

COMMODORE 64 SPORTS PACK

TURBO 64

TURBO 64 - From the driving seat of your Formula 1 racing car you have a dynamic view of the road, with scenery flashing by and road signs hurtling towards you. In front of you the instruments: speedo, rev counter, gear shift and steering wheel put you in complete control. Smell the rubber burning and grit your teeth as you tear down the straights and scream into the bends. Test your driving ability in this multi-player game of skill and daring. Joystick or Keyboard ©

DERBY DAY

Place your bets for this exciting graphic simulation of the sport of kings. Up to five players can compete to become the king of the turf © C.R.L. 1984

PILOT 64

THE STORY SO FAR - It's your first solo flight. Plot the "Leander" class 454 30 seat prop plane out of Norwich airport. Using your memory of the route, shown to you before take-off, safely negotiate the crosswinds, military air zones and other hazards, with over sixteen different types of analog and digital read-out, including artificial horizon, air speed indicator, compass, flaps, instrument landing systems and stall warning. Fly your way back to base and land. Superb machine coded simulation of night flying, written by a real pilot! Highly complex, difficult yet fascinating game for the Commodore 64 ©

HANDICAP GOLF

Another fast action graphic sports simulation from C.R.L. A Golf program to beat all others! This is an animated 3-D simulation of an 18 hole Golf Course with a caddy and full selection of clubs © C.R.L.

WORLD CUP

A fabulous simulation of real soccer. With complete multi-colour graphics. Up to nine players can try to become the holder of the most coveted trophy... The World Cup. First published Artic Computing 1984. © 1986 Paxman Promotions

TEST MATCH

Test Match and One Day Cricket are 3D animated simulations of our national game for ZX Spectrum 48K from Computer Rentals. © C.R.L.

Contains 6 great games on one cassette plus free instruction leaflet enclosed.

PAXMAN PROMOTIONS ©

ANOTHER PRODUCT FROM



MADE IN ENGLAND



SPORTS PACK COMMODORE 64

THE SPORTS PACK

COMMODORE 64



6 GREAT GAMES ON ONE DISC

TURBO 64

TO LOAD: Press SHIFT and RUN then press PLAY

HOW TO DRIVE joystick -- see fig. 1
Keyboard -- see fig. 2

HOW TO PLAY To select your car, race track etc. move joystick left or right and hit fire. Or with keyboard controls use keys H and K to hit J to select. Choose automatic gears, or regular shift for greater acceleration. As soon as you see the GO sign push forward with joystick or hit U to accelerate. Hit RESTORE to select the game.

SCORING The score is based on your skill at driving around your selected track. Remember that high average speed is not everything. To score good points you must stay on the road at the right speed in an appropriate gear. You will lose points for overrevving the engine as well as for crashing your car.

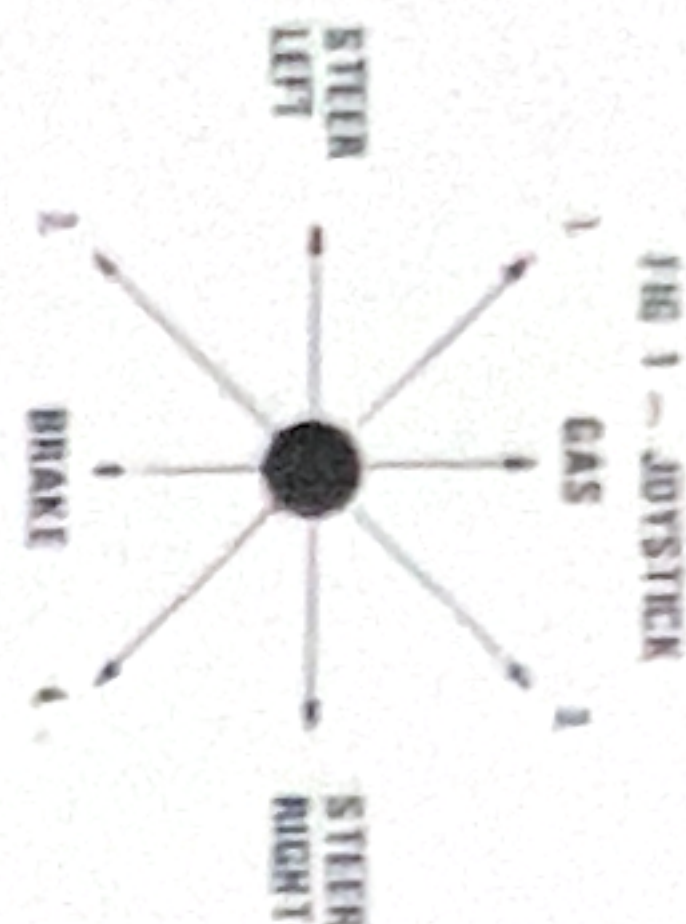


FIG 1 - JOYSTICK

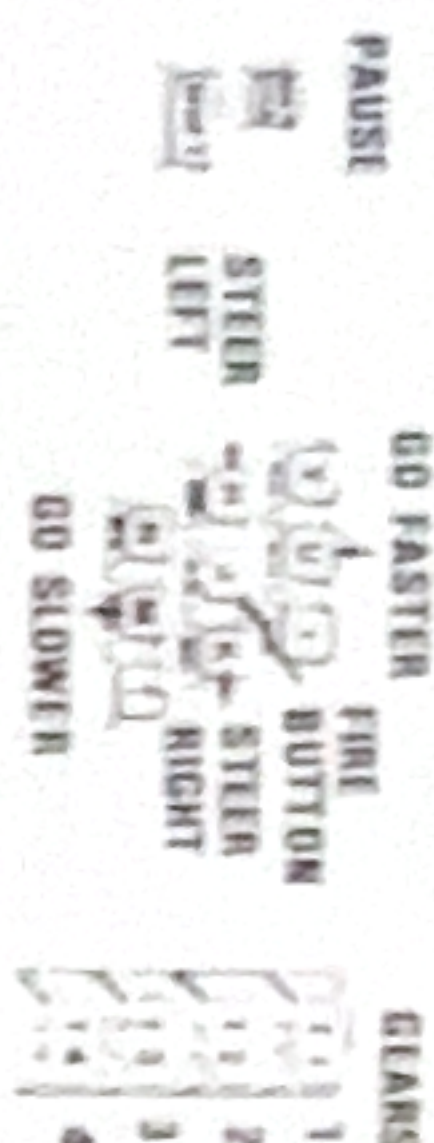


FIG 2 - KEYBOARD

Hold down clutch (FIRE BUTTON) while selecting gear

To select hit J

DERBY DAY

TO LOAD: Press SHIFT and RUN then press PLAY

INSTRUCTIONS The program should be loaded in 2 parts. Press Shift and Run, then press Play on cassette recorder.

When requested to load part 2, press Shift and Run.

THE GAME There are 7 races in a meeting and you must try to win as much as possible from Jolly Jack, the bookmaker. Up to four players can play at a time, and then can bet on any horse they wish. For instance, all four players betting on horse 1 is allowable. If a player changes his mind while gambling in still taking place, he can change his wager even though the original bet is registered with Jolly Jack. His new wager is entered in the usual way and the last wager is counted as void. Placing a bet is prompted on the screen by Jolly Jack, while pressing key 9 ends the gambling and starts the race.

After the first horse has reached the winning post, there is a photo for placers. The horse finishing second received a quarter of his quoted odds. The place option and gambling options 3 and 4 are to allow a member of the family to become Jolly Jack's partner, and make a real book on which the family can gamble for parties. We wish you a good days racing.

PILOT-64

TO LOAD: Type LOAD and RETURN

THE STORY SO FAR It's your first solo flight. Pilot the "wander" class 454 30 seat prop plane out of Norwich airport. Using your memory of the route, shown to you before take-off, safety regulations, the cross winds, military air-cases, and other hazards, with over sixteen different types of cockpit and digital read-out, including, artificial horizon, air speed indicator, compass, flap, instrument landing systems and stall warning. Fly your way back to base and land.

Simple machine coded simulation of night flying, written by a real pilot! Highly complex, difficult yet fascinating game for the Commodore 64.

CONTROLS

Undercarriage: G-Up, H-Down
Flaps: D-Up, F-Down
Climb: Descend

Bank Left: Bank Right
Throttle Increase: Decrease

LOADING INSTRUCTIONS (a) Type LOAD and RETURN (b) After "FLIGHT" has been found and has LOADED, press SHIFT and RUNSTOP together -- the second half of the program will LOAD and RUN when LOADED.

INSTRUMENT PANEL EXPLANATION

ST: Stall Warning Light
ASI: Air Speed Indicator, it falls below ST comes on.
AH: Artificial Horizon. This displays aircraft to horizon attitude.
ALT: Indicates height above the ground.
ILS: Instrument Landing System. With the navigational beacon on a bearing of 179° the ILS should lock on as shown above. To effect a satisfactory landing the ILS must be locked on as the aircraft approaches the runway on a heading of approx. 360° at a suitable height and speed.

VSI: Vertical Speed Indicator. This displays the rate at which the aircraft is climbing (+ve no.) or descending (-ve no.)
HDB: Heading, indicates the direction in which the aircraft is travelling. NB 360°-N, 90°-E, 180°-S, 270°-W and so on between these points.

TS: Turn Indicator. This indicates the direction of turn.

DME: Distance between the aircraft and beacon A in miles.

NI: That a solid bearing readout flow figure no. or -ve no. is NOT a bug. It simply reflects the electromagnetic interference caused by proximity to the navigational beacon.

HINTS

1. Start speed is 60 mph -- suggested take off speed 80 mph
2. Don't forget your undercarriage.
3. Use your flaps carefully.
4. Keep a close eye on your altitude and air speed at all times.
5. You don't need full revs. all the time.

HANDICAP GOLF

TO LOAD: Press SHIFT/RUNSTOP simultaneously then press PLAY

INSTRUCTIONS The program should be loaded by pressing the Shift and Run/Stop keys simultaneously and then pressing PLAY on the cassette recorder.

THE GAME 1 or 2 players can play a round of 18 holes on the course of 5,444 yards. Your set of clubs consist of:
4 woods
8 irons
1 pitching wedge
1 sand wedge
1 putter

All 18 holes including their par length can be viewed before play commences. The position of various obstacles, such as bunkers, rough, trees, bushes, lakes and buildings can be noted from numerous views before each hole is played. The clubs are depicted with an indication of the distance in yards, that each one can hit.

A wind factor must be taken into account in the choice of club. This is shown by an arrow and a numerical level in the top right hand corner of the screen. This factor becomes a slope factor when putting on the greens.

The display is a 3D perspective with 'you' and your caddy seen standing ready on the first tee. The angle of shot is determined by manipulating a cursor on the screen. In full animation 'you' then swing and the ball curves away down the fairway. As soon as the ball comes to rest the caddy lifts the bag of clubs onto his shoulders and both set off after the ball to prepare for the next shot.

At the end of a tiring round it's a relief to see yourself part company with the caddy and retire to the 19th hole.

CONTROLS AI controls are prompted by the computer. For even a player with no knowledge of golf or what clubs do, the game is simple because everything is explained on screen.

WORLD CUP FOOTBALL "The Greatest Game in the World"

TO LOAD: Type LOAD...1.1

Today is the final of the World Cup and the atmosphere is electrifying. People are everywhere shouting and cheering. Your team has fought its way through the qualifying rounds beating some of the best teams in the world and now it's your chance to carry away the most famous trophy ever.

You could be playing for Brazil, or West Germany, or England, or... Maybe you're playing for one of the "outsiders". It's up to you to win the game and take the World Cup. The crowd go wild as you walk out of the tunnel. "It's now or never!" You can either play the Computer or against a friend.

Game controls for players 1 and/or 2. Keyboard
PLAYER 1: Joystick only
PLAYER 2: G-Up, A-Down, P-Right, Q-Left, Fire-Space Bar, Y-Sound On/Off, R-Pause On/Off.

Practice Made playing one game of football. Help. Instructions. CAP SHIFT + F-About. In the World Cup Mode 19 players can select from a pool of 40 teams who they would like to represent in the World Cup. Full instructions are provided within the game Good Luck.

TEST MATCH CRICKET

TO LOAD: Press SHIFT/RUN then press PLAY

INSTRUCTIONS Press SHIFT/RUN then press PLAY on tape recorder

THE GAME Cricket 64 is a full Test Match and Limited Over simulation, which will enable you to make those important Captain's decisions that can turn you overnight into either a hero or villain.

You have the facility to choose which players to have in both England or West Indian teams, or play with a friend and make it really interesting. In which order they will bat and bowl and where the fielders will be placed around the playing area.

Fielders can be moved to new positions at the end of each over, to suit the playing conditions.

Once play commences, caution is the watchword. You have to play very wisely to ensure that your top batsmen are not sacrificed foolishly (this will precede an almost inevitable collapse), and that your weaker batsmen are brought along slowly to guarantee that they play to their best.

Although the play is randomly generated, your actions will influence decisions at crucial times. Instructions of what to do are contained within the game and are self explanatory. Beware the Run Out!