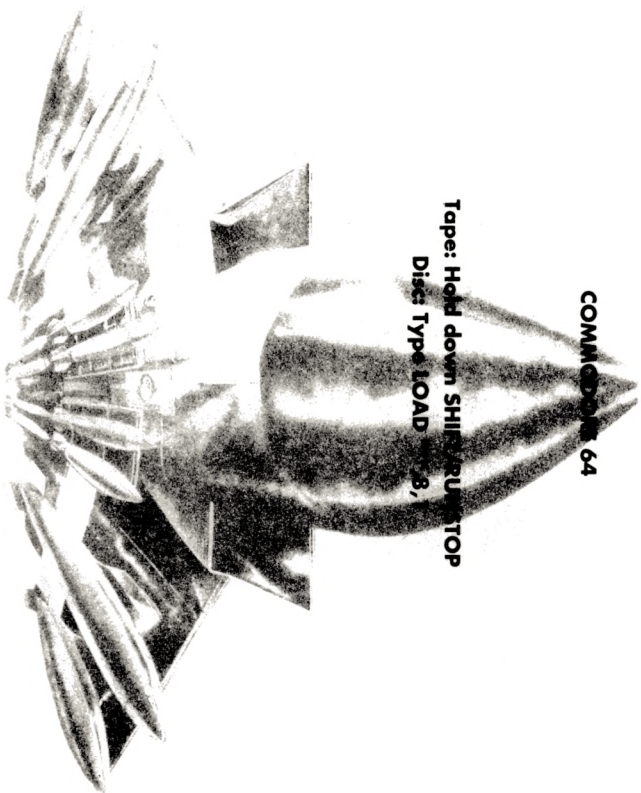
C - Release Chaff
 F - Release Flare
 P - Pause/Unpause game
 Esc - Go back a level during front end



COMMODORE 64

Tape: Hold down **SHIFT** and **STOP**

Disc: Type **LOAD** and **8,**



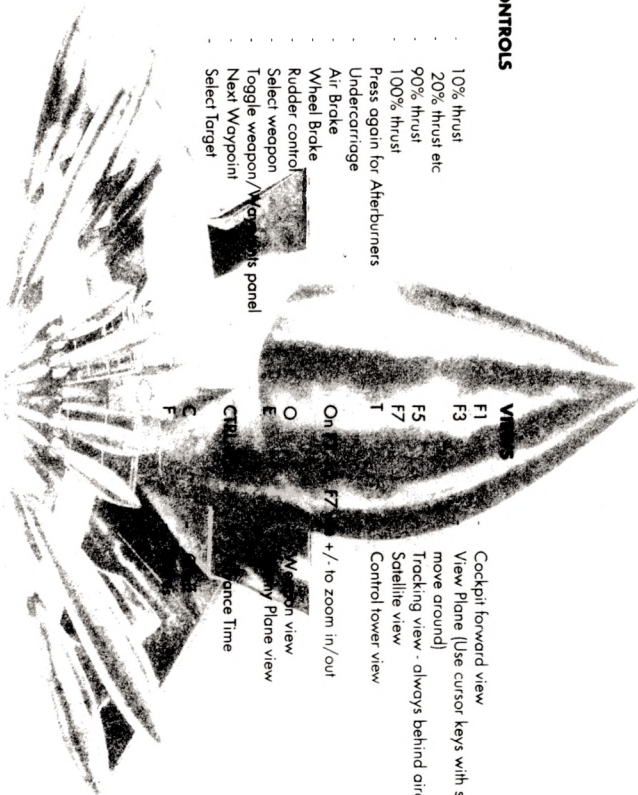
COMMODORE 64 CONTROL KEYS

GAME CONTROLS

- | | |
|--------|------------------------------|
| 1 | 10% thrust |
| 2 | 20% thrust etc |
| 9 | 90% thrust |
| 0 | 100% thrust |
| G | Press again for Afterburners |
| B | Undercarriage |
| W | Air Brake |
| <-> | Wheel Brake |
| RETURN | Rudder control |
| F2 | Select weapon |
| N | Toggle weapon/Weapon's panel |
| S | Next Waypoint |
| - | Select Target |

VITAMINS

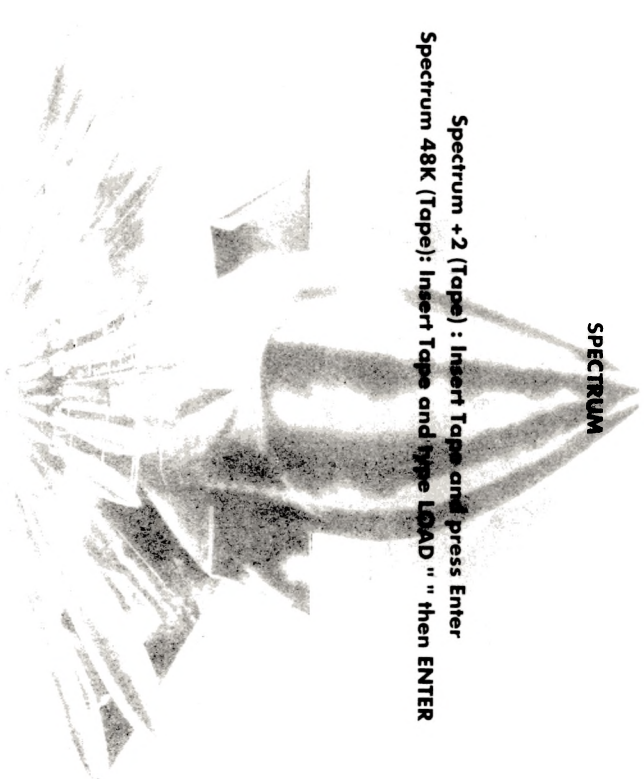
- F1 Cockpit forward view
 F3 View Plane (Use cursor keys with shift to move around)
 F5 Tracking view - always behind aircraft
 F7 Satellite view
 T Control tower view
 On F7 +/- to zoom in/out
 O Watch view
 E Any Plane view
 Ctrl Once Time



SPECTRUM

Spectrum +2 (Tape) : Insert Tape and press Enter

Spectrum 48K (Tape): Insert Tape and type LOAD " " then ENTER



SPECTRUM CONTROL KEYS

On All Sections

The Cursor is moved by:

- Q - Up
- A - Down
- O - Left
- P - Right
- Extend Mode - Pause On - Off
- and selected joystick

PILOT SELECT SECTION

- Space bar - Enter New Pilot
- ENTER - Enter new name & also to select pilot

AIRCRAFT SELECT

- Space bar - Click option

PILOTS LOG & LEVEL SELECT

As Aircraft select but with:

- ENTER - Back one (for ship, do not go through the menu)

BRIEFING

- Space bar - Click option

THE GAME

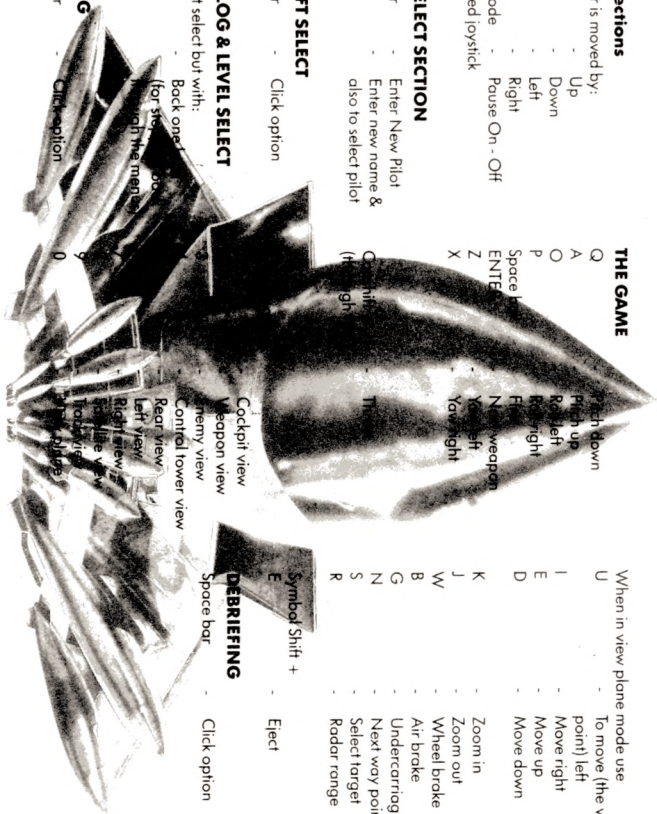
- Q - Pitch down
- A - Pitch up
- O - Roll left
- P - Roll right
- Space bar - Fire
- ENTER - New weapon
- Z - Yes left
- X - Yes right

When in view plane mode use

- U - To move (the view point) left
- I - Move right
- E - Move up
- D - Move down
- K - Zoom in
- J - Zoom out
- W - Wheel broke
- B - Air brake
- G - Undercarriage
- N - Next way point
- S - Select target
- R - Radar range

DEBRIEFING

- Symbol Shift + E - Elect
- Space bar - Click option



P-47 : THE PLANE

The Republic P-47 Thunderbolt was one of the top American fighters in World War II. In 1943 they were under the control of the British RAF Fighter Command and, operating from bases in England, their principal tasks were relatively short-range sorties over northern France. The following year they were equipped with 'drop tanks', giving the extra fuel needed to complement their immense fire-power, and enabled deep daylight raids further behind enemy lines. The P-47 was at the time the fastest and heaviest bomber in the USAAF, and in combat consistently proved its immense strength. With exceptionally good dive characteristics and hard hitting armaments, the 'Lead Sled' was the 8th Air Force's premier deadly weapon.

PICK-UPS

- B** Bombs..... *These drop from the 'plane each time you fire.*
- E** Spray missile..... *These fly from the front of your 'plane as missiles and then split into small projectiles (2 - 8 depending upon your energy level) flung out in fan formation.*
- M** Multi missile..... *2 - 8 missiles fly from the front of your 'plane, split into a wing formation, and then continue onwards.*
- S** Speed-up..... *Depending upon your energy level, these cause your 'plane to speed up.*
- T** Directable Fire..... *2 - 8 bullets are fired in the direction you are currently holding the joystick. The 'plane will also move in the same direction - a deadly but tricky manoeuvre.*
- 1** Up Extra Life..... *Gives you an extra life.*

LOADING INSTRUCTIONS

- Amiga**..... If your Amiga has Kickstart on disk, insert the Kickstart disk and switch on your Amiga. Then, when prompted for Workbench, insert the game disk.
- Spectrum 48K**..... Type Load "" then press Play on tape player.
- Spectrum 128K, +2**..... Press Enter when Loader is highlighted and then press Play on tape player.
- Spectrum +3**..... Insert disk and then press Enter when 'Loader' is highlighted.
- Atari ST**..... Insert the disk and then switch on the ST. The game will auto-boot.
- IBM PC**..... Insert disk, select correct drive and the type PC47 for the CGA version, or PB47 for the VGA version.
- Amstrad Tape**..... Press Ctrl + Enter then press Play on the tape player.
- Amstrad Disk**..... Type Run : Disc.
- CBM 64 Disk**..... Insert disk and then type Load "" ,B).
- CBM 64 Tape**..... Press SHIFT & RUN/STOP then press Play on tape player.

P-47 : THE GAME

Fly your P-47 through eight frenzied levels of enemy activity, bombing ground vehicles and shooting aircraft. At the end of each level you must confront and destroy a large enemy battleship, tank or plane to progress to the next level.

Along the way there are several pick-ups. Each time you collect one of these, your energy level increases, starting at level one and increasing to a maximum level of four. Your energy level determines the number of special weapons that each pick-up releases. For example, when you have collected the pick-up for bombs, you will fire one bomb for a each level of energy.

END GAME

On completion of all eight levels, the Spectrum, C64 and Amstrad versions of the game will wrap around to start again. On the ST, Amiga and IBM versions you will receive a congratulatory message and be given the option of re-using the mission again with a greater degree of difficulty. There are four degrees of difficulty.

CONTROLS

All versions will have redefinable keyboard controls, as well as a joystick option. The joystick option on the IBM PC will be compatible only with the IBM Game controller card or the built-in joystick port on an Amstrad PC. To quit to DOS on the IBM PC, press F10.

NOTE

NOTE

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