

# SOLID GOLD

## LOADING INSTRUCTIONS

**COMMODORE 4 CASSETTE**  
Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder.  
**COMMODORE 64 DISK**  
Type **LOAD \*\$\*,1** and press **RETURN**.  
**COMMODORE 128**  
Play in 64 mode.  
**SPECTRUM CASSETTE**  
Type **LOAD \*\$\*,1** and press **ENTER**. Press **PLAY** on your cassette recorder.  
**SPECTRUM 4+**  
Turn on your computer. Insert selected disc of disk into drive and press **ENTER**. Follow screen prompts where required.

**AMSTRAD CASSETTE**  
Press **CTRL** and **SMALL ENTER** and then press **PLAY** on your cassette recorder.  
**AMSTRAD DISK**  
Type **"RUN"** **DISK** and press **ENTER**. Game will load automatically.

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

GAUNTLET	NUMBER OF GAMES	AGE OF ACES
LEADER BOARD	INFORMATION	

**IMPORTANT:**  
Please read this instruction sheet carefully before commencing game play.

## GAUNTLET

### THE HEROES

**The Warrior**  
**ARMOUR:** Tough skin - eliminates 30% of damage.  
**SHOT POWER:** Excellent - twice normal power.  
**HAND TO HAND:** Excellent - Battle Axe - can destroy generators.  
**MAGIC POWER:** Poor - damages most monsters and no generators.

**THYRA the Valkyrie**  
**ARMOUR:** Shield - eliminates 30% of damage.  
**SHOT POWER:** Poor.  
**HAND TO HAND:** Good - Sword - can destroy generators.  
**MAGIC POWER:** Moderate - damages most monsters and generators.

**MERIN the Wizard**  
**ARMOUR:** None.  
**SHOT POWER:** Good.  
**HAND TO HAND:** Poor - Bare Hands - cannot destroy generators.  
**MAGIC POWER:** Excellent - damages all monsters and generators.

**QUESTOR the Elf**  
**ARMOUR:** Leather - eliminates 10% of damage.  
**SHOT POWER:** Poor.  
**HAND TO HAND:** Moderate - Dagger - cannot destroy generators.  
**MAGIC POWER:** Very good - destroys almost all monsters and generators.

### THE VILLAINS

The monsters pour out of the generators which lie throughout the dungeons. Each generator creates a specific type of monster - a goblin or demon. There are three levels of generator, the strongest producing the toughest monsters. Shoot the generator to destroy them. Monsters too, have three strengths, the most powerful taking three hits to kill.

**GHOSTS:** Stay away from ghosts. They hit; you only run once and disappear. One hit burns out. Shoot ghosts, do not touch them!

**GRUNTS:** Grunts will run up to you and hit you with their clubs over and over. Either move the joystick towards them to fight them hand-to-hand or shoot them.

**DEMONS:** Demons will try to shoot fireballs at you if they can, or, if they are too close they will hit you again and again. Fireballs burn more than hitting does. Either move the joystick toward them to fight hand-to-hand or shoot them.

**LOBBERS:** Lobbers will try to lob rocks over walls and other things in the maze or to you. They will also try to run away from you. Try to shoot them or trap them in a corner and fight them hand-to-hand.

**SORCERERS:** Sorcerers try to cast spells that will disappear while moving. When they are invisible, you can shoot go through them. Either move the joystick towards them to fight hand-to-hand or shoot them.

**DEATH:** Death will drain health from you. He will take you to 200 points and then die. The only way to kill Death is with magic. Don't even think about fighting him hand-to-hand!

**THE DUNGEONS**  
Among the dungeons are objects to collect and avoid:  
**POTIONS:** Some potions can be shot although their effect is less powerful when they are collected and used.  
**SPECIAL POTIONS:** These behave as normal potions when shot but endow the player with special abilities if collected.

These include:  
♥ **EXTRA ARMOUR** - increases protection  
♥ **EXTRA MAGIC POWER** - increases the effect of potions  
♥ **EXTRA SHOT SPEED** - increases missile speed  
♥ **EXTRA SHOT POWER** - increases missile damage  
♥ **EXTRA FIGHT POWER** - increases hand to hand combat ability  
♥ **EXTRA PICK UP POWER** - increases carrying ability from ten to fifteen times

**FOOD:** Plates of meat increase health by 100 and give a bonus of 100 score points.  
**CIDER:** Glass bottles can be shot and destroyed. When drunk this acts like food.  
**POISONED CIDER:** This can be shot. When drunk, takes one special power or a potion and 100 health points.

**KEYS:** Score 100 points for collecting. They keys to open doors.  
**TREASURE:** Treasure chests cannot be shot but give 100 points when collected.  
**AMULET:** This magic device confers limited invisibility on the wearer for a short time.  
**WALLS:** In general walls are impenetrable objects, but some walls crumble when shot.  
**TRAPS:** These glowing patterns on the floor make some walls disappear when stepped on.  
**TRANSPORTERS:** Glowing red discs on the floor, transport players to the nearest visible transporter. If several transporters are the same distance away, then one is chosen at random. There are ways to influence your direction. Can you find them?

**EXTENTS:** These labelled holes lead down to the next level or to the one specified.  
Treasure rooms appear randomly and the player has a fixed time to collect as many valuables as possible within a time limit. There are no score values as the player explores. In general players are immune to the other player's shots but in some areas of the dungeon, missiles can stun or injure fellow players.

If players do not fight for half a minute, the locked doors will disappear, (leaving all the treasure). Eventually, if all players avoid combat then all of the walls turn into exits!

**Important:** Gauntlet 64 Cassette  
At prompt to insert cassette side 2 retrace the cassette instead. All data for Gauntlet is on side 1 of this cassette. When the end of the tape is reached, rewind tape to zero and press **PLAY**.

### BASIC INSTRUCTIONS

Choose one or two player game and the character you want to portray by pointing the joystick and pressing the **FIRE** **BUTTON** until you wish to start. New players can enter the game whenever they like by pressing the **FIRE** **BUTTON**. If a two player game had not been selected at this point, the computer will choose a random character for the new player to use. How long you stay depends upon your health. Health is lost by contact with the monsters and as time elapses. It can be regained by picking up the food which can be found in the maze. If careful, some food can be destroyed by your shots and some may be poisoned.

The object of the game is to survive the monsters' attacks for as long as possible whilst competing for food, treasure and magic potions. You must also search the maze to find the exit to the next level.

### HINTS

- Hold the fire button to shoot.
- Release the fire button to move.
- Shoot monster generators to destroy them.
- Move towards monsters in light hand-to-hand.
- Hand-to-hand center scores more points.
- Food increases health by 100 points.
- Poisoned food looks a little different to normal food.
- Treasure is worth 100 points.
- Playing as a team will give you the best chance of survival.
- Stay away from Death unless you have a magic potion.
- Co-operate in Treasure Rooms.

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## LEADER BOARD

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

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

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

**CBM64/128 (Cassette)**

- Plug a joystick into port # 2 (rear port).
- Turn on the monitor and the computer.

- Insert the unused cassette into the cassette drive, while holding down the **SHIFT** key, press **RUN/STOP**, then press the **PLAY** button. After the computer responds with **FOUND LEADER BOARD**, press the **COMMODORE** key.
- First you will see the title screen and then a few moments later you will see the 'Select Player' screen. At this point the game has finished loading.
- YOU MUST LEAVE THE PLAY, PAUSE FORWARD, OR REWIND BUTTON DOWN WHILE PLAYING.** (The left forward key is recommended.) You may remove the tape if you wish but this must be done while in the 'Select Number of Players' screen. At any other point, one of the above buttons must be down or the game will not operate.

**CBM64/128 (Disk)**

- Plug a joystick into port # 2 (Rear port).
- Turn on the disk drive, monitor and the computer.
- Type **LOAD \*\$\*,1** and press **RETURN**.
- First you will see the title screen and then a few moments later you'll see the 'Select Player' screen. At this point the game has finished loading.

**AMSTRAD CPC**

**Cassette:**  
Press **CTRL** and small **ENTER**. Press **PLAY** on cassette recorder.  
**Disk:**  
Type **"RUN"** **DISK** and press **ENTER**.  
First you will see the title screen and then a few moments later you'll see the 'Select Player' screen. At this point the game has finished loading.

**KEY CONTROLS:**

- Z - Left
- X - Right
- D - Down
- R - Up
- 5 - Fire

### SPECTRUM

- Plug a joystick into joystick port.
- Turn on the monitor and computer.
- Type **LOAD \*\$\*,1** and press **ENTER**.
- First you will see the title screen and then a few moments later you'll see the 'Select Player' screen. At this point the game has finished loading.

### SETTING UP THE GAME

**SELECT NUMBER OF PLAYERS**

**LEADER BOARD** can accommodate up to four players, press 1, 2, 3 or 4.

**ENTER PLAYER NAMES AND ABILITY LEVELS**  
Type in the name for the 1st player (up to 8 characters) and press **RETURN**. (CBM 64/128 **ENTER** (Spectrum and Amstrad))

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

**NOTE:** Due to memory restrictions there is no driving range on the Spectrum version.

**ABILITY DESCRIPTION:**  
**Novice** Beginner Level - When a shot is taken on this level it will not hook or slice or be deflected by the wind.  
**Amateur** Intermediate Level - Shots at this level will not be affected by the wind.

**Professional** Advanced Level - No restrictions on wind or hook and slice.  
After entering the NAME and ABILITY for the 1st player, do the same for each of the other players.

**SELECT NUMBER OF HOLES**

**LEADERBOARD** allows you to play from 18 to 72 holes with computerized scoring. To select the number of holes:

Type for CBM 64/128	Type for Spectrum & Amstrad
1 18 Holes	1 18 Holes
2 36 Holes	2 36 Holes
3 54 Holes	3 54 Holes
4 72 Holes	4 72 Holes

### SELECT COURSES

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

### PLAYING THE GAME

**SELECT A CLUB**

CLUB	SHORT	LONG
1 JW1 Wood	156	271
2 3W3 Wood	135	245
3 SW1 Wood	128	242
4 1H1 Iron	110	220
5 2H2 Iron	110	220
6 3H3 Iron	88	202
7 4H4 Iron	70	189
8 5H5 Iron	67	181
9 6H6 Iron	55	169
10 7H7 Iron	50	153
11 8H8 Iron	36	118
12 9H9 Iron	26	117
13 PW1 Wedge	11	83
14 Putter	1"	64"

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

### AIM YOUR SHOT

Use the cursor to aim the direction of the flight of the ball. The cursor is located several yards in front of the hole. To control the cursor, move the joystick right or left. If you are playing on the professional level, be sure to check for wind effects.

### WIND

(Professional Level Only) Wind can have a substantial effect on your golf shot. To account for this effect, you need to learn to read the wind indicator on the right side of the screen.

**White** - The white scale indicates wind velocity. If this marker is at all, the wind velocity could have a substantial effect on your shot. The shorter the white scale, the less the wind will be a factor.

### SWING THE CLUB AND HIT THE BALL

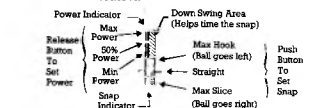
Once you have selected your club and positioned the cursor to aim your shot, there are only three more things to do before the ball is on its way, start swinging, set the power, and snap your wrist to control hook or slice.

All three are accomplished during the swing sequence and require careful timing and concentration. The sequence can be viewed by watching the golfer on the powersnap indicator.

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

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

### THE POWER SNAP INDICATOR



- Step 3 - Set the snap by pressing the button at or near contact with the ball. Snapping into the club hits the ball (or at the top of the arc on the snap indicator) will produce a straight hit. Snapping too soon will cause the ball to 'hook' (go left). Snapping too late will cause the ball to 'slice' (go right). When the button is pressed, the point of the ball will be locked on the indicator.

The swing sequence then is: **Start - Power - Snap or Button - Release - Button**

The best way to learn to hit the ball consistently is to practice on the driving range.

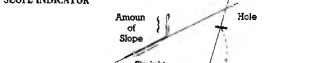
### PUTTING

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

To putt the ball, you need to do only two things - aim your shot and set the power. Use the cursor as before to aim the shot. The ball will start out in this direction. The ball may hook left or right depending on the slope of the green. To determine the amount and direction of break, you must learn to read the slope indicator which appears on the green to the left of the golfer.

Estimate the power needed by noting the distance to the hole. Press the button and hold it until the power level is sufficient to reach the hole and then release it. The golfer will put automatically. Refer to the figure below:

**SLOPE INDICATOR**



- (This putt is uphill breaking hard left)

### POWER INDICATOR

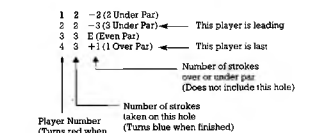


### READING THE SCORE

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

### SCORING INDICATOR

**JACK** - Name of player now hitting



### RULES FOR SCORING

- You receive 1 point (stroke) each time you hit the ball, regardless of the distance it travels, from the time you tee off until you sink the ball into the hole.
- You receive a penalty if you hit a ball out of bounds, into a water hazard or into the mud.
- Low score wins.

### RULES OF THE GAME

- PLAY AS IT LAYS.** You must play the ball from the position in which it lies. Exceptions are out of bounds and those that land in the water or mud. (See below).
- OUT OF BOUNDS.** If your swing takes the ball out of bounds, you will hear a BUZZER. You are penalized distance and the ball is returned to its original position. It is still your turn.
- IN THE WATER.** If your ball lands in a water hazard, you will see and hear a SPLASH. You are penalized distance and the ball is automatically placed back at the point from which you took your shot in the first place.
- IN THE MUD.** If your ball hits the side of an island, it will sink in the mud and have to be replaced. Occasionally you will find other small hazards that do not appear to be grass. Do not land in them as your lie will be considered to be unplayable and you will have to hit again.
- THE COMPUTER** will take the same point of view as the player in determining the playability of a ball that has come to rest. If, after moving up closer, the ball is found to be in the mud or water, the computer will place a small pad under the ball so the player can hit it. Just consider it a 'lucky break'.

### METHODS OF PLAY

#### 1 PLAYER

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

#### 2 OR MORE PLAYERS

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

### METHODS OF SCORING

#### 1 PLAYER AGAINST PAR

Compete against your best score and the golf course by trying to come in under par. Depending on the course, a very skilled player can score 18 - 20 strokes under par on eighteen holes.

#### 2 OR MORE PLAYERS

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

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

**BEST BALL** (Partners only). Method of scoring for either Match or Match Play. Best score by either partner on a team is used as the team's score.

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

#### GAME TIPS

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

**ADDITIONAL FEATURES - CBM 64/128**  
**DRIVING RANGE** - To get to the Driving Range Press **(R)** when the 'Select Player' screen appears. Exit by pressing **(/)**.

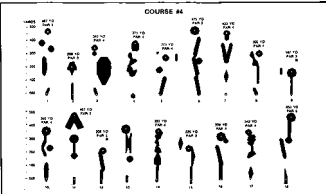
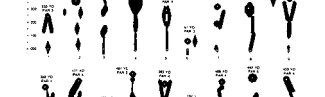
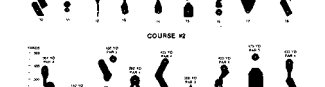
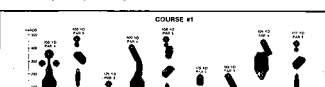
**ABORT FEATURE** - You can return to the 'Select Player' screen from almost any point in the game by pressing **(/)**. This will cancel the game in progress.

**REPLAY FEATURE** - If you wish to start over at the 1st hole without changing names, etc. press **F** from the 'Select Player' screen.

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

#### TROUBLE SHOOTING

**IF YOUR SHOTS HAVE NO POWER** - Either you are releasing the button too soon, too late, or not at all during the backswing. Press the button to start the swing and hold it down until the club is at the top (highest point) of the backswing and then release. If you see the club swing back but not forward, you are not pressing the button just as the club hits the ball. Re-read the section on 'Swinging the Club and Hitting the Ball' and practice your timing on the NOVICE level.



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## WINTER GAMES

### MOMENT OF TRUTH

You're an athlete at the 1988 Winter Games at Calgary, Alberta, Canada. You're about to move across snow and ice with as much speed, strength, endurance and grace as you can muster in the blustery cold.

This is the winter portion of the world's foremost sports events competition. You'll match your skills against the top athletes from a hundred countries.

### OBJECTIVES

**WINTER GAMES** challenges your competitive skills with a series of athletic contests for one to eight players (one to four Spectrum and Amstrad version). You can compete in seven challenging winter events.

**Ski Jump, Bobsled, Figure Skating, Freestyle Skating, Hot Dog Aerials, Speed Skating and Biathlon** (cross-country skiing and rifle shooting).

Practice each event first on your home city. Then choose from the 18 countries you can represent in the competition, and go for the gold!

**WINTER GAMES** provides judges, keeps scores, and awards medals to the winners - the Gold for first, the Silver for second, and the Bronze for third place. If you break a 'World Record', **WINTER GAMES** will save your name and display it on a special World Records screen.

Go, easy to give it your best - and remember the motto of the ancient Greek athletes: *Citius - Altius - Fortius* 'Faster - Higher - Stronger'

### STARTING PLAY (C64 VERSION)

#### Opening Ceremony

A spectacular opening ceremony welcomes you to **WINTER GAMES**. An athlete bearing the flaming torch mounts the steps to light the sacred fire that burns night and day throughout the **WINTER GAMES**. White doves are released over the stadium, to symbolize peace on earth. Let the games begin!

#### How to Play

Once the opening ceremony concludes, a menu screen offers you a choice of six options. To make a selection, use your joystick to move the cursor to your choice, then press the **FIRE** **BUTTON**.

#### OPTION 1: COMPETE IN ALL EVENTS

Compete in all seven events: **Ski Jump, Bobsled, Figure Skating, Hot Dog Aerials, Freestyle Skating, Speed Skating, and Biathlon**. The computer keeps a running tally of medals awarded to each player.

- Enter your name, type your name on the keyboard and press **RETURN**.
- Choose your country, use the joystick or the cursor keys to move to the flag of your choice, then press the **FIRE** **BUTTON** to select that country. (To listen to the country's anthem, type S.)

- Repeat name and country selection for each additional player (up to eight). When all players' names and countries are entered, press **RETURN**.

- A verification screen appears. If all names and countries are correct, select YES with the joystick and press the **FIRE** **BUTTON**, or type Y. To delete names and YES again, select NO or type N.

#### OPTION 2: COMPETE IN ONE EVENT ONLY (DISK ONLY)

Similar to OPTION 1, but you only compete in the event you select.

