SPECTRUM

GAME SET AND MATCH

ocean

INDEX

LOADING

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum + then load as follows.
Type LOAD''''(ENTER). (Note there is no space between the two quotes). The '' is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.

14Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.
6. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions.

SPECTRUM + 3

LOADING
Set up system and switch on as described in your instruction manual. Insert disk and press ENTER to choose 'LOADER' option. After a short delay a game selection screen will appear.
GAME SELECTION
When the game titles appear on the selection screen there are three modes for choosing which game to load:
(a) Use the left and right cursor keys (← →)to move the flashing highlight and large arrow to the required game. Press the SPACE bar to load.
(b) Use joystick left and right to move the flashing highlight and large arrow to the required game. Press the fire button to load.
(c) Press 1, 2 or 3 to move the following highlight and large arrow to the required game. Press the SPACE bar load.
   Once your selection has been made your chosen game will automatically load.
CONTROL NOTE
If there is no Sinclair option, select redefine keyboard option and when prompted move joystick in appropriate direction. Make sure the keyboard is always selected.

BARRY McGUIGAN WORLD CHAMPIONSHIP BOXING™

Congratulations. You've been invited to participate in the challenge of Barry McGuigan's World Championship Boxing. Raw, iron-twisting strength is definitely an asset, but for a shot at the title you'll need more than that . . . like strategy, finesse, lightning fast reflexes and a mental toughness that most games are afraid to require. Before you grab your gloves please read this official programme. We'll explain some of the finer points and strategies of the game, teach you to become an effective puncher, and introduce you to the World Championship circuit.

THE WORLD CHAMPIONSHIP CIRCUIT
Truly an historic day in computer sports. You're probably quite anxious for a shot at Barry and the title, but so are the other boxers on the circuit. Here are some names to keep an eye on as you move up the ranks:

Sonny Robinson; the number one contender is a flamboyant fighter with a dangerous left jab. He's been training heavily for a rematch with McGuigan, so he won't be easy to beat.

Thunder Thompson; a newcomer to the circuit. He picked up an easy gold in the Star Rank Games and joined the pro ranks with the medal still swinging around his neck. A tough fighter to hurt.

Lucky Lou Lyndon; another newcomer to the circuit who has such tremendous strength that most of Lucky Lou's opponents are still nursing their bruises from their fight with him. Supporters say he has flawless style and execution.

Flash Fenwick; an extremely quick fighter. Likes to put the "magic" on his opponents. (Definite proof that the hand is quicker than the eye.)

Bashin' Bill Snow; a powerful fighter with many years of experience in the ring. Weakens other fighters with his incredible body blows.

BoomBoom Barnett; another powerhouse with a wicked right cross. BoomBoom is an imaginative fighter who often outwits better boxers — quite unusual for a powerhouse.

BOXING STYLES
Dancer; likes to "stick and move". Rarely goes inside.
Boxer; sometimes moves inside, but prefers to keep his distance. An excellent style if you like to flurry.
Mixed; very unpredictable. Hard for your opponents to "read".
Slugger; no-nonsense style. Doesn't tire quite as easily because he doesn't do much dancing. Goes inside often.
Bulldog; likes to slug it out toe-to-toe. Can sometimes trap a dancer against the ropes.

GETTING STARTED
1. The first player is asked to select keyboard, or one of the commercial joystick options (Protek, Kempston or Sinclair). Use 6 and 7 to move the cursor to your choice, then press 'ENTER' to select it. Choosing the joystick option takes you straight to the 'number of players' selection screen, otherwise Player 1 is asked to choose which keys he wants to use for controlling his boxer. If Player 1 selects Joystick, Player 2 must use the keyboard.

2. The keyboard selection menu allows each player to choose which keys represent Up, Down, Left, Right and Fire. Press the keys corresponding to your choice for each one, and then press Y to confirm your choices. Pressing N takes you back to Stage 1, to begin again. You are not prevented from choosing the same key for more than one function, but obviously this is rather pointless!

3. When Player 1 has made his selection of control method, he is asked to choose a one or two player game. Player 1 uses his Up/Down and Fire buttons/keys to select and enter the required game. If a One Player game is selected, the program continues as described under the heading ONE PLAYER GAME below.

4. If a two-player game is selected, Player 2 is now asked to select his control mode in the same way as Player 1, bearing in mind that only one player may use the joystick. If both players select joystick, Player 2 is forced to use the keyboard with a default choice of keys. Player 2 is not prevented from choosing the same keys as Player 1, but again, this is obviously not advised!

5. At any point in the above procedure, pressing the CAPS SHIFT & SPACE keys together will return you to Stage 1 above, for a fresh start. Once both players have made their selections, the two-player game commences as described below.

6. To turn the game sound off at any time, press SYMBOL SHIFT and J. To turn the game sound back on again, press SYMBOL SHIFT and K. To pause the game (during the fighting sequence only), press CAPS SHIFT. Pressing any other key will restart the action.

BARRY McGUIGAN WORLD CHAMPIONSHIP BOXING

Two Player Game

Choosing the TWO PLAYER game takes you straight to the CIRCUIT STATUS menu. Here the players each select a fighter. Player one goes first, selecting any of the 18 circuit boxers or World Champ. Press FIRE to confirm your choices. When player two is finished you're ready to see a PROFILE of your two fighters.

One Player Game

1. If you choose a ONE PLAYER game, you'll go to this screen:
Pushing FIRE will GET a boxer you created earlier. All the boxer's statistics, including his earnings, record and RANK, are saved in memory as long as the computer is left ON.

2. Choosing the NEW BOXER option will ERASE any boxers you came up with earlier and allow you to CREATE a new boxer.

3. First you use the keyboard to type in the name and the DELETE key to erase any mistakes. Press ENTER when you are finished.

4. Now, you'll be prompted with the NEW BOXER FEATURES screen. Use the UP/DOWN keys to point to the different features. Push FIRE to step through available choices. When you're happy with your boxer point to CONTINUE and push FIRE to go on.

5. When you create a new boxer you are allowed to choose his starting rank. If you select NEW PRO you will start at the bottom of the ladder (rank number 19). If you think you've got what it takes choose CONTENDER, (rank number 10).

6. This is your fighter's PROFILE screen. When you've analyzed the information press FIRE to continue.

7. Next is the CIRCUIT STATUS screen. You can select the two fighters ranked immediately in front of you or the fighter ranked just below you. Fighting "two ahead" is a quicker way to the top, but it's more dangerous. Move the gloves to your selection and push FIRE.

8. This is your OPPONENT's PROFILE screen. Study your adversary closely. If you change your mind move the gloves to REFUSE and push FIRE. If you ACCEPT the challenge push FIRE to send your boxer to TRAINING CAMP.

RINGSIDE

As in real boxing, your goal in Barry McGuigan's World Championship Boxing is to outscore or knock out your opponent in 10 or 12 round bouts. Each round is 3 "minutes" in length.

TRAINING CAMP

Training camp is the most important part of the game next to actually being in the ring. But before you train your fighter, study his attributes ★ and notice how they can affect the outcome of each fitht:

Endurance

★ weak ★ erratic ★ average ★ tough ★ mighty
Endurance is the key to knockdowns. When it's less than ten a knockdown will occur within the next few punches. Becuase of the THREE KNOCKDOWN RULE, if your fighter winds up kissin' canvas three times in the same round the fight is over. (That's called a TECHNICAL KNOCKOUT). Endurance goes down when you are hit *and* when you miss! The scoreboard above the ring constantly displays both fighters' endurance register. Watch these numbers carefully. ENDurance is indicated in the corners of the fight screen.

Stamina

★ sluggish ★ slow ★ average ★ quick ★ lightning
The "toughness" register. Stamina may be thought of as a percentage. When a boxer rests between rounds he gets back a percentage of the endurance he lost in the previous round. Also, when a boxer is knocked down (endurance is less than ten) his chances of getting back up are related to his stamina. If his stamina is very high he will always get up but the lower it gets the better chance he will be knocked out. Stamina goes down every time you are hit.

Strength

★ feeble ★ weak ★ average ★ strong ★ awesome
This register reflects your fighter's power. A strong fighter's punches will do more damage. Every punch your throw — hit or miss — will drain your strength register.

Agility

★ poor ★ average ★ good ★ massive
Agility is the key to your boxer's punching speed. It too goes down with every punch.
You've chosen an opponent, studied his strengths and weaknesses, planned your strategy and now you have from 6-12 weeks to train for the big fight. There are five areas in which you can allocate your time. You don't have to spread your time between the five areas. You can capitalize on one of your

strengths or compensate for one of your weaknesses. The choice is up to you! Here are the five training areas and the effects they have on your status registers:

Road Work; hitting the road has a tremendous impact on your endurance and helps build strength and agility.

Light Bag; the light bag is an agility builder. It also helps produce stamina.

Weights; pumping iron is a strength-builder. A few weeks of hard work and you'll be amazed.

Spar Time; practice in the ring will build all your registers but is especially good at boosting your stamina.

Heavy Bag; punching the heavy bag is great for your strength but it's also helpful in "toning" your stamina and endurance.
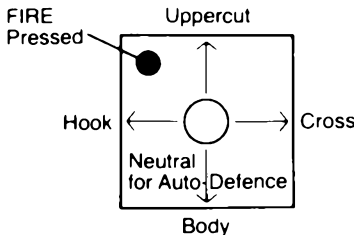
To train your boxer simply move the glove to an area and press FIRE. Every time you push the button another week will be allocated to that area. You can move to any area and devote up to 9 weeks as long as you don't exceed the total number of weeks left until the fight. When you are finished move the glove to CONTINUE and press FIRE.
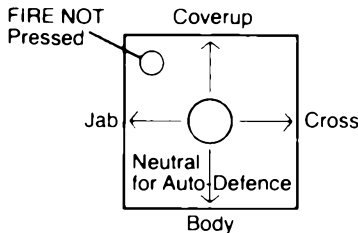
FIGHT TIME

To be successful in the ring you'll have to become an effective puncher. Some punches are only effective INSIDE while others are only effective when the boxers are OUTSIDE. Most important is being in the right range. Study the following chart and the descriptions of the various punches:

OFFENCE

Jab; the jab is an efficient point-scorer, a quick punch that doesn't do a lot of damage but isn't very tiring when you miss either.

```
FIRE          Uppercut
Pressed
         +----------+
         |    |     |
Hook  <--|-- (O) ---|--> Cross
         |    |     |
         | Neutral  |
         | for Auto-Defence
         +----------+
              |
             Body
```

Punches that are only effective INSIDE (Boxers are close together)

```
FIRE NOT      Coverup
Pressed
         +----------+
         |O   |     |
         |    |     |
Jab   <--|-- (O) ---|--> Cross
         |    |     |
         | Neutral  |
         | for Auto-Defence
         +----------+
              |
             Body
```

Punches that are only effective OUTSIDE (Boxers are farther apart)

Hook; the hook is slightly more damaging than the jab. It too is a quick punch and is good for scoring points without tiring the boxer unnecessarily.

Uppercut; the uppercut is an explosive punch from the INSIDE. It's moderately tiring and is a good knockout punch.

Cross; the cross is an explosive punch INSIDE and OUTSIDE. Crosses hit with tremendous impact but are also extremely tiring. Use them cautiously.

Head shots — Jab, Hook, Uppercut and Cross — will always connect unless blocked by coverup or because the punches were not delivered from the right range.

Body Shots; the body punch is a power punch. It drains an opponent's endurance and his strength. Like the cross, it too is very tiring.

DEFENCE

Coverup; the coverup wards off all blows to the head. Your boxer WILL NOT move while he is covering up, so if you want to move you'll have to release the joystick/keys and go to AUTO-DEFENCE.

Auto-Defence; leaving the joystick/keys in the neutral position will cause your fighter to go to AUTO-DEFENCE. This is an effective defence against the body shot.

SPECIAL FEATURES

1. Barry McGuigan's World Championship Boxing is unique in that it focuses on the art of the sport. Style, training and strategy are emphasized over slugging ability.
2. Grab your gloves and take on 19 different circuit boxers, including the Champion himself, Barry McGuigan . . . personalized artifical intelligence makes each boxer uncannily lifelike.
3. Create your own boxer . . . choose race, style, look and image.
4. Take your boxer to training camp to fine-tune his skills . . . light bag, heavy bag, road work, and more.
5. Incredibly realistic animation, including a full arsenal of punches, defensive moves and footwork.
6. Realistic ringside atmosphere . . . from the cheering crowd to the "thud" of a solid body shot. Plus, a specially composed musical score that captures the excitement of the game.

TIPS FOR STARS

We wanted this section of the manual to cover most of the strategic possibilities in the game. We soon realized that it would take another manual twice as long as this one to do that! Just like in real boxing, there isn't a "best way" to win. Your overall fight strategy has to be based on your opponent, and it's sometimes necessary to change strategies mid-bout. Here are some things to keep in mind:

1. So far we've discovered two good "overall" strategies. You can try to win the fight by hurting your opponent to the point of knockout. Or you can throw lots of jabs and hooks (which aren't tiring) and try to win by points. This strategy requires that you have an excellent defence or you won't make it to the end of the fight.

2. Notice the way your opponents throw punches. Some fighters throw more when they're INSIDE. Some hit more when they are OUTSIDE. You should be able to use this pattern to your best advantage.

3. A good defensive strategy if you are INSIDE and in COVERUP is to push FIRE. Your boxer will throw an uppercut and go right back to COVERUP.

4. Use the jab as a distance gauge. If you're sure the fighters are in range but aren't sure that they are INSIDE throw a jab. If it misses (and it wasn't blocked) you need to push FIRE because the boxers are definitely INSIDE.

5. If you see your opponent has a lot of STAMINA you'll have to hit him with crosses and body shots to bring it down.

6. Remember, points are scored every time you hit the other boxer. Often, the boxer who punches more hits more; so he scores more points. But he may also miss more and even get knocked out, so be careful because a KNOCKOUT always wins over points.

BASKETBALL

Two-on-Two ™

PRE-GAME BRIEFING

Basketball. It's the lightning-paced sport played only by super athletes. A game of strategy, guts, stamina, and – most of all – teamwork.

Two-on-two helps you develop the strategies and skills to make you play like a pro. Choose to play one player against the computer, two players against a computer team, or two players against each other. This *Player's Guide* gives you all of the vital information you'll need, so keep it with your kit!

Basketball will load into your computer memory. Cassette versions will load in stages, and you will see a variety of flashing colours around the screen as loading occurs.

JOYSTICK NOTES

Interfaces that may be used by Spectrum owners are Kempston, Interface II and cursor compatibles.

CONTROLS

All controls and movements allowed are listed throughout the *Players Guide* as JOYSTICK controls or FUNCTIONS. Players may prefer to use keyboard keys instead for Player 1 whilst Player 2 must always use keyboard. Refer to the table below when playing by keyboard. P1 indicates Player 1, P2 indicates Player 2, and Functions A – C are specific features that may be used.

Keyboard control table for GBA CHAMPIONSHIP BASKETBALL

Player No./Function	Spectrum Key
P1 – Joystick FORWARD	O
P1 – Joystick BACKWARD	A
P1 – Joystick LEFT	X
P1 – Joystick RIGHT	C
P1 – Joystick BUTTON	Z
Function A	ENTER
Function B	SPACE BAR
Function C	CAPS SHIFT & T SIMULTUNEOUSLY
P2 – Joystick FORWARD	U
P2 – Joystick BACKWARD	J
P2 – Joystick LEFT	O
P2 – Joystick RIGHT	P
P2 – Joystick BUTTON	M

SELECTING YOUR GAME

Select your game by pressing the SPACE BAR until your required play is highlighted.

PRACTICE SESSIONS

Just as in the real sport, Two-on-Two offers you the chance to warm-up before the game. The scoreboard and the time clock are not active and there are no penalties. Use FUNCTION B key to exit the practice sessions.

1 PLAYER SELECTED

You can practice shooting inside and outside and work on your hook shots, jump shots, slam dunks, tip-ins and rebounds.

2 PLAYER SELECTED

You can practice various shots as well as dribbling, rebounding and tip-ins. You can play straight one-on-one, or you can play "pick-up" games such as "Around the World" or "Horse".

AROUND THE WORLD

Player 1 tries a shot from the baseline – say, at the edge of the key. Every time the player makes a basket, he moves further along the edge of the key, working around the baseline on the other side of the basket. If Player 1 misses a shot, Player 2 gets a turn. When a player misses a shot, he must shoot again from that same spot on his next turn, and so on. The first player to go "Around the World" wins.

HORSE

Player 1 makes a shot from anywhere on the court. Player 2 must then make the same shot or they will get an "H". When Player 1 misses, Player 2 can make a shot from wherever they wish, and Player 1 must make the same shot. Every time a player misses, they get another letter until the word HORSE is spelled. Whoever gets all the letters first, loses. The letters for HORSE do not appear upon the screen, you will need to keep note of them yourself, just as you would on a real court.

HEAD-TO-HEAD (2 PLAYER)

|| With this option, two players play against each other, but each has a computer teammate to help, dressed in a similar colour jersey.

TEAMMATES (2 PLAYER)

|| If you choose this option, both players play together as a team, up against a hard-driving computer team.

CHALLENGE (1 PLAYER)

|| Player 1 pairs with a computer-controlled teammate, and challenges a mighty computer duo. Player 1's team will play as the HOME team.

TACTICAL TIPS

You're in the big-time now. You've got to get out there and give it all you've got. You face some stiff competition, and your teammate depends on you . . . so remember the club saying . . . "tactical tips and timing for top teammates!"

PASSING

To pass the basketball to your teammate, quickly press and *immediatley release* the joystick button.

If your teammate has possession of the basketball, you can request they pass it to you by quickly pressing the button. Your teammate will usually pass the ball, but not always – after all, any player can hog the ball now and then! Your teammate may pass the basketball even if you haven't requested it (unless you are moving) as you are open.

To catch the basketball, you must be directly in line with it, otherwise the ball will go out of bounds, or to the opposition.

SHOOTING

When you have possession of the basketball and want to make a shot, first hold down the joystick button. Your player will jump in the air. Release the button when you want your player to make a shot. Timing here is critical – if you release the ball at the top of the jump, you have a better chance of scoring. If you fail to shoot before your player lands, you'll be charged with *travelling*, an offence in Basketball.

[Hook Shots]

To make a hook shot, you must be downcourt near the baseline, with your back to the basket. With a hook shot, the ball is released as the player's arm "hooks" over his head. The advantage of this shot is that it cannot be blocked.

[Slam Dunks]

Probably the most satisfying shot in Basketball – ramming the ball through the hoop! You must be at the baseline as far downcourt as you can go, and you must shoot when you're in one of three areas: under the basket, half a step left of low post left (LPL) or half a step right of low post right (LPR). Finally, there must be no defenders under the basket. If these conditions are met, a slam dunk will always be successful.

[Tip-Ins]

If a player shoots, misses, and then grabs the rebound while directly facing the basket, he'll try again (a tip-in). As long as the player is facing the basket and underneath it, the tip-in will be automatic once the player jumps.

[Rebounds]

A player can rebound only when he's in the area immediately surrounding the basket. To rebound, press the joystick button in the same way you did to make a shot – your player will jump for the ball. Timing the jump is the key to successful rebounding.

[3 Point Shots]

If a player shoots a basket from outside the white 3-point line, that basket is good for 3 points instead of the usual 2! Timing is again critical, and a basket difficult from this distance.

STEALING & BLOCKING

To steal the ball from an opponent, you must "bump" the player *on the side on which he's dribbling or holding the ball.*

To block a shot, move in close to the player in possession of the basketball and press your button to jump (as if you were shooting). Your success will depend upon your timing and how close you are to the other player.

YOUR COMPUTER-CONTROLLED TEAMMATE

Never underestimate your computer-controlled teammate. He's intelligent and fast. If he's got a chance at the basket, he'll take it. Use him when you play – to win. No matter how good you are as an individual player, you'll never make it in the Championship unless you play as a team.

Gameplay in *Gamestar's Championship Basketball: Two-on-Two* shows one half of the full basketball court at a time. Each team may attack the opposition's basket (OFFENSE), and in turn defend their own (DEFENSE) whilst abiding by the rulebook. So gameplay switches from one end of the court to the other each time there is a change of possession or a basket is good.

BASKETBALL Two-on-Two™

[Directing your Teammate – the Playcalling Screen]

To instruct your computer teammate how to play when play resumes at the other end of the court, use the Playcalling Screen. The scoreboard is replaced for approx. 7 seconds by the Playcalling Screen while the players automatically run down the court and bring the ball back into play. Within this 7 seconds, you must select an offensive and defensive alignment from the Playcalling screen otherwise the computer will choose one for you.

The Playcalling Screen is divided into OFFENSE on the left and DEFENSE on the right. The offense screen shows the abbreviations BKT, RHT, TOP, LFT and SCRN, which represent the five offensive plays you may select now. The Defense screen is similar, showing your options of LZN, HZN, MMD and MML – the four defensive alignments you can choose from.

Select a play by moving your joystick forward, back, left or right depending upon the play you wish to select. For example, forward for BKT or LZN, back for TOP or HZN, right for RHT or MMD and left for LFT or MML. On offense you can also use the joystick button to select the SCRN play.
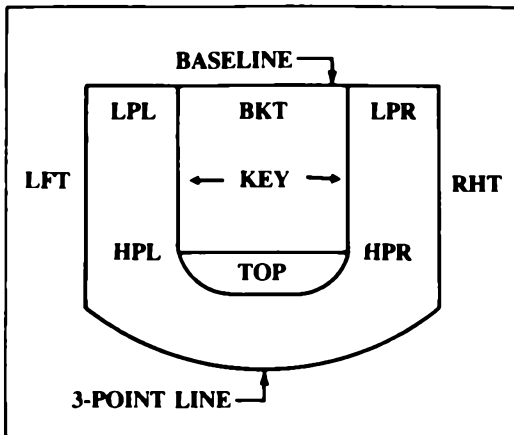
ZONES ON THE COURT

[Offensive Plays – LFT, RHT, TOP, BKT, SCRN]

You have 5 offensive plays from which to choose. Study them carefully – they will help you choose your team tactics.

LFT (left wing): Your teammate runs to the high post left (HPL) or high post right (HPR) and stays there for one second. Then he runs to the left wing (LFT), stays there for up to four seconds, and then runs a random pattern on the left side of the court.

RHT (right wing): Your teammate begins by running to the high post left (HPL) or high post right (HPR) and waits for one second. Then he runs to the right wing, waits for up to four seconds before running a random pattern on the right side of the court.

TOP (Top of Key): Your teammate runs either to the right or left high post (HPR or HPL), waits for 1 second then runs to the top. He waits at the top for up to 4 seconds and then runs a random pattern at the top of the key.

BKT (Basket): Your teammate runs to the high post left or right (HPL or HPR), then drives under the basket. Waits for 2 seconds then runs a random three-step pattern under the basket.

SCRN (Screen): You use your teammate as a screen to block out any defenders trying to cover you. Your teammate runs to HPL or HPR and stays there for 6 seconds, allowing you to dribble around him as he blocks the defender. Then he runs a two-step pattern between the high posts.

[Defensive Plays – LZN, HZN, MML, MMD]

LZN (Low Zone): Your teammate will stay in the key (between the basket and the inner white line on the court). When an offensive player enters his zone, he covers him man-to-man. If both offensive players enter the key (flooding) your teammate will cover the player possessing the ball. In this case, you should cover the player without the ball. When your opponents are not flooding the low zone, your teammate always takes the man in the low zone, and you take the man outside the key in the high zone.

HZN (High Zone): Your teammate covers the player possessing the ball when that player is in the high zone. You cover the player with possession when he enters the low zone area around the key, allowing your teammate to cover the player without the ball.

MML (Man-to-Man Light): Your teammate covers the opposing player who wears the light-coloured jersey.

MMD (Man-to-Man Dark): Your teammate covers the opposing player who wears the dark-coloured jersey.

[Playcalling & Loose Ball]

If nobody grabs a rebound and the ball is loose, the computer will sometimes allow you to regroup your offense and call another play. You'll know this is happening if the playcalling screen appears.

BASKETBALL – THE RULE BOOK

[Quarters]

You'll play four 6-minute quarters in each game. If the teams are tied at the end of the fourth quarter, you'll automatically go into overtime, which is another 6-minute quarter. The amount of time left in each quarter is shown on the clock in the middle of the scoreboard. At the end of each quarter a buzzer rings and the

screen displays which quarter has just been played. You then go immediately into the next quarter.

[Ball into Play]

At the start of the game, the home team (Player 1) always takes the ball out. Each team takes turn each quarter thereafter to bring the ball into play.

[Timeouts and Pause]

To pause the game use the *FUNCTION B* key on your keyboard. If you merely want to pause the game, just use the *FUNCTION B* when you're ready to resume play.

You can call a timeout when you're on offense. If you want to call a timeout, first use the *FUNCTION B* key, then press the joystick button. Each team is allowed five timeouts per half. On the scoreboard you'll notice five little yellow lights on the HOME and VISITOR sides of the board. Each time you call a timeout, one of these lights will go out.

Calling timeouts saves precious seconds at the end of the game. If your team is behind and the clock is about to run out, you should call a timeout right after you've called a play. Your players don't have to run down court now, they'll appear in court in position just as soon as play resumes.

[Quit Game]

To quit a game, press FUNCTION C key.

PENALTIES

Fouls and other penalties are displayed upon the scoreboard in flashing letters right after they occur. However, if a player is fouled while shooting, the foul won't be displayed on the scoreboard until after the shot has either gone in for a field goal or missed. Fouling the shooter results in one free throw if the basket is good and two free throws if he misses his shot.

The number of team fouls are displayed on the scoreboard. Teams get five fouls per half, the count is reset to zero at halftime. If a team accumulates more than five fouls in a half, this results in bonus free throws for the other team.

Bumping into an opposing player continuously for more than one second results in a Defensive Foul or Charging penalty.

[Defensive Foul]

Defensive player bumping into player with possession of ball. The penalty is either ball out of bounds to the offense or free throws.

[Charging]

Player with possession of ball bumping into defensive player. Penalty is change of possession or free throws.

[Travelling]

Called if you jump to shoot but don't release the ball. Results in a change of possession.

[Three-Second Rule]

Invoked if an offensive player stays inside the key for more than three seconds at a time. However, when the ball is in the air or up for grabs, all players can stay in the key. Staying in the key too long results in change of possession.

[24-second Shot Clock]

Gives the offensive team 24 seconds to make a shot after which they bring the ball into play. The scoreboard has a SHOT CLOCK which counts down the seconds. Failure to make a shot in time results in change of possession.

[Free Throws]

To make a free throw, just push the joystick button and release it. All players can rebound after the last free throw attempt.

is an eight event game divided into two days of competition. The first day's tests are recorded on side one of your data cassette and the second day's on side two.

You have three lives and must pit your skills and agility against the computer and the clock. Failure to "qualify" in any of the events will forfeit a life.

CONTROLS

The game can be controlled by keyboard or joystick and most interfaces are compatible. The keyboard controls are user-definable and are selected by an on-screen menu. Upon selecting your choice of controls the "letter ring" will appear; this enables you to input your initials before commencing. Use the left and right controls to move the pointer and press fire to select the chosen letter.

To enter your name upon finishing place the pointer on the end letter(a lower case"e") and press fire or leave your controls alone. Both will result in your name being entered and the game will restart.

Day One

1. Pistol Shooting 2. Cycling
3. Spring Board Diving 4. Giant Slalom

PISTOL SHOOTING

The game is designed to test finger co-ordination and fast response is required particularly as you reach more difficult skill levels.

Wait until one of the six targets turns towards you, aim the sight using the two running keys (one vertical, one horizontal), and fire at the red cross-wires at the centre.

Points are awarded for accurate shooting (600 for a bullseye). There are three chances to qualify and you are allowed 10 shots per qualification round.

Hint

It is easier if you move the sight diagonally towards the target allowing more time for fine correction.

CYCLING

Wait for the starting gun—you're off; now alternate the running keys (or joystick) for maximum speed in this sprint against time. (Only one chance to qualify in this test of stamina).

SPRING BOARD DIVING

You are allowed 3 attempts at each dive. When ready press the fire button to begin bouncing (to gain more height press again as you touch the board). The diver springs 3 times before diving off, when repeated left/right key depressions will make him somersault.

Cease movement when the diver is about to enter the water, head first for maximum score.

Four judges give marks (0-9) for:-
(a) Take Off   (b) Number of somersaults
(c) Dive finish   (d) Overall grace

Hint

On take off (bouncing) pressing the fire button at the lowest position gives maximum points and also extra height for more somersaults. Overall grace depends on the position of entry into the water.

GIANT SLALOM

Wait for the green starting light.

Push off-you have a short run to increase your speed until the first flag appears (use left/right control alternatively). Now press fire button to transfer control to skier's movement guiding him down the course, through the sets of flag poles, by using the appropriate left or right controls. To complete the run correctly you must pass through all gates in a specified time. (You have 2 chances to qualify).

Hint

Skiing directly down the slope will give you maximum speed, sharp turns will cut your pace dramatically, as will contact with the flag poles. Avoid any objects on the side of the slope as these can prove fatal.

N.B. Keep a note of your score on day one so that you can produce a grand total for the two day's events.

Day Two

1. Rowing 2. Penalties
3. Ski Jump 4. Tug O'War

ROWING

Wait for the starting pistol! Use continuous left/right movement to increase your speed. You are racing against both the clock and your CPU opponent. (You must beat the clock to qualify but coming in first gives extra bonus points).

PENALTIES

Your player will run towards the spot, use alternate left/right keys to build up the power for the shot.

When the ball is reached, press fire to kick.

The direction of the ball is determined by the timing of the kick and the angle is altered by length of time that the fire button is depressed.

You have 5 shots and to qualify you must score 3 goals.

Hints

The goalkeeper will respond to save the ball-but he is susceptible to the same kind of shots that score in a "live" game.

SKI JUMP

The pistol signals the gate to open and you begin to ski down the slope.

You must use this period to increase your energy store (continuous left/right movement) enabling the jump to be sustained for a longer time.

As you reach the end of the slope press the fire button to enable the skier to leap into the air (the nearer to the end of the slope the better).

As your man touches down on the snow press the fire button again but be careful, good timing is all important to avoid a nasty fall!

You have 3 chances to qualify.

TUG O'WAR

First choose your opponent (point with the cursor hand and press fire to select).

To qualify you must select an opponent with matching ability (or above) as indicated on the screen.

Now to do "Battle" — Use continuous left/right controls to increase the overall power and drag your adversary over the boundary!

You have 3 chances to qualify.

When you complete all the tests the day restarts and you can compete again at a more difficult level.

GOOD LUCK

HYPER SPORTS

CONTROLS

Keyboard-Redefinable
Joystick-most types of interface
Note: In the case of any difficulty experienced in joystick control the last defined keyboard controls may be used at any time during play, even if joystick has been selected.

PLAYING

Pit your skills and agility against the computer and the clock-in order to progress to the next event you must qualify (ie achieve game) — scoring hints are as follows and we would be interested to hear from any player with high marks.(100,000 and up is good).

SWIMMING

Wait fot the starting gun - racing dive into the pool (by pressing fire button). Your swimming speed is determined by continuous left/right controls, but remember in order to swim you must breath so wait for the button. If you breathe at the wrong time you'll swallow water and if you forget to breathe you'll gradually slow and stop.
Your opponents have differing swimming skills and are controlled by the computer if you can beat them all you're on the way to becoming a true champion.

SKEET SHOOTING

Computer controlled sights home in on skeet and marksmanship depends on fast reaction on the left/right controls. Good shooting gives bonus skeets with higher points but as your shooting improves the rate hots up! Good shooting.

LONG HORSE

Now test your ability as a gymnast - press the fire button to run the springboard, then again when you're on it - Now when you reach the hand stand position press it again to launch into the Somersaults (these are controlled by the left/right movement). The total score is made up of the distance you get up the springboard, the length of time on the horse, the number of Spins you can achieve and the perfection of your landing. Like the real event you must perform well right through for maximum marks!

ARCHERY

The target moves across your field of vision and you must judge wind speed and the angle of your shot to hit bullseye. First press the fire button to wind speed/direction, then press fire again to shoot one of your eight arrows at the passing target. (Keeping the fire button pressed increases the height of the arrow. Hint:- try to get as close to a 5° angle as possible.

TRIPLE JUMP

Co-ordination is the key to success in this event, use left/right controls to gain the maximum approach speed:- and press the fire button as close to the take off line as possible. For each part of the jump keep the fire button pressed to increase the angle of the trajectory and release as close to 45° as possible. Your score is a combination of the correct speed, angle and distance.

WEIGHT LIFTING

Now for the final test- a test of strength and stamina. Select the weight, type and then use the LEFT/RIGHT controls to increase the weight lifter's power. Press the fire button when STRONGMAN flashes to give the "Powerlift". Continue with power until all three judges acknowledge the feat. Your points score is based on weight.

● JONAH ● BARRINGTON'S ●

SQUASH

REPROSOUND

Jonah Barrington's Squash incorporates an amazing technique whereby the human voice has been accurately reproduced. In this way Jonah Barrington's voice will call out the scores. In order to take full advantage of the unique REPROSOUND system, it is advisable to amplify the sound by connecting the ear socket of your Spectrum to the MIC output of your recorder and press PLAY after removing the cassette. To reduce wear on your recorder also press the Pause button if fitted.

Playing Instructions:

Jonah Barrington's Squash can be played with either one or two players. If the one player option is selected your opponent will be the computer. Alternatively a demonstration of play at any level of difficulty can be obtained by selecting the computer option for both players. At the end of a rally during the demonstration mode press BREAK to return to main menu.

There are four levels of difficulty, corresponding to the ball spot colours in squash from RED (easy) to Yellow (difficult). To select level of difficulty press corresponding colour key.

Follow on-screen instructions to select required control keys. Spectrum owners should avoid redefining CAPS SHIFT or SYMBOL SHIFT keys. Spectrum + owners should avoid using EXTENDED MODE or the following keys when used together: 1 and EDIT, 2 and CAPS LOCK, 3 and TRUE VIDEO, 4 and INVERSE VIDEO, 9 and GRAPHICS or 0 and DELETE. IF you have a joystick connected select directions of movement by moving your joystick. Introducing this system of control will enable you to play the game with almost every joystick at present available. If you wish to have a two player game, but have only one joystick, one or both of the players may select the keyboard controls.

Your player will move to the left, right, forwards or backwards by pressing the Defined key. Depressing the fire button will enable your player to make a forehand or backhand stroke, depending on the position of the ball when the button is pressed. By timing the pressing of the fire button you can alter the angle at which the ball leaves the racquet. There are six different angles at your disposal. The timing of the swing will also alter the speed at which the ball leaves the racquet.

When you are playing the computer, and it is the computer's serve, press the fire button. You cannot however affect the serve in the same way as your own. You cannot however affect the serve in the same way as your own, by varying the length of the time you hold down the fire button.

Name

To enter your name, press up or down key until letter is reached and then the fire button. Up to eight letters may be entered. Move to the end of the space allowed and press fire button to enter game. If two player option selected repeat as above for second player.

The rules of Jonah Barrington's Squash follow the international Squash Racquets Federation rules as far as the computer will allow. There now follows a summary of the rules of Squash, highlighting any differences that may occur in Jonah Barrington's Squash:-

Board (Tin)

The area below the bottom line on the front wall of the court. Made of a material which gives a different sound to the rest of the court. A different sound will be heard from the computer when the ball strikes the board.

Cut Line

The Centre line on the front wall, six feet from the floor of the court.

Short Line

The line on the floor parallel to the front wall and 18ft. from it.

Half-Court Line

The line on the floor parallel to the side walls, which divides the back half of the court into two equal parts, called the right half court and left half court.

Service Box

A square area within each half court, from within which hand-in serves.

Out of Court

The ball is out of court when it strikes the front, back or side walls above the top line of the ceiling. In the computer game the line on the back wall is not shown.

Hand-in	Hand-out
The player who serves.	The player who receives the serve.

Not Up

The expression used to indicate that a ball has not been returned obove the board (tin).

Game/Match Ball

An expression used when the server is within one point of winning the game/match.

Scoring

A match consists of the best of three or five games, although a one game option is included in the computer game. Each game consists of 9 points and the player who first reaches 9 points is the winner except that if the score should reach 8-all hand-out may, if he chooses, set the game to 2, in which case the first player to score two further points wins.

In the computer game, if the score reaches 8-all, it will automatically continue until one player reaches 10 points. Points can only be scored by hand-in. When hand-in wins a stroke he scores a point. When hand-out wins a stroke he becomes hand-in.

Serving

The right to serve is decided by the spin of a racquet. In the computer game player 2 initially serves first. The server continues to serve until he loses a stroke, when his opponent becomes the server, and so on throughout the match.

Before being struck, the ball is thrown into the air and must not touch the floor or wall. The ball is struck onto the front wall in the area above the cut line and below the top line, so that it would fall on the floor in the half court opposite the server, unless volleyed. If these conditions are not met a fault is called, and the server makes a second attempt. If his second attempt fails a double fault is called and service passes to his opponent.

If the server fails to hit the ball on service a double fault is also called and service passes to his opponent.

The service receiver (hand-out) may attempt to return a fault serve and if he does so the service shall then be good.

At the beginning of each game and of each hand, the server may serve from either box, but after scoring a point he serves from the other and so on throughout the game. No choice is given in the computer game and all initial serves are taken from the right half court. In practice if the service receiver volley's the service before it crosses the short line a markers warning would be given and could lead to disqualification. In the computer game a let is called.

Let

A let is an undecided stroke and the service or rally in which a let is called shall not count.

The Play

After a good service has been delivered the players return the ball alternately until one or the other fails to make a good return.

A Good Return

A return is good if the striker, before the ball bounces twice on the floor, returns the ball onto the front wall above the board and in play without allowing the ball to touch the floor after striking it and before reaching the front wall.

Stroke

A player wins a stroke if the rules regarding service (see above) are not complied with by his opponent or if his opponent fails to make a good return of the ball.

Obstruction

The rules of the International Squash Racquets Federation are complicated and rely totally on the discretion and opinion of the referee. Basically after making a stroke a player must get out of his opponents way as much as possible. If a player, in the referees opinion, has not made every effort to do this the referee will stop play and award a stroke to his opponent.

The computer game, in the absence of a referee, allows a let to be played if a collision or obstruction occurs between the players, so long as the receiver is attempting to play a shot.

General

If the striker fails at his first attempt to hit the ball in play he may make further attempts provided the ball is still in play.
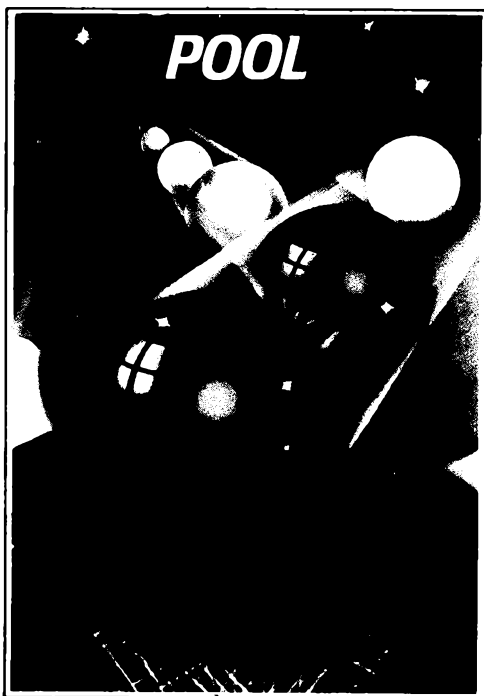
Clothing should be white. Out of necessity both players are dressed in black in the computer game. Player No. 2 being distinguished by a white stripe across his shirt and down the side of his shorts.

The Game

Ping Pong is a realistic simulation of table tennis for one or two players.
The screen displays a three dimensional view from above a ping pong table with the players depicted as bats.
The game can be played at five different skill levels either against the computer, or another player.

Controls

The game is controlled by joystick or keyboard (which is redefinable).
The player is first offered the option of a single or two player game.

One Player
The player has the following options.
Keyboard — Kempston Joystick
Sinclair Interface 2 — Cursor Joystick

Two Player
This is the same for one player, but with the following options.
Keyboard v Keyboard [Players use different keys]
Keyboard v Joystick [Any of the joysticks listed above]
Joystick v Joystick [Sinclair Interface 2 only]

KEYBOARD

SERVE	– Enter	CUT	– N
BACKHAND	– X	DRIVE	– B
SMASH	– H		

JOYSTICK

```
              SMASH
                ▲
                │
DRIVE ◄─────────┼─────────► CUT
                │
                ▼
BACKHAND      SERVE
```
Press fire button.

Serving

Toss up the ball for the serve by using the serve control.
Move joystick left or right to serve with drive or cut respectively. You may serve backhand by holding down the firebutton and have seven seconds in which to make your serve.
If you do not serve before the countdown reaches zero, the ball will be dropped on the floor.

Status and Scoring

The Scoreboard
In a two player game the scoreboard is displayed after each game. It shows the points won by each player for each game.

Indicator 1 shows judge's calls on player one's shots. Shots will be called as OUT or NET.
Indicator 2 shows player one's present game points.
Indicator 3 shows the current level, from 1 to 5.
Indicator 4 shows the calls on player two.
Indicator 5 displays the time left to serve.
Indicator 6 shows player two's present game points.

Entering your name on the High Score Table

Select the desired letter by moving left or right and press the fire to make your selection.
A score of ten points is awarded each time a player manages to hit the ball. 500 points are awarded for a successful, point-winning smash. At the end of each level, 1000 points are awarded for each point of the winning margin, as a bonus.
Both player's scores and the highscore are displayed at the top of the screen. If a player's score is large enough he will be given the opportunity to enter his name in the high score table at the end of his game.

Playing

Each game is played to 11 points. The winner is the first to reach 11, however he must win by at least two clear points unless the score reaches 15, in which case the game will terminate.

The service changes after every five points, however if a tie score of 10-10 is reached the service changes after every point from then on.

If a two player game is being played then a match of three games is played. The first player to win two games wins the match.
In a one player game if the player wins then a new game is started on the next highest difficulty level.

Hints and Tips

When To Use Each Shot Type

Smash – This is a superfast shot used to return 'floaters'. Floaters will make a distinctive sound.
Drive – This is a fast shot normally used to return the ball.
Cut – This is a slow shot which can be used to interfere with your opponent's timing.
Forehand or Backhand – Switching back and forth from backhand to forehand is effective when your opponent tries to catch you on your undefended side or when you want to force your opponent to move right or left.
The direction in which the ball is returned depends on the timing with which you hit it back.

Ping Pong Terminology

In – The serve or return is good.
Out – The serve or return is bad.
Net – A served ball hits the net and is OUT.
Deuce – A tie score at 10 and above.

ⵣ *POOL*

A truly amazing version of the game of Pool using full sound and colour graphics on your Spectrum to bring the action of the real game into your own home. Use your skill and judgement and play like the proffessionals.

THE GAME
At the beginning of each game you start with three balls and three shots. The speed of the shot is initially set to 3. After the theme tune is played the white triangular cue marker appears and play can commence.

The object of the game is to successfully pot all six balls on the table using the white triangular cue marker to position the shot. The marker can be moved around the cushion until the cue ball is lined up, and then the shot can be made. The speed of each shot can be altered but after the shot is made it will revert to 3. If you pot all 6 balls the game moves onto the next frame. During a game the number of shots

remaining will decrease by one for each shot made, unless a ball is potted on that shot when it will revert to 3. After frame 3 this is reduced to 2 shots. A foul shot when the cue ball is pocketed or misses the other balls results in one ball on the display being forfeited.

POOL
Once the program has loaded the instructions will appear on the screen. Select whether you require a 1 or 2 player game and enter the appropriate number. If after 15 seconds you do not select a game the program will go into demonstration mode.
To return to the instruction page press any key.

TWO PLAYER GAME
The rules for the two player game are the same. Both players play on the same table at all times.
The current player is displayed in white at the top of the screen, with a high score in the centre. At the end of a players turn the computer displays the next player on the table and waits for the enter key to be pressed before play restarts. This allows the previous player to check his score etc.

SCORING
On all frames the BLUE balls are worth 20 points and the RED balls 10 points. When a ball is pocketed successfully a score is displayed at the bottom of the screen. The formula is:

Ball Colour x No. of shots x Frame No. remaining e.g. 20 x 2 x 1 = 40

CONTROLS
The keys used are displayed at the start of the program, they are:

A-moves cue marker anticlockwise
S-moves cue marker clockwise
L-changes the speed of the shot
ENTER-executes the shot

SUPER SOCCER

THE GAME
Welcome to Super Soccer, the most realistic football simulation yet!

MAIN MENU
This has four status boxes on the right hand side showing:
Number of players
Level of play
Mode of play
Time of game
Press 'S' to start game.
Press 'P' to select the number of players from 1 to 8. Selecting two players automatically selects single game and three players selects tournament mode.
Press 'L' to advance the level of difficulty between 1 and 3.
Press 'M' to change mode between Tournament, (to play which you can have any number of players), Single game, (played with one or two players) or Practice (played with only one player).
Press 'T' to change the total length of a game between 10, 20 and 30 minutes.
Press 'C' for Colour Editor.
Press 'E' for Names Editor.

COLOUR EDITOR
The Colour Editor allows you to select any Spectrum colour for the Pitch, Team 1, Team 2 and the Border.
Press 'B' to advance the border colour.
Press '1' to advance the pitch colour.
Press '1' to advance Team 1 colour.
Press '2' to advance Team 2 colour.
Press 'Enter' to return to the Main Menu.

NAMES EDITOR
The Names Editor allows you to define any of the team names used throughout the game.
Use arrow keys up and down ('6' and '7') to select team to change.
Press 'SPACE' to edit name.
Input your new name, which can be up to 9 letters. Use 'DELETE' to erase any mistakes.
Press 'ENTER' when finished.
Press 'ENTER' to return to Main Menu.
N.B. In Tournament if there are say 5 players then these players correspond with the top 5 names in the list. I.e. player one is the top name in the list and so on.

CONTROLS EDITOR
There are two status boxes on the right hand side showing:
Number of the player currently selecting controls.
Current choice of controls.
Press 'J' to select joystick from between Sinclair A, Sinclair B, Cursor and Kempston.
Press 'D' to define keyboard selection. (You will be prompted for your selection for Left, Right, Up, Down and Kick).
Press 'M' to return to the Main Menu.
N.B. In normal mode this will be replaced by,
Press 'T' to return to Tournament page.
Press 'ENTER' to allow a second player to select their controls. If it is a single game press 'ENTER' to KICKOFF.
Using keyboard it is possible for Player one to select any key but 'H'.
If Player two is also using keyboard he may not use 'H' or any key selected by Player one.

PLAYING THE SUPER SOCCER TOURNAMENT
NOTE
After a game has been played the score card will be displayed in a darker colour.

When entering the Tournament the screen will clear and you will be presented with the draw for the first round. All human controlled teams are highlighted in white.
From the Tournament page you can press:
'SPACE' to advance, that is play the next game. If there are any humans involved it will go to the Controls Editor. If there are no humans involved the match and its result will be printed up. After a pause it will return to the Tournament page.
'A' will abort the tournament. This will return to the Main Menu. On re-entering the Tournament the first round will have been completely re-drawn and no games will have been played.
All winning teams will automatically be placed in the next round of the Super Soccer Tournament.
N.B. Just as in the Single Game there must always be a winner, so extra time and penalties

will be played to accomplish this.

Super Soccer Single Game
Play against either the computer or a friend. After the full period of time if the score is a draw then 5 minutes of extra time will be played. If after this it is still a draw then there will be a penalty shoot out.

Super Soccer Practice
Use this mode to learn the skills of a Super Soccer champion. Practice dribbling and close ball control. Practice chipping, kicking and driving the ball. You can also practice throw-ins. No other player will interfere with your practice.
N.B. This mode can only be chosen when there is one player selected.

Playing Super Soccer
This game features advanced 'Intelligent' joystick control. We list the controls available at your finger tips but suggest that the best way to learn to play is by using the practice mode. The player under your control is indicated by a halo above his head. Your opponent, be it human or the computer, has a halo but in a different colour.
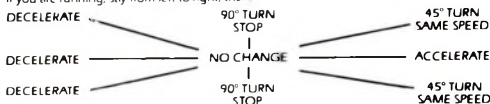
CONTROLS
GAME DISPLAY

PENALTY POINT INDICATOR	GAME TIME REMAINING	PENALTY POINT INDICATOR
SPEED LEVEL	06:43	SPEED LEVEL
ENERGY LEVEL		ENERGY LEVEL
FORCE LEVEL		FORCE LEVEL
UNITED	01:02	ROVERS

SCORE
TEAM NAMES

RUNNING
If you are running, say from left to right, then:

DECELERATE	90° TURN STOP	45° TURN SAME SPEED
DECELERATE	NO CHANGE	ACCELERATE
DECELERATE	90° TURN STOP	45° TURN SAME SPEED

Your speed is indicated by a blue bar at the top of the status box above your team name. Remember, you will accelerate if you push the joystick in the direction you are facing and decelerate for the reverse directions.

USING FIRE
No-one in Possession of the ball
Pressing fire when no-one is in possession has no effect as you are automatically given control of the player closest to the ball.
Opposing team in Possession
If you are close enough to the player with the ball you will do a SLIDING TACKLE. The force of the sliding tackle depends upon your speed. If you receive a PENALTY POINT (see below) and comit a foul (see PLACE KICKS) if you come into contact with the player before the ball. If you are a distance from the player with the ball then pressing fire will cause the halo to be changed to the player next closest to the ball.
You are in Possession
Dribbling with the ball is automatic, there is no need to press fire. The faster you run the further ahead of you the ball will travel therefore making high speed dribbling tricky. Close precision dribbling will only be possible at slower speeds.
Pressing fire increases your force of kick (indicated by the cyan bar at the bottom of the status box). The ball will be kicked with the given force as soon as the player meets the ball. The style of kick depends on how the joystick is being moved.
MOVING FROM LEFT TO RIGHT –

	CROSS	
CHIP	ORDINARY KICK	DRIVE
	CROSS	

Goal Keeper
The goal keeper can be moved as an ordinary player but also has his own set of controls. If the goal keeper is moving forward then he acts like a normal player. If the 'keeper is stationary then –
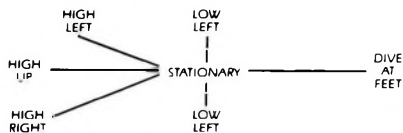
SIDESTEP UP GOAL

STATIONARY

SIDESTEP DOWN GOAL

SUPER SOCCER

i.e. moving the joystick at right angles when he is stationary causes the 'keeper to sidestep. When the 'keeper is either stationary or side stepping then pressing fire and moving the joystick issues the following commands.

[LEFT HAND GOAL]

```
      HIGH              LOW
      LEFT              LEFT
         \               |
          \              |
  HIGH  ————  STATIONARY  ————  DIVE
   UP                                  AT
          /              |            FEET
         /               |
      HIGH              LOW
     RIGHT             LEFT
```

Throw-ins
Use the joystick to point the ball in the desired direction. Use fire to build up the force, the larger the force the harder the throw. Releasing fire throws the ball.

Trapping the ball
Pressing fire when the ball hits a player under your control (after being kicked by the opposition) causes the ball to be CHESTED DOWN. If not then the ball just bounces off your body.

Heading the Ball
If the ball is in the air and your player is close enough to it then pressing fire will cause him to do either a JUMPING header or a DIVING header, depending upon the state of play.

Speed and Energy
Your energy will increase or decrease depending upon your speed. Running fast causes the energy to decrease while running slow makes the energy increase. When your energy falls to a certain level then your speed will be limited until you build the energy back up.

Penalty Points
Every time a player commits a foul he is given a penalty point. One point equals a caution, two a yellow card and three a red card. These are represented in the status area by blue, yellow and red squares.

Note: When a player is sent off with a red card he does not return.
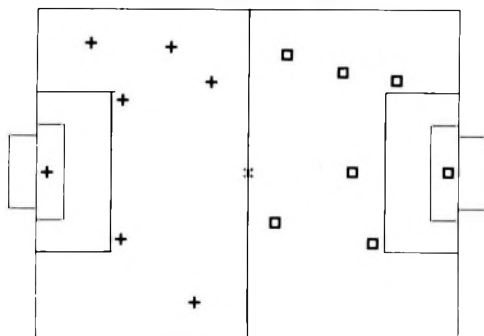
Penalties
Both 'keeper and striker use their normal controls as given.

PLACE KICKS
Free kicks and Corners
When a free kick or corner is about to take place a plan view of the entire pitch is displayed and the clock stopped. You now have 30 seconds to place your team anywhere on the pitch. Move your flashing symbol to its desired spot and then press fire to move onto the next player. Pressing fire and holding the joystick in a position will make the player run in that direction when the ball is kicked. Players one and two do this simultaneously. Play recommences after the referee's whistle is blown.
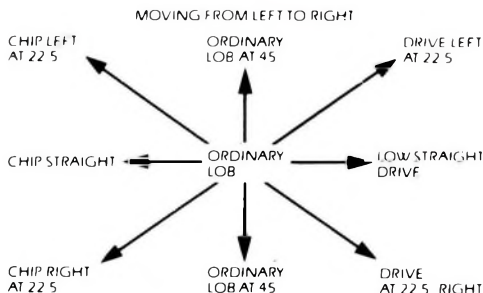
PLACE KICK DISPLAY

KEY
+ – TEAM A
□ – TEAM B
x – BALL

## KICKING THE BALL IN DEAD BALL SITUATIONS
To allow greater variety of play, controlling the ball at corners, free kicks and penalties is slightly different from normal control. Pressing fire increases the energy but until you come into contact with the ball your player will not change direction. When contact is made with the ball, the type of kick depends on the joystick input (detailed below). Once again these controls are transposed for each direction of movement.

MOVING FROM LEFT TO RIGHT

```
CHIP LEFT          ORDINARY          DRIVE LEFT
AT 22 5            LOB AT 45         AT 22 5
        \              |              /
         \             |             /
CHIP STRAIGHT ——  ORDINARY  —— LOW STRAIGHT
                     LOB              DRIVE
         /             |             \
        /              |              \
CHIP RIGHT         ORDINARY          DRIVE
AT 22 5            LOB AT 45         AT 22 5  RIGHT
```

HINTS AND TIPS
Persevere it is worth the effort. Use Practice mode to learn the controls. Don't try to run the entire length of the pitch at full speed, you will not make it. Use accelerate and decelerate to confuse the opponent on dribbling runs. Time running up to the ball and kicking (i.e. pressing fire) for maximum effect. Learn the art of passing and moving the ball quickly between your team. The fire button can be used to change the active player within your team.
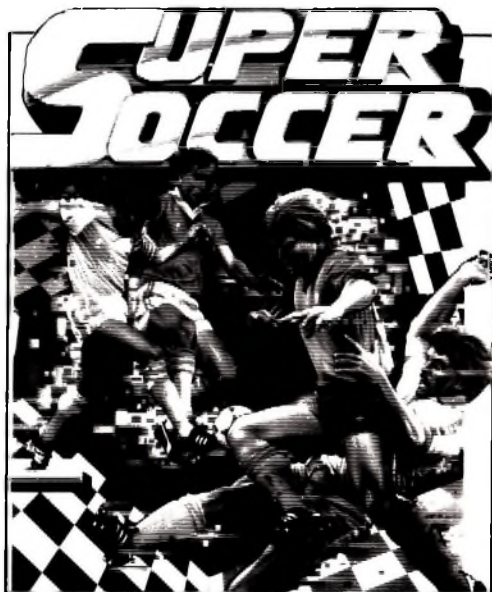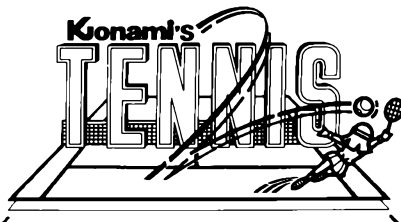
GAME PLAY

This game can be played by either a single player or by two players; either competing against each other or playing on the same team against the computer.

The program is operated by keyboard or joystick and most interfaces are compatible.

Just like real tennis, you score '15', '30', '40' and then the next point takes the game. The first player to take six games wins the set. The player who gets the best out of three sets wins the match.

SERVING

When serving, the ball must land in the service court diagonally opposite you.

Serve the ball by first tossing it up with the fire key, then hit it immediately by another push of the fire key. Be sure to get your timing right when you serve; depending on how good your timing is, your serve will be counted as IN, FAULT or NET as it hits the opponent's court. When a ball hits the net and 'NET' is called you take another serve.

CALLS BY THE JUDGES

If a ball lands on a line it is in.

In singles the play is bounded by the inside lines. For doubles use the outside lines. Players change courts only in a two player singles game. When playing against the computer, in either singles or doubles you control the player in the near court.

CONTROLS
THE MAIN MENU

On screen you will be presented with the following:

(1) ONE PLAYER .... ONE PLAYER GAME (AGAINST THE COMPUTER)
(2) TWO PLAYERS .... TWO PLAYER GAME (HEAD TO HEAD)
(3) DOUBLES .... DOUBLES (2 PLAYERS AGAINST THE COMPUTER)
(4) OPTIONS

OPTIONS

Pressing 4 on the keyboard will present you with the following menu

(1) PLAYER 1 CONTROLS
(2) PLAYER 2 CONTROLS
(3) MAIN MENU

Note: BREAK always returns to the main menu.

Pressing either 1 or 2 will proceed to control menu.

(1) KEYBOARD
(2) KEMPSTON JOYSTICK
(3) REDEFINE KEYS

Pressing 1 will enable you to use ther keyboard controls.

	up	down	left	right	fire
PLAYER ONE	I	K	J	L	SPACE
PLAYER TWO	E	D	S	F	S/SHIFT

Option 3 will present you with the following menu:

DEFINE CONTROL KEYS

UP ....
DOWN ....
LEFT ....
RIGHT ....
FIRE ....

You can now choose the keys that you wish to use.

WELCOME TO WORLD SERIES BASEBALL

USING the menu

Pressing any key during the title screen or demonstration mode will bring up the menu screen.

There are three status bases: one displaying the present number of players; another displaying the length of game chosen in innings; and finally, the largest base displaying the current control option for both players.

Further this is a list of keys which perform various functions when pressed.

S to start play;
I to go to the instructions pages;
P to toggle the number of players;
L to alter the number of innings selected (this loops through **3**, **6** or **9**);
C to go to the controls editor;
D difficult level.

CONTROLS EDITOR

When **C** is pressed during the menu the controls editor will appear. Player 1 is given the opportunity to redefine his control keys or select a joystick. There are three function keys shown:"ENTER" when new selection is complete; **J** to select a joystick (continue pressing to loop through options); or **D** to redefine the keys. When redefining keys a cursor will flash beneath the key to be defined, just press the key of your choice.

Note 1. When a two player game is selected, Player 2 has the opportunity to use the controls editor after player 1 has pressed "ENTER".

Note 2. The game hold button is defined as **H**. This cannot be changed nor can either player define **H** as control key.

Note 3. In a one player game, player 1 has complete freedom to select any control keys except **H** but in a two player game either player may not select a key already selected by the other.

Note 4. With a Sinclair ZX interface 2 the port to be used is indicated by the arrow on the selection.

World Series Baseball is one of the few games to allow two players to play simultaneously with a joystick each.

Note 5. During play the game can be aborted at any time by pressing **T** and **H** (**T** must be first or the game will HOLD). We, therefore, do not advise the selection of **T** for a control.

STARTING PLAY

When you press **S** to commence play you will be asked to input your name. Simply type in your name up to eight letters. There is a delete facility using the Spectrum delete keys. If you opt not to enter a name the computer will automatically call you "Player 1" or "Player 2".

When you complete the process press "ENTER" The computer will now initialise the screen. On the stadium score board will appear both players names with their current team colours.

To change colours use left and right to loop through the choices and fire when you have made your selection. We recommend white and blue but the choice is yours. Play will now commence.

BASEBALL-Rules

In essence baseball is similar to the familiar game of rounders in as much as one team bats, another fields and points are scored for a successful batter running around all four points of a square which is marked out on the grass. Here, the similarity ends. An innings is the period of play where both teams have one period of batting each.

An innings is logically split in two halves and one half innings lasts as long as the batting side prevent three men from getting out. There are three basic methods by which a player may be dismissed: whilst batting he may miss three successive balls-each miss is called a STRIKE and 3 STRIKES means you're out; when he hits the ball it may be caught by a fielder; or he may be run out. The ball is thrown by the Pitcher who stands in the centre of the square. The two lines which extend from the home base (Batter's position) are called the foul lines. If a ball does not land within the area marked by the foul lines when it is struck it is considered a foul and counts as a STRIKE.

PITCHING

A close up of the action is displayed on the stadium score board. There are two ways in which each pitch can be varied. Firstly, the speed of delivery may be varied by left and right. Secondly, the height of the delivery is determined by up and down. Select your choice and press the fire button to throw.

BATTING

Watch the ball carefully as it approaches. How you time your swing will determine how well you hit the ball. You can vary the speed and height of swing by using left/right, and up/down respectively on your joystick. When you are ready press the fire button.

FIELDING

As soon as the ball is struck one fielder will come under player control. This will usually be the man nearest to the expected landing site of the ball. Use left, right, up and down to move the man around the field.

When he has picked the ball up use fire to throw it. The direction of control when the ball is thrown selects which base or the pitcher that the ball will be thrown to.

RUNNER STEALS

While the ball is in the field one of the runners is under player control and you can try to make him advance a base by using up and down to control the direction in which he runs. Note that all runners must be on bases for the next play to commence.

TO 'OUT' BATSMEN

A batsman may be dismissed if he fails to hit three successive pitches or his ball is caught by one of the fielders. He will leave the field and the number of outs will increase.

A runner may be dismissed if he is tagged by the man carrying the ball while he is running between bases of a fielder holding the ball has a foot on the base to which he is running and he cannot return to his last base.

CHANGING OUTFIELD

Before each pitch the scoreboard will show the current position of the outfielders. These men can be moved in or out by pressing up or down while this message is displayed.

Get a feel for pitching, hitting, running, throwing, fielding and catching. The shadow of the ball will help you judge where the ball is headed. World Series Baseball is easy to pick up but tough to master, especially against the computer team.

Have fun with World Series Baseball-it's designed to be fun for beginners and advanced players alike. If you have tips or strategies for other players just drop us a note-we would love to know how your major league dream is coming along.