

CAVE SET
AND
MATCH
2

SPECTRUM

ocean®

GAME, SET and MATCH 2

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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.
4. Press 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.

GAME SELECTION

When the game titles appear on the selection screen type in the relevant number of the game you wish to play. 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.

BASKET MASTER

BASKET MASTER

Basket Master... the latest sports blockbuster!

An all-action bonanza as you face either the computer or take on your friends in a frantic head-to-head tussle with one of the fastest sports around.

Stay on your toes as you dribble the ball down the court, your opponent hot on your heels, then with a steady hand and a keen eye shoot for a basket, it's fast, it's furious, it's fun. Defend your zone, tackle your opponent, race against the clock as your run, turn, leap then slam-dunk the ball through the net.

Watch your moves in slow-motion replay and hear the crowd go wild.

It's 3-D action all the way with brilliant high-resolution graphics and stunningly authentic sound effects in this superb sports simulation from Imagine.

Go for it! Be a Basket Master!

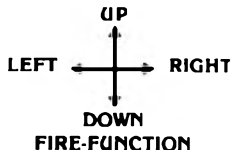
CONTROLS

The game is controlled by keyboard which is fully re-definable or joystick

KEYBOARD

	LEFT COURT	RIGHT COURT
UP	I	O
DOWN	Q	H
LEFT	S	H
RIGHT	D	J
FUNCTION KEY	Z	M

JOYSTICK



CONTROL OPTIONS

If you are going to play against the computer select the controls for player one.

In case two players take part different controls must be chosen for each of them.

When redefining keys certain combinations may arise which cause logistic problems, the predefined keyboard option avoids this problem.

PLAY OPTIONS

ONE PLAYER

You must play against the machine, which simulates professional basketball style of play.

TWO PLAYERS

You can compete against your friends and test your skills in Basketball.

LEVELS

You are allowed to select one of three game levels: BEGINNER, AMATEUR or NBA (It is very difficult to win on this last level).

CHANGE NAMES

Enter your name into the left court, (if two players take part, into whichever side you are playing).

CONTROL OF THE PLAYERS

ADVANCE AND DIRECTION

The keys make the player advance in the desired direction. So if the player isn't carrying the orientation of his body will coincide with the direction in which he advances.

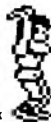
However if the player is carrying the ball the orientation of his body doesn't change, but he will move in the chosen direction, thus being able to keep the ball away from the opponent. If when carrying the ball you wish to change the orientation of the player's body press the key of the direction chosen and, right after, without letting the key go, press the Function key. Once the player has reached the desired orientation release the Function key.

THROWING

When you have the ball you can throw towards the basket in the following manner:

Pressing the Function key only the player will jump; with a second press the player will throw the ball in the way best suited to the orientation of his body.

Example:



1. Sky-hook



2. Turning half way around



3. Forward etc

SLAM-DUNKS

To perform a slam-dunk it is necessary to be in the zone directly under the basket. By pressing the function key the player will rise until he slams the ball in the basket. While rising decide which type of slam-dunk we want to perform by using the control keys.

STEALING THE BALL

In order to take the ball away from the opponent, approach him, pressure him, watch his movements and, at the moment he isn't covering the ball, snatch it away by pressing the function key.

REBOUNDS

To capture a rebound you must pay close attention to the shadow of the ball in order to detect where it is going. Jump up and capture the ball using the function key.

STRUCTURE OF THE SCOREBOARD

A: Energy bar indicates the physical state of the player.

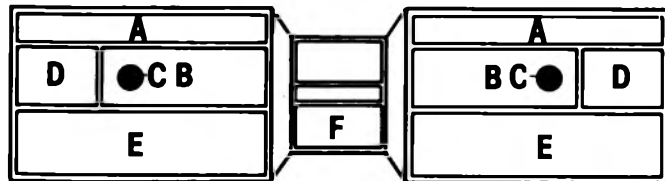
B: Personal foul counter indicates how many fouls a player has committed.

C: Indicates how close the ball is to you when a ball appears it means that you are in an ideal position to capture it.

D: Scoreboard counter keeps track of each player's points.

E: Message area indicates the name of the player who has committed foul and type of foul.

F: Chronograph times the 5 minutes of each period.



PLAYING STRATEGIES

STEALING THE BALL

Cover the ball when attacking right after stealing it, thus preventing the opponent from getting it back.

DRIBBLING

Controlling the orientation of the player's body will allow you to change direction and thus dribble the ball away from the opponent and gain a good position for throwing.

COVERING THE ZONE

The computer simulator's strong point is slamming the ball down the basket when in the zone. To avoid this, cover the zone and force him to throw from farther away.

INTERCEPTING THE BALL

Pay attention to your opponent when he throws from far away. Get near him, jump and you will intercept an otherwise sure basket.

TIREDFNESS AND ENERGY

Take advantage of your moments of maximum energy and recover your strength when you are feeling weak. Try to tire out your opponent. The effectiveness of your throw is determined in part by tiredness, and remember, you can't perform a slam-dunk if you are tired out. Keep an eye on the bar on the scoreboard indicating your energy level.

INFRACTIONS

The software reorganises the following infractions:

1. Travelling back-court
2. Out
3. Personal fouls. Avoid committing any of them.

PERSONAL FOULS

They can be committed when attacking or defending.

When attacking you must avoid contact with the opponent when approaching the basket.

Be careful with slam-dunks when the opponent is defending his zone.

When defending you must avoid stealing the ball if it is properly covered by the opponent and never pressure from behind.

ACTION REPLAYS

Whenever a slam-dunk takes place the repetition of the play will appear in close-up and slow-motion.

HALF-TIME, STATISTICS AND END OF THE MATCH

The match is made up of two periods of 5 minutes playing time with a half-time rest.

During the half-time and at the end of the game a statistical table with percentages and results of each player will appear on the screen.

The game can also end when one of the players is expelled because he has committed too many fouls, which means that even if you're ahead on the scoreboard, you still lose.

GOOD SHOOTING!

Game design Dinamic Produced by D.C. Ward © 1987 Imagine Software.

CHAMPIONSHIP SPRINT

CONTROL NOTES...

The Spectrum version of CHAMPIONSHIP SPRINT may be played by up to two players, on joystick or keyboard. (See *QUICK REFERENCE GUIDE* for key usage). Spectrum owners may use Kempston or Sinclair joysticks.

GETTING STARTED

CHAMPIONSHIP SPRINT is split into two distinct sections – *CHAMPIONSHIP SPRINT RACING* and *CHAMPIONSHIP SPRINT COURSE CONSTRUCTION* – you will find them on either side of the cassette.

Eight ready-made TRACKS are provided for you to RACE on, and further sets of eight may be created by you using the *CONSTRUCTION* program, which is a TRACK EDITOR.

Create/Edit TRACKS using the *CONSTRUCTION* program, save them to your own cassette, and then load the *RACING* program, to play either the ready made TRACKS or your own pre-saved TRACKS!

USING CHAMPIONSHIP SPRINT COURSE CONSTRUCTION

This program is known as the TRACK EDITOR, and once it has loaded, you'll see a screen displaying a track with four boxed words across the top, and some designs down the right-hand side. An arrow, known as the CURSOR, may be seen on the screen, and moving the joystick in any direction moves the CURSOR in the same direction as the joystick.

A square box, known as the CURSOR, highlights part of the TRACK, and an ARROW may be seen within the CURSOR. Practice moving the CURSOR left and right by using the O and P keys, and up and down using the Q and A keys.

The ICONS at the side of the screen are the key to the gameplay options – each ICON has a gameplay option associated with it – full details on how to use the ICONS and the other EDITOR features of CHAMPIONSHIP SPRINT are described below.

USING ICONS

1. Move the CURSOR as far RIGHT as it will go. The CURSOR will now highlight an ICON if you move it UP or DOWN.
2. Move the CURSOR to highlight the ICON you require, and then press FIRE/SELECT.
3. Some ICONS (such as CONTROL) will now give you options, listed in a small menu, move the highlight bar up and down using the UP/DOWN keys, and when your selection is highlighted, press FIRE/SELECT. Follow any additional instructions that may appear on screen, and/or refer to the notes below on *ICONS – USING GAMEPLAY OPTIONS*. To quit, simply return the highlight bar to the top of the menu, and press FIRE/SELECT.

Other ICONS (such as VIEW) will perform the required action and you are free to continue using the EDITOR, whilst others (such as HELP) will remain in that option until you press FIRE/SELECT.

CONSTRUCTING YOUR OWN TRACK/MODIFYING A TRACK

1. Place the CURSOR on the track at the position you wish to start designing/modifying the track on screen, by moving LEFT, RIGHT, UP and DOWN.
2. Once the CURSOR is positioned press FIRE/SELECT and keep it pressed down; now use the UP and DOWN keys. This will cause a track TILE to appear on-screen where the CURSOR is.
3. When the TILE you wish to use is displayed, take your finger off FIRE/SELECT. You may now move the cursor to another part of the screen.
4. Repeat from 2 above until the track is to your satisfaction.
5. Repeat the above for all eight tracks, and then SAVE them to *your own* data cassette.

It should be noted that tracks need to be playable, as they

are validated prior to a race, and so any blockage of the track, or any open edges (say, onto grass) will not be valid. Note also that BRIDGE tiles are two-way (ie, cars are supposed to go over as well as under), and that RAMPS must be paired.

ICONS – AVAILABLE GAMEPLAY OPTIONS

The following options are available as ICONS: (ICONS described, with actual function in brackets beneath description)

4 arrows – (CONTROL) allows you to redefine the keyboard CONTROL keys
HELP – (HELP) an on-screen reminder of the ICON functions
Door – (EXIT) Quits the EDITOR program
? – (VALIDATE) Before RACING may begin, you must decide which route the cars must race around the TRACKS in order to qualify for a complete LAP (most tracks feature junctions, and unless a valid direction is specified at each junction it is impossible to race). This is achieved by guiding an arrow around the track from the START GRID, through any junctions, until it reaches the START GRID once more. The route the arrow has taken comprises the required LAP for this track, hence when players race on the track they must follow the same route in order to stand a chance of winning.

1. Highlight this ICON and press FIRE/SELECT.
2. The arrow will appear upon the START GRID of the currently selected track. Press FIRE/SELECT again and it will automatically move as far around the track as it can. During this time it will display a “?” symbol, showing that it is VALIDATING the track.
3. If/When the symbol reaches a junction where it may

move in more than one direction, it will stop. At this point, you take manual control and turn the arrow to *point in the direction* required at this junction.

4. Press the FIRE/SELECT to set the arrow in motion once again.
5. Repeat from item 3 until the arrow reaches the START GRID once again, and the letters “OK” are displayed in the upper right-hand corner of the screen.
6. Ensure that you have used VALIDATE on all 8 tracks before you attempt to race any of them.

EYE – (VIEW) Shows all of the available TILES you may use in constructing your own TRACKS. Press FIRE/SELECT to return to EDITOR.

LEFT ARROW – (LAST) The eight TRACKS are horizontally next to each other, with the EDITOR displaying the current one. This ICON allows you to select the TRACK to the left of the one on screen, so you may work upon that.

RIGHT ARROW – (NEXT) Allows you to select the TRACK on the right of the one on screen

I – (INITIALISE) Allows you to:

- * CLEAR all TILES from TRACK (screen) currently displayed and replace with GRASS or
- * CLEAR all TILES from ALL 8 TRACKS (screens) and replace with GRASS or
- * RESET current TRACK (screen) to it's original pre-edited state or
- * RESET all 8 TRACKS to their original, pre-edited state

CHALK-BOARD – (CREDITS) Credits

NO-ENTRY SIGN – (OBSTACLE) * OIL/WATER/GRAVEL
For each of the above you may choose a number between 0 and 4 by pressing FIRE/SELECT – this is the number of those items that will randomly appear in

CASSETTE –
(TAPE)

any one RACE around any TRACK. For example, if you get OIL to 3, then in any one race a total of 3 OIL slicks will be randomly placed around the TRACKS as obstacles.

*WHIRLWINDS

By pressing FIRE/SELECT you may select either Y or N – this determines whether or not a WHIRLWIND will appear randomly throughout any RACE on any TRACK. Select N for no WHIRLWIND.

Allows you to SAVE the current 8 TRACKS (screens) to your own data cassette for use with the RACING program, or to LOAD 8 pre-saved TRACKS from your own data cassette. SAVED TRACKS may be LOADED into the EDITOR again in future, or into CHAMPIONSHIP SPRINT RACING for competing on.

Before selecting either option, ensure that you remove the CHAMPIONSHIP SPRINT cassette from the tape recorder, and that your own data cassette is inserted at the correct position.

USING CHAMPIONSHIP SPRINT RACING

This program is based upon Atari Games' popular *Championship Sprint* arcade racing game. It's a race for CHAMPIONS! And what a challenge! To RACE and win eight different TRACKS – and if you use your own CONSTRUCTED TRACKS, you can race as many different combinations of eight TRACKS as you wish. As tricky or as trouble-free as you make them. It's really up to you!

Once the program begins to load, the main screen will display black and white squares followed by a title page.

After a short while, a MENU will be displayed, requesting you to "SELECT TRACKS NOW". Your choices are:

1. CHAMPIONSHIP TRACKS
2. CUSTOM TRACKS

If you select 1, you will RACE upon the 8 ready made TRACKS. If you select 2, you will be able to RACE upon 8 TRACKS that you have designed using the *COURSE CONSTRUCTION EDITOR*, and you should insert your own TRACKS data cassette now, ensuring it is at the correct position for loading your TRACKS.

When you are ready to RACE, a menu is displayed with the numbers 1 to 4 listed.

To select the number of PLAYERS, press the 1 key until the screen displays the correct number.

To select the control method that will be used by PLAYER ONE and PLAYER TWO, press the 2 and 3 keys respectively, until the screen displays the desired control options.

A menu now shows a graphic outline of all eight tracks – you have several seconds to SELECT the TRACK you wish to begin RACING from. The highlighted TRACK is the one you will RACE, and to move the highlight to SELECT your TRACK, use LEFT and RIGHT as necessary.

RULES OF THE TRACK

You'll soon find yourself on the START GRID with the other competitors. Your aim is to be the first in the Winners Circle, on every TRACK, beating all of the others. To do this, you must be the first to complete four complete laps across the START GRID using the correct route. The DRONE (computer) cars are the trickiest of opponents, as they never make mistakes, but they can be beaten by skilful driving.

When racing, try to collect the SPANNERS that will randomly appear – collect four and you can gain some valuable bonus extras for your car – these will help to give you an advantage against your competitors in the next race!

You control your car by pressing FIRE to accelerate, and by steering LEFT and RIGHT. To slow down, simply take your finger off the FIRE button.

IAN BOTHAM'S TEST MATCH

The game may be played by one or two players as selected at the beginning of each game. Either keyboard or Kempston joystick control may be selected. The keys used correspond to the Sinclair joystick interface. i.e.

HOME TEAM

1 — LEFT	2 — RIGHT
3 — DOWN	4 — UP
5 — DROP/BAT/BOWL	

OR KEMPSTON JOYSTICK

VISITORS

6 — LEFT	7 — RIGHT
8 — DOWN	9 — UP
0 — DROP/BAT/BOWL	

OR COMPUTER (1 PLAYER GAME)

The Game Type options are: Limited, One Day or Test and are selected using the HOME TEAM joystick/keyboard. Move joystick off centre to run through options and press fire (5) to finally select.

Similarly you may set up your own teams by selecting "Your team selections" rather than "Armchair Cricket".

Fielding: Fielders are positioned at the beginning of each innings using the joystick and fire to "drop" player on keyboard 1 — 5 (or keys 6 — 0 — two Player game). Note that players may not be positioned in the vicinity of the wickets. Fielders may be re-positioned at the beginning of each over. If you do not wish to move fielder press fire button (5) without moving cursor. Otherwise move cursor to the player to be moved and press fire. The nearest player is "picked up" and may be moved and "put down" by pressing fire again (5). When a ball is batted a cursor appears over the bowler. Move this to a fielder you wish to control and press fire (5). The fielder may now be moved to chase the ball. If the ball touches the fielder or any of the stationary fielders the ball is either caught or thrown back to the wicket to attempt to run the batsman out.

Bowling: At the start of each over select bowler type by moving joystick in the appropriate direction or 1 to 4 (6 — 9 on two player game). To start bowler running press Key 1. Key 6 on two player game.

Batting: When the ball is bowled the batsman should select the direction he wishes to bat and press the fire button (keyboard — hold down key 1 to 4, then press key 5) on a one player game Keys 6 — 9 and bat 0 on a two player game. The direction may be changed at any time up to when the fire button is pressed. The ball should be batted at the last possible moment for maximum strength. To run press the fire button after the ball has been batted.

Scoresheets: Scoresheets are displayed after each wicket. To remove the display press fire button and (5) for the Visitors. This is button 0 (zero) for the computer's scoresheet.

MATCH DAY II

MATCHDAY II is an all action arcade soccer simulation featuring variable strength volleys, lots, backheels and ground shots, jumping headers, barging, diving keepers, variable tactics and the highly accurate diamond deflection system. You may compete against your friend or against a computer team, alternatively you and your friend may team up against the computer.

MATCHDAY II also features a league championship, cup competition, user definable keys and lots, lots more!

MATCHDAY II will run on both 48k and 128k Spectrums, and features enhanced sound on the 128k models. The game may be played with keys or the following joysticks:

KEMPSTON, **FULLER**, **INTERFACE II** and the built in joysticks on the **SPECTRUM + 2** and **+ 3**. In addition any joystick that presses keys may be defined from the keyboard menu.

GETTING STARTED

To get started quickly, load the game and press **ENTER** three times: this will get you onto the pitch, you may now start playing.

The game may be played using a joystick or the following keys:

O = left P = right A = down Bottom row = kick/jump

These may all be redefined if you require

THE MENU SYSTEM

Use any key other than **ENTER** to move the cursor. Use **ENTER** to select the entry indicated by the cursor.

Please note that when the instructions refer to **TEAM 1** they mean the team that starts at the left hand end.

JOYSTICK MENU

This menu only appears when you first load the game, so try not to make any mistakes as it will mean you have to reload it.

(a) **KEYS/KEY JOYSTICK**

Use for keys only or key type joystick such as the Sinclair interface 2 (or the built in joysticks of the + 3) and cursor type joysticks.

(b) **KEMPSTON JOYSTICK** Use for joystick interfaces that use port 31.

(c) **FULLER JOYSTICK** Use for joystick interfaces that use port 7F.

MAIN MENU

Near the bottom of the screen, the last result is displayed.

(a) **1 PLAYER MATCHDAY** You play soccer against the computer.

(b) **2 PLAYER MATCHDAY** You and a friend play against each other.

(c) **TWIN PLAYER MATCHDAY** You and a friend team up against the computer.

(d) **MATCHDAY CUP**

You and up to seven friends may take part in a three round cup competition.

(e) **MATCHDAY LEAGUE**

You and up to seven friends may take part in a league championship.

(f) **KEYS AND OPTIONS** Access numerous options and facilities.

Before you lock off each half, you may use the handicap system.

(Not available for cup or league matches.)

(a) **START HALF** Kick off

(b) **SCORE TEAM ONE 0** Give team 1, goal advantage.

(c) **SCORE TEAM TWO 0** Give team 2, goal advantage.

PAUSE MENU

This menu may be selected only during the match by pressing "H", as long as "H" is held

down the screen will freeze, allowing you to view the state of play or even take photographs.

(a) **RETURN TO MATCH** Restart the game.

(b) **QUIT MATCH** Quit match and return to main menu.

(c) **TACTICS SELECTION** Select tactics menu.

KEYS AND OPTIONS MENU

This is accessed from the main menu.

(a) **QUIT MENU** Return to keys and options menu.

(b) **MATCHDAY OPTIONS** Access various match options.

(c) **PLAYER 1 KEYS** Access the user definable key menu for player one.

(d) **PLAYER 2 KEYS** Access the user definable key menu for player two.

(e) **TEAM NAMES** Change the team names.

(f) **TACTICS SELECTION** Select tactics menu.

(g) **COLOUR SCHEME** Select team and pitch colours.

MATCHDAY OPTIONS MENU

Each option in this menu may be selected, and then changed by pressing **ENTER**.

(a) **QUIT MENU** Return to keys and options menu.

(b) **SOUND LEVEL** (HIGH/LOW/OFF)

(c) **TIME EACH HALF** (5/10/15 MINUTES)

(d) **KICKOMETER** (ALL/FWD/HARD/MIII)

See the paragraph on the kickometer for a full explanation.

(e) **COMPUTER MATCHES** (UNATTENDED/ATTENDED)

Decide whether to watch games you are not taking part in.

(f) **COMPUTER SKILL** (LOW/MEDIUM/HIGH)

(g) **KEEPER 1** (HUMAN/COMPUTER)

You may delegate control of your keeper to the computer.

(h) **KEEPER 2** (HUMAN/COMPUTER)

PLAYER 1 & 2 KEYS MENU

It is important to utilise this function properly - Please read the screen prompts.

Step (a) Move cursor to highlight the required control on which the keys are to be changed.

Step (b) Press **ENTER** (clears all current keys).

Step (c) Press all keys required for control (they will be printed on the current line as they are pressed). If you want to use the **ENTER** key then press it first. N.B. if you accidentally press the wrong key at this point go on to Step (d) and then back to (b). (This involves pressing **ENTER** twice).

Step (d) When all keys are selected press **ENTER**.

Step (e) If you want to change more controls then start again at Step (a), otherwise move the cursor to **QUIT MENU** and press **ENTER** to return to the keys and options menu.

The default controls have been defined as follows:-

PLAYER 1

LEFT Joystick-Left, 6, O

DOWN Joystick-Down, 8, A

RIGHT Joystick-Right, 7, P

UP Joystick-Up, 9, O

KICK/JUMP Joystick-Fire, 0, Z, X, C, V, B, N, M, Shift, Symbol shift

PLAYER 2

LEFT 1

DOWN 3

RIGHT 2

UP 4

KICK/JUMP 5

ie: player two is set up for the +2 and +3 built in second joystick

Please note that when two humans play, the keys/joysticks sometimes interact and cause problems such as kicking the ball without pressing the fire key. This is caused by the computers design and it is not possible to compensate in the program. The default keys are pre-defined to avoid any interaction, but if you wish to change any keys, it might occur.

Look at the chart below. If player one has two keys on the same row and player two has two keys in the same columns but in a different row, then problems will occur. Another way of looking at it is to imagine a square with the keys chosen as the corners, if such a square is present then those keys will interact.

ie. if player one has keys A and S they will interact if player two has 1 and 2, however if player two uses 1 and 9, or 1 and 3, all is well.

Column:	0	1	2	3	4
Row					
0	CAPS	Z	X	C	V
1	A	S	D	F	G
2	Q	W	E	R	T
3	I	2	3	4	5
4	O	9	8	7	6
5	P	O	I	U	Y
6	ENTER	L	K	J	H
7	space	sym shift	M	N	B

TEAM NAMES MENU

You may change any of the eight team names by moving the cursor, pressing ENTER, and then typing your new team name. Press ENTER again when you have finished.

The top menu option is QUIT MENU, this will return you to the keys and options menu.

TACTICS SELECTION MENU

QUIT MENU This will return to either the pause menu or keys and options menu

TEAM 1 (ATTACKING/DEFENSIVE)

Push your men up front to go for goal or pull them back to shore up your defence

TEAM 2 (ATTACKING/DEFENSIVE)

MATCHDAY CUP & LEAGUE MENUS

The menus for cup & league competitions are fairly similar, and will be dealt with together.

At the top of each menu, just under the heading, the next fixture is printed. If there is no fixture then the competition has ended and you will have to start a new one.

Near the bottom of the screen is the CUP/LEAGUE CODE NUMBER, this changes as you progress through a competition. The number may be typed back in at a later date to restore the current position in the competition.

The computer skill level only sets the minimum level for cup and league matches, ie: during the cup semi-finals the minimum skill level will be MEDIUM and during the final it will be HIGH. In the league championship different teams play at different skill levels.

Please note that if the result of a cup game is a draw after extra time, you will have to play a replay.

PLAY FIXTURE

Play the current fixture. When the game has finished, the cup/league table is shown, pressing any key at this stage will return you to the main menu. This means that you may intermix league, cup and friendly matches.

CONTROL

1 Comp V Comp / Comp V Human / Human V Comp / Human V Human /

2 Humans V Comp / Comp V 2 Humans)

You may select what teams you wish to control, and even change your mind mid-competition. If Comp V Comp is selected, they will not be shown unless you have changed the COMPUTER MATCH option (Matchday options menu) to ATTEND. If you do not watch, you will be shown the cup/league table immediately.

VIEW CUP/LEAGUE TABLE

This will display the appropriate table.

START NEW CUP/LEAGUE

This will wipe all results in the current competition and start a new one. A new random draw is made in the case of cup competitions. The cup/league table will be displayed after this.

START OLD CUP/LEAGUE

Access the menu that permits you to type in an old code number.

QUIT MENU

Return to main menu.

START OLD CUP/LEAGUE MENUS

QUIT MENU

Return to cup or league menu.

CODE

Selecting this will produce a screen prompt and a cursor. Type in a previously written down code number and if you get it correct you will be shown the appropriate table before returning to the cup/league menu. If you mistype it, a screen prompt will inform you and give you a chance to have another try.

PLAYING THE GAME

Deadball situations. (Centres, throws, corners, goal kicks)

The player taking the kick/throw will automatically run to the ball, pressing the fire key sends the ball to one of nine positions. The positions are selected by pressing the joystick the way you want the ball to go, for instance, at a centre taken by the left team, pressing the joystick right will result in a long kick to the right, pressing left results in a short kick, pressing up sends the ball to the far side of the pitch, pressing down to the near side ect. A different set of nine is provided for each deadball situation.

Please note that the kickometer has no effect on these kicks and throws.

Controlling a player.

You have control of the player in the best position to get the ball, when the ball is kicked you gain control of the player nearest the landing spot, however, when control swaps from one player to another, you will, for a short time, control both players to give you a better chance in the case of a rebound.

The player you control will have a miniature copy of the kickometer just above his head.

Getting possession.

If the ball hits your player below his knees, he will gain possession. This means that your player will automatically dribble the ball. Please note that a player will run slower while he is in possession.

To gain possession of the ball you must judge its path and time your interception so that the ball arrives at your feet. To trap a bouncing ball, you must keep your eye on its shadow and stand where you estimate the point that the ball and shadow will meet (ie: where the ball bounces).

Note that the size of its shadow changes size according to the balls height.

The kickometer.

The kickometer determines the kick pressure, where III is very hard,

II is medium, I is very soft and -I is a backheel.

The range of the meter may be altered from the MATCHDAY OPTIONS menu.

- a) All kicks All forward kicks and the backheel
- b) Fwd kicks All forward kicks (default value)
- c) Hard kicks The meter just uses II and III
- d) Kick II The meter is fixed at II
- e) Kick III The meter is fixed at III

Please note. When you play twin player matchday, the two players under control are indicated by two different miniature kickometers. Player two controls the man with the double kickometer.

Kicking the ball while in possession. Pressing fire while in possession will kick the ball. If your player is standing still, he will kick along the ground, if he is running, he will do a lob. The final pressure is determined by the kickometer.

Locking the kickometer & volley shots. If you press and hold your fire key, you will lock the kickometer reading for your team, this means that if your player contacts the ball, he will instantly volley the ball. The volley is a low, hard shot, ideal for shooting at goal. The final pressure of the shot is determined by the locked kickometer (shown above your players head).

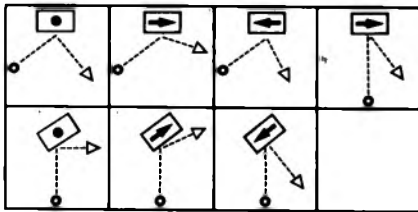
Jumping. If the ball is above waist height, and fairly near your player, he may jump by pressing the fire key. While in the air, he is out of your control.

The keeper. The keeper will automatically get in a good position to save any possible shot. You get control of the keeper if the ball is coming towards the goal, pressing the fire key will make the keeper dive. Pressing up on the joystick will dive him towards the far post, pressing down, towards the near post, and he will dive straight up if the joystick is left in the middle.

If playing twin player matchday, control of the keeper always goes to player one. When you get control over the keeper, you retain control over the nearest player. It is possible to delegate control of your keeper to the computer, this is done on the MATCHDAY OPTIONS menu.

Barging. You may shoulder barge players to force mistakes, however when playing the computer team on the HIGH skill level, you will find they are very good at holding their ground and even barging back.

Diamond deflection system. (DDS). The DDS has been incorporated to provide maximum realism when the ball deflects from a player. In practice the ball responds not only to the angle the player is standing and the ball direction, but also to the direction he is moving, including if he is jumping, and also detects his forehead for extra control. The following diagrams show some sample deflections. The arrows inside the men indicate the way they are running.



HINTS AND TIPS

Use '2 PLAYER MATCHDAY' to get the hang of passing and receiving the ball and to test the various corners, centres, goal kicks and throws.

To keep track of the ball while it is in the air, it is important to keep your eyes on its shadow. When using the kickometer on 'ALL KICKS', try locking it on backheels when you run into a tackle.

Use the Diamond deflection system to knock the ball on to others on your team.

Get used to using volleys, in particular, you may move into attack very quickly using volleys and a zig-zag route up the field.

For the ultimate challenge, play the computer team with skill set to 'HIGH', the kickometer set to 'ALL KICKS' or 'FWD KICKS', computer tactics set to 'ATTACKING' and your keeper control set to 'HUMAN'.

NICK FALDO'S OPEN

TEeing OFF

PLAYING THE COMPUTER GAME

You can select the club, the strength and the direction of your shot by using joystick and keyboard control. The bottom of the screen is split into several sections. The top is the Royal St. George's golf course.

All instructions appear on the screen and the keys are user redefinable.
Quit = O.

To play a shot follow the sequence below:

(a) The hand or cursor which controls the icons is moved using a joystick or the keyboard.

(b) Move the cursor to box 4 using either the joystick or the keyboard controls. Scan through the choice of clubs using UP/DOWN and press FIRE or SPACE-BAR to confirm your choice.

(c) Move the cursor to either box 1 or 3 to select the strength or direction of your shot respectively. Position the cursor near the arrows so the one you want lights up, and press FIRE or SPACE-BAR to confirm the strength or direction of your shot.

(d) Move the cursor back to the animated player, box 5 and press FIRE or SPACE-BAR. Pressing FIRE or RETURN will give you the

caddy's comment on your choice of club. You can change your club at this point, or by pressing FIRE or RETURN take the shot.

(e) If you move the cursor to box 2 and press FIRE or SPACE-BAR you will change the top part of the screen to a smaller scale picture of the hole you are playing.

(f) Box 6 shows you the distance and par for each hole as you play and the scorecard.

(g) To Quit game press O.

The controls you set before playing a shot are the major influence on any one play. However, the joystick or keyboard is 'live'. That is, as the animated golfer moves his club you can 'fine tune' the strength and direction of shot. Left or Right alters the direction and Up and Down the strength. Moving the joystick say, left diagonally will move the ball further forward and to the left. Experiment a little, it's not difficult. The effect provides a real 'live' feel to the play.

Once your shot has been played the screen will scroll to the new position. Use the smaller scale map (box 2) to see where you are and sort out the next shot. The golfer will line up automatically for the next shot.

STEVE DAVIS SNOOKER

Once the program has loaded the instructions will appear on the screen. Use the 'number' keys to enter your options:

CONTROLS

O = Moves Cursor Left

P = Moves Cursor Right

Q = Moves Cursor Up

A = Moves Cursor Down

Enter/Return executes instructions

Shift/Break space and **N** = New game

Shift/Break space and **R** = Retake last shot (one player game)

Shift/Break space and **C** = Change original shot instruction before playing it.

Colours Wanted

Nominating a colour is done by value (See Rules).

Joysticks

The program is automatically joystick compatible and can be used to replace the O, P, Q, A, and Enter commands.

TO PLAY THE GAME

1) Placing cue ball

Position the cursor in the 'D' then press Enter/Return.

2) Cue ball target

Position the centre of the cursor on the table where you want the centre of the cue ball to travel to then press Enter/Return

3) Power

Set the power using left and right keys then press Enter/Return

4) Spin

Select spin required by using all control keys, this determines where the 'Cue' will strike the cue ball

5) Having selected all the above, Enter/Return plays the shot.

If in the event of a foul shot being played the message 'Play Again' appears. If the player who committed the foul is to play the next shot then type 'Y' for Yes. If not then type 'N' for No.

RULES

Normal Snooker rules apply. A red ball (score 1) is pocketed first followed by a colour (Score as table). The same sequence follows until no reds are remaining, then the colours are potted in this sequence.

Yellow	Score	2
Green	Score	3
Brown	Score	4
Blue	Score	5
Pink	Score	6
Black	Score	7

For a foul shot, a fixed penalty of 4 for yellow, green and brown or, if blue, pink or black are struck out of sequence then the foul values are 5, 6 or 7 respectively.

SUPERBOWL

CONTROLS

SUPERBOWL is a Two Player game so the game controls are necessarily complicated. Essentially, your choices are:

Keyboard/Keyboard

Keyboard/Interface II or vice versa

Keyboard/Kempston or vice versa

SINGLE PLAYER STRATEGY MODE

It is possible to practice strategies and technical situations on your own by setting up both teams with the menu system. If you wish to try out a specific type of play, say, the Shotgun Offence, you can do so by following this example (although any Offensive Strategy can be applied using the same method.)

- From the Main Offence Menu, select the Shotgun Offence. The formation will now appear on the pitch with one player highlighted by a cursor; this is the preferred receiver who will attempt to catch the ball. If you wish to pass to another player, then move to the SET UP receiver option and press FIRE to select it. The joystick now controls the cursor which will move around the five eligible receivers, who can be selected by pressing fire. When you are happy, select the MAIN MENU option and then the PLAY GAME option. Control now passes to the DEFENSE MENU.
- You now have to use the keyboard or joystick associated with the Defense to set up your desired strategy or, if you wish to use the computer selected default, then simply select the RETURN TO PLAY option. If you wish to select your own Defense formation then choose, say, the 4-2-5 Defense on the main menu, which will transfer you to the DEFENSE STRATEGY SUB-MENU, where you can actually define the player marking allocation. Moving the joystick down the list of Defense Players will highlight the marked Offensive Player or the BALL (the ball carrier). Pressing FIRE will move the joystick to the offensive players so you can select a different player by again pressing fire. If you highlight the FREE option, all Unmarked Offensive players will also be highlighted.
- When you are satisfied, select RETURN which will take you to the SELECT CONTROL PLAYER menu where you should simply press FIRE to return to the main menu and then select RETURN TO PLAY.

Control is now with the Offence, and the computer will control all players except the Quarterback or any other player carrying the ball.

NOTE: Further instructions follow in the main Offence and Defense section.

KEYBOARD CONTROL

Player 1	Player 2
RIGHT - G	ENTER
LEFT - I	SPACE
DOWN - CAPS SHIFT	P
UP - A	Ø
FIRE - S	O

JOYSTICK

The joystick or keyboard is used to move UP and DOWN the menu structure using FIRE to select the desired option. During play, the joystick controls your selected player, and FIRE either changes control to another player or passes the ball (explained in more detail, later).

GAME PLAY - Quick Start

The game SUPERBOWL revolves around the two teams who made it to the final of SUPERBOWL XX, played on 26th January, 1986 at the New Orleans stadium. The two finalists were the CHICAGO BEARS and the NEW ENGLAND PATRIOTS: the final score was:

BEARS 46 PATRIOTS 10

This is your chance to replay that wonderful final in this superb computer simulation. It's up to you now...

AMERICAN FOOTBALL is played in FOUR QUARTERS of FIFTEEN MINUTES duration each. Super Bowl shows a display starting at 1.5 minutes which reduces to 0, but the game clock has been accelerated to last approximately 90 seconds per quarter of actual processor time. Naturally the clock does not run whilst you are organising the various strategies. The teams change ends at the end of each quarter, and the FIRST and THIRD QUARTERS commence each HALF with a KICK OFF. For the purposes of this game, the game clock is stopped on the completion of each play, and is restarted at the SNAP of each successive play. The game is played in two sections, OFFENSE and DEFENSE. Each team is controlled by a series of comprehensive menus, the OFFENSE always being selected first.

If you wish to play the game but are a little worried about its complexity, then worry no more, for SUPERBOWL has been designed to allow the total novice to play without necessarily understanding its finer points.

When faced with the OFFENSE menu, all you need do is select the PLAY GAME option, at which point, control is transferred to the DEFENSE menu. The person playing DEFENSE (or the computer) can again simply select the PLAY GAME option. The game will then begin when the OFFENSE presses the fire button.

Of course, the subsequent game will not be as sophisticated as if the menus had been utilised, but will certainly allow you to become familiar with the concept of this simulation.

OFFENSE KICK OFF

The game commences with a KICK OFF from the kicking team's 35-Yard line. This play is automatically selected as required to commence each half and after a TOUCHDOWN. The essence of the play is important, as the principle is carried through to other kicking plays. When the fire button is pressed AND KEPT DEPRESSED, the forward/backward movement of the joystick will affect a POWER SCALE. This scale shows a reading based on the PERCENTAGE OF A MAXIMUM KICK but, in addition to affecting the strength of the kick, it also affects the TRUENESS OF THE KICK. In other words, a maximum kick has more chance of veering away from the straight line. When the fire button is released, the offensive play is automatic. As in real Football, the kicker must practice and become aware of what he is able to do.

The Defense is quite capable of catching the kick and advancing the ball back up the field, although the Offense can only establish possession of the ball: THEY CANNOT ADVANCE THE BALL ANY FURTHER.

GAME PLAY

The MAIN MENU gives the option of the type of strategy you wish to adopt for the particular play. NOTE: KICK-OFF AND EXTRA POINT ATTEMPT ARE SELECTED AUTOMATICALLY.

The choices available are:

LONG PASS SHORT PASS RUSH PLAY SPECIAL PLAY

Each option leads to a sub-menu giving further, more specific options, such as the SHOTGUN offense. Essentially, LONG PASS plays can gain a good deal of yardage, but there is a good chance that the ball will be intercepted by the opposition. SHORT PASS plays are a little safer, but still give the option of the successful receiver running a fair distance with the ball. RUSH PLAYS are the bread-and-butter plays, but it is usually only possible to make a few yard gain on each down. Of course, in PASS PLAYS, there is always the option of the Quarterback rushing with the ball instead of passing it. SPECIAL PLAYS include the two kicking plays, the PUNT and the RELD GOAL ATTEMPT, and also the GOAL LINE RUSH which is just a concerted RUSH PLAY specifically designed for the play on the opposition's goal line.

Having selected the specific Offensive play, the player has the ability to see the actual movements of his team members, by VIEWING NEXT FRAME. There is also the option to select the PREFERRED RECEIVER, that is, the receiver who the player is intending (initially) to receive the catch from the quarterback.

Then the player simply selects the PLAY GAME option which passes control to the DEFENSE (to make their selection).

THE SNAP

During play, the game-clock is started when the Offense presses his fire button, causing the CENTRE to SNAP the ball back to the quarterback. At this point, the joystick will control the QUARTERBACK, whilst the other players move upfield according to their chosen strategy.

PASSING

As soon as the fire button is pressed again (without releasing), the joystick will move the screen cursor around the eligible receivers (starting with the preferred receiver), that is, those men able to catch a forward pass. When the fire button is released, the ball is immediately passed to the selected receiver WHO THEN COMES UNDER JOYSTICK CONTROL (BEFORE THE BALL IS ACTUALLY CAUGHT). The receiver must now position himself correctly to catch the pass. There can only be one forward pass AND IT MUST OCCUR BEFORE THE BALL CROSSES THE LINE OF SCRIMMAGE, otherwise the offense incurs a penalty (Loss of Down).

CATCHING

The receiver must be moved to the place where the player thinks the ball is going to land (within a few yards of the receiver's position).

If the ball touches the receiver between ground-level and six feet, then it is considered a good catch and the player can attempt to advance toward the goal line.

If the ball touches the receiver between six feet and nine feet, then there is a possibility of a catch of a recoverable fumble (one which can be advanced).

Over nine feet, and the ball is considered missed. In this event, the ball will be considered dead when it touches the ground, that is, the pass is incomplete. This causes the original yardage required to remain the same but of the expense of the down, so a SECOND-AND-SIX AT THE 60 YARD LINE would become a THIRD-AND-SIX AT THE 60 YARD LINE.

If the ball touches any ineligible receiver, the pass is unfortunately considered incomplete, causing a Loss of Down.

If the ball first touches a defensive player, then the player can catch the ball according to the above guidelines, but after a fumble by either team, the ball can be recovered by any player and advanced in the appropriate direction.

CONTROLLING OTHER RECEIVERS

Having successfully caught the ball or fumbled, the player can choose to control any of the receivers by pressing the fire button and moving the cursor whilst keeping the fire button depressed. When the button is released the appropriate receiver is under joystick control, so the player can use him either to retrieve a free ball (after a fumble) or to protect the ball carrier on his run for touchdown, although please note that because of the inherent speed of the game, this is a necessarily difficult manoeuvre.

TOUCHDOWN

When the ball carrier crosses the opposition's goal line or an eligible receiver catches the ball in the opposition's end zone his team will score a touchdown. Play will then automatically transfer to the EXTRA POINT ATTEMPT, which operates in a similar fashion to the Kick-Off, in that the fire button when kept depressed, will utilise the POWER SCALE. The player must determine how much power he need apply to successfully send the ball between the uprights. When the fire button is released the play is automatic.

FIELD GOAL ATTEMPT

In operation, this is the same as the Extra Point Attempt, in that the object is to kick the ball between the uprights. As before, the fire button controls the POWER SCALE which determines the strength and truthness of the kick. If the kick is unsuccessful then the opposition restarts play with a first down at the point of the lacking team's scrimmage line.

THE PUNT

Keeping the fire button depressed will again control the POWER SCALE which will determine the strength and, to a lesser degree than in other kicks, the truthness of the kick. This ensures that the punt receiver (on the defense) will have to work to catch the ball.

If the ball is missed, then the opposition starts play with a first down at the point at which the ball comes to rest. In the event that this is in the END ZONE, then the scrimmage takes place on the 20-yard line.

If the ball is caught, then the defense can advance the ball, but if it is fumbled either team can recover the ball and advance it.

DEFENSE

The DEFENSE is set up using a rather more involved menu system, which begins with a MAIN MENU offering the four major types of defense strategy.

3-4-4 DEFENSE

4-2-5 DEFENSE

4-3-4 DEFENSE

7-1-3 DEFENSE

The numbers represent the layout of the defense, so the 3-4-4 defense has three front-line defenders followed by two lines of four.

The player first chooses the type of defense strategy which he thinks will best handle the Offense initial line-up (which is displayed on screen) and then will enter the main strategy menu which allows the player to set up which players are to mark given offensive linemen.

This strategy menu lists the players by actual NFL player numbers:

DEFENSE

21 Safety

23 Safety

35 Cornerback

38 Cornerback

91 Defensive End

50 Linebacker

53 Linebacker

63 Defensive Tackle

73 Defensive Tackle

95 Defensive End

55 Linebacker

OFFENSE

22 Running Back

25 Running Back

88 Rankerback

81 Split End

85 Tight End

10 Quarterback

54 Centre

64 Guard

69 Guard

65 Tackle

71 Tackle

The player can choose which Offensive players to mark with his defenders but also there are two extra options. The first is that any defender can mark the ball carrier, that is, they will always go for the person carrying the ball. Secondly, there is the FREE option which shows all the unmarked Offensive players.

To operate this menu, the joystick will control up and down movement. If the fire button is pressed whilst selecting a defender, the joystick will then only operate within the offensive players and the BALL option. By pressing the fire button now, that offensive player becomes marked by the selected defender. For example, let's assume that the defender highlighted is number 22, the Running Back, pressing the fire button will cause the offensive players to be highlighted in turn according to the joystick movement. If the button is pressed whilst number 10, the Quarterback, is highlighted, then the effect will be that for this particular play number 22 will personally mark number 10. THE EFFECT OF THIS PARTICULAR STRATEGY IS VALID ONLY FOR THIS PARTICULAR PLAY.

When this selection is complete, the defense is given the option to select which player he wishes to control when the game commences.

As soon as the Offense begins the defenders will behave as per their selected patterns, except for the player under joystick control. If the player wishes to change the defender under control then he must press the fire button and whilst the fire button is depressed joystick movement will highlight the various players on the pitch. As soon as the button is released, he will have control of that particular player.

That covers most of the game play, but YOU are the one in control.

SUPER HANG ON

RIGHT! WHERE'S THE ACTION...?

Hang on! Your objective is to race across four continents, each with a different skill class. Each continent contains a number of stages, and each stage must be completed before the timer counts down to zero. Any time made up on one stage is added to the time allowed on the next stage. To qualify for the next class, you must complete all stages of a continent within the stage times. The higher the class, the more treacherous the track, and the more stages you must complete! To help you, your bike is fitted with the latest hi-tech turbo, which you can kick into life once you reach your bike's regular top speed of 280km/ph. That's when you'll need all your wits about you, as the action really heats up!!

The rest is up to you – check out the controls below, then give it your best shot, if you got what it takes, that is...

<i>Bike Control</i>	<i>Keyboard Key</i>	<i>Joystick</i>
	<i>Spectrum Amstrad</i>	
Accelerate	Q to R	Q Joystick FORWARD
Brake	A to F	A Joystick BACKWARD
Turn LEFT	I or O	O Joystick LEFT
Turn RIGHT	P	P Joystick RIGHT
Turbo	ANY OF BOTTOM ROW	SPACE FIRE BUTTON
Game Functions	Spectrum Amstrad	
Pause	H	ESC
Continue	ANY KEY EXCEPT A	ENTER
Restart	PRESS H THEN A	PRESS ESC THEN CLR

OK! LET'S GO...

Right! A short while after loading commences, the screen will display a map of the world, roughly divided into four continents. These are AFRICA (Beginner class, 6 stages), ASIA (Junior class, 10 stages), AMERICA (Senior class, 14 Stages) and EUROPE (Expert class, 18 stages). If you have the diskette version of SUPER HANG-ON, you may now select which continent you wish to race across. The continent of your choice will now load into your computer memory.

SUPER HANG-ON PLAY OPTIONS...

When the continent of your choice has loaded into your computer, the screen will display a Menu with the available play options. Type the number (or where applicable, the key) listed next to your desired option.

The options vary depending on which computer you are playing SUPER HANG-ON upon, and a short description of each option is listed below:

START GAME

When you select this option, the game will begin. Pressing the FIRE BUTTON on a selected joystick has the same effect.

KEYBOARD

Selects play by keyboard (as opposed to Joystick).

KEMPSTON/INTERFACE 2/CURSOR KEYS

Each of the above selects the use of one of these specific joystick interfaces, or cursor keys/cursor compatible joysticks for games played upon the Sinclair Spectrum. Once selected, the joystick chosen will be highlighted upon the menu.

ATTRIBUTE INKS

You may alter the Attribute Inks setting by pressing the A key. SUPER HANG-ON has been designed on the Spectrum in such a manner that the usual attribute problems inherent to this machine are overcome by use of a few well chosen colours. You may, however, select to play the game with the Attribute Inks set to ON, which gives a more colourful game. If you do not like the blocks of colour that this sometimes produces, you should set Attribute Inks to OFF.

SENSITIVITY

Press the S key to alter the sensitivity of the bike control. You may select a slow response by altering Sensitivity to LOW, medium response by altering to MED, or fastest response by altering to HIGH.

TRACK & FIELD

THE GAME

You're in for the workout of your life. 6 grueling events await you: 100-Meter Dash, Long Jump, Javelin Throw, 110-meter Hurdles, Hammer Throw and the High Jump.

You can play alone against the computer or against a second player.

You can choose 4 levels of difficulty: Easy, Normal, Difficult or Awesome. You can play the whole game or just one event.

But keep in mind that your real opponent is yourself. You have to make the qualifying time or distance in each event to move on. Otherwise, it's all over.

GETTING STARTED

Once the game has loaded, use keys 1, 2, 3 and 4 to select:

Control player 1: Keyboard or Sinclair Joystick 1

Control player 2: Keyboard, Sinclair Joystick 1, Sinclair Joystick 2 or Computer if playing against the computer.

Level of difficulty: Easy, Normal, Difficult or Awesome.

Single event or whole game: If you select "Game", you must meet the qualifying time or distance in each event before moving on. If you select a single event, you'll keep playing the same one over and over, like an athlete in practice.

On the keyboard, the keys are: Z, X and SPACE

THE EVENTS

100-METER DASH

The contest is raw speed, but it's not as easy as it looks. How fast you run depends on how fast you move the joystick from left to right and back again, back and forth, as fast as you can.

Qualifying time (normal difficulty): 12 seconds.

LONG JUMP

Build your speed by moving the joystick back and forth as fast as you can, then hit the FIRE button, and off you go! Distance is determined by your point of departure and the angle of your jump — the longer you hold the button, the higher the angle. (A 40-45 degree angle is ideal.)

Qualifying distance (normal difficulty): 7.50 meters.

JAVELIN THROW

Once again, build your speed by moving the joystick back and forth, then time your release with the FIRE button. Watch the angle of your throw — keep the FIRE button pressed long enough to reach 40 degrees. *Qualifying distance (normal difficulty): 75.00 meters.*

110-METER HURDLES

A track and field classic, the ultimate combination of speed (joystick motion as above) and timing your jumps (FIRE button). So be quick, but be careful — with each hurdle missed you lose speed! *Qualifying time (normal difficulty): 14.50 seconds.*

HAMMER THROW

A truly dizzying event! Moving the joystick back and forth starts you spinning — the faster you spin, the more power you build. But don't spin too many times, or you'll foul — so time your release point and make your throw using the FIRE button. Again, the angle is crucial — 40-45 degrees is ideal. *Qualifying distance (normal difficulty): 65.00 meters*

HIGH JUMP

The toughest challenge of all — the one that separates the men from the boys. Press any key and the computer will control your speed of you approach. Which leaves you free to concentrate on the timing and angle of your jump — which is controlled by the FIRE button again and again and again. *HINT: Don't get frustrated — it'll take several tries before you find the timing and angle that's right for you*

WINTER OLYMPIAD

Once loaded you will be presented with a number of options before the commencement of the game.

OPTION 1 MENU SCREEN

- 1 — Keyboard
- 2 — Sinclair (Port 1)
- 3 — Kempston

OPTION 2 PLAYER SCREEN

You may have up to 9 players in the game. Select the Number 1 — 9 and enter the names of the palyers up to 8 characters in length.

OPTION 3 PLAY OR PRACTICE

- 1 — Play All Events
- 2 — Play Some Events
- 3 — Practice all Events
- 4 — Practice Some Events

This allows you to either play for medals or practice the event first. It also allows you to miss an event or events, if you only want to play selected events. Use the Cursor keys to select 1 — 4 then RETURN key to select options.

IMPORTANT: Switch the cassette off after each event has loaded.

The Opening Ceremony will declare the games open then the 1st Event will start to load.

EVENT 1 DOWNHILL

Keys

- A — to move Skier LEFT
- S — to move Skier RIGHT
- P — is POWER or SPEED CONTROL
- B to SPACE — JUMP
- or JOYSTICK

Guide the skier down the slope through the trees, jumping the hazards such as logs.

EVENT 2 BIATHLON

Keys A and S must be pressed alternatively from a slow gentle pace to a rather quicker movement as the Skier gains momentum.

Keys P and L help to push the Skier on downhill sections.

On reaching the Shooting range the player controls the Cursor on the

screen with Keys A and S Left and Right, P and L Up and Down. To fire your gun press Space Bar or Fire Button on Joystick.

There are 6 targets and you have only six bullets — a miss will add 5 seconds to your score.

EVENT 3 BOB SLED

To start the sled on it's run, press Keys A and S alternatively to gather as much speed and distance before the driver and brake man jump in for their descent.

A and S controls the bob Left and Right as it hurtles down the track.

To apply the brake on the bob press Space Bar or Fire Button on Joystick.

The optimum position through the bends at maximum speed and minimum time is towards the top of the bend but beware, too high and it becomes dangerous.

EVENT 4 SKI JUMP

To start the Skier's descent press the Fire Button/Space Bar.

As he approaches the take off point, again press Fire Button or Space Bar to launch him into the air. Whilst in the air P and L control the skier's skis.

To gain maximum points, time your jump off the run and keep your skis together for as long as possible for those valuable style points.

EVENTS 5 SLALOM

To start Skier's run press P or Up on Joystick.

A and S keys are left and right or joystick.

Weave your skier through the gates keeping the Red flags to the right and the Blue flags to the left.

At the end of all the Events the final Medal Table will be displayed.

To replay the game, simply switch OFF the computer and re-load.



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