

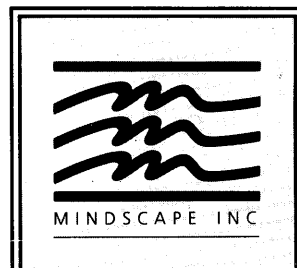


SPORTIME™

CLUBHOUSE SPORTS

Designed by Ed Ringler

- 3-D Pinball
- Billiards
- Skee ball



- Shooting Gallery
- Crazy Pool
- Foosball

CREDITS

Production, Game Designs and Graphics by	Ed Ringler
Programming by	Simon Finch John Wilson
Manual by	Mike Ferrando Ed Ringler Paul Shecter Kate Hunt

Under license from DesignStar Consultants, Inc. in conjunction with
International Computer Group.

Program copyright ©1988 DesignStar Consultants, Inc.

3187-G Airway Avenue, Costa Mesa, CA 92626

Exclusive worldwide rights - Mindscape Inc.

Documentation copyright ©1988 DesignStar Consultants, Inc. and
Mindscape Inc.

All rights reserved.

SPORTIME is a trademark of DesignStar Consultants, Inc.

Printed in the U.S.A.

TABLE OF CONTENTS

INTRODUCTION	5
GETTING STARTED	5
THE MAIN MENU	6
Entering Names	6
High Score Tables	6
Choosing a Game	6
Game Option Screens	7
FOOSBALL	8
The Foosball Option Screen	8
Playing the Game	8
Screen Displays	9
BILLIARDS	10
The Billiards Option Screen	10
Carom Billiards	11
Rules of Carom Billiards	11
Playing the Game	11
Screen Displays	12
English Billiards	12
Playing the Game	12
Points	12
Fouls	12
Screen Displays	13
Taking a Shot	13
3-D PINBALL	14
The Pinball Option Screen	14
Playing the Game	14
Table Diagram	15
Points	16
Bonuses	16
Screen Displays	16
SKEEBALL	17
The Skee-ball Option Screen	17

Playing the Game	17
Screen Displays	18
SHOOTING GALLERY	19
The Shooting Gallery Option Screen	19
Playing the Game	19
Points	20
Screen Displays	20
CRAZY POOL	21
The Crazy Pool Option Screen	21
Table Design	21
Playing the Game	21
Taking a Shot	22
The Construction Set	22
Screen Displays	23

INTRODUCTION

Congratulations! Your application for membership in the SPORTTIME™ Clubhouse has been accepted. As a member of this elite group, you are eligible to participate in any of the wide variety of sports offered in our Clubhouse. From the quiet elegance of the Billiard room to the fast-paced excitement of our Arcade room and Shooting Gallery, the SPORTTIME Clubhouse has it all.

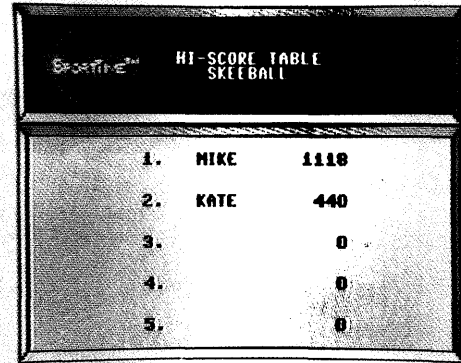
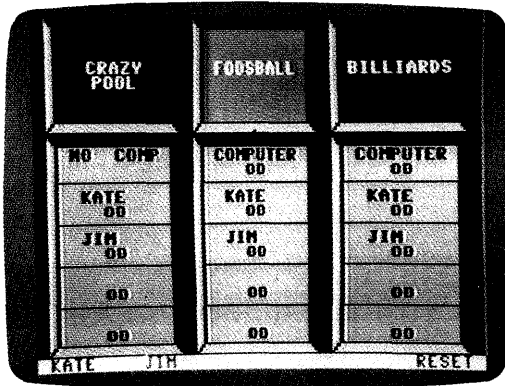
If skill and strategy games are what you're looking for, then visit our Billiard room where you can participate in two types of Billiards: English and Carom. For those who want non-stop action, the SPORTTIME Foosball table, Pinball machine, Skee-ball machines, and Crazy Pool tables are all located in the Arcade room. Fancy yourself a marksman? Take a trip to our sound-proofed basement and try your hand at the Shooting Gallery—the variety of targets will keep even talented marksmen on their toes.

All of these sports can be played alone or with a friend. Records are kept of the top five scores in each sport, and in most cases a resident Superstar is on hand to provide some real competition. All in all, the SPORTTIME Clubhouse offers something for everyone—so what are you waiting for? Pick your favorite sport and get into the action!

GETTING STARTED

Loading instructions for your particular computer are given in the enclosed Reference Booklet. For a detailed description of each game and all of its features, take some time and read this manual. If you can't wait to get started, see the Reference Booklet for a brief description of each event.

THE MAIN MENU



Entering Names

When the Main Menu screen first appears, you will be asked to enter the names of up to four players. See your Reference Booklet for complete instructions. When you have finished entering all player names, each name will appear at the bottom of the Main Menu screen along with the word **RESET**. See your Reference Booklet for instructions on how to specify a different player order, and how to delete the names that have been entered.

High Score Tables

To view the High Score Table for any game, push the joystick forward to highlight the game in the center column (FOOSBALL at initial boot-up). Then move the joystick left or right until the desired game appears in the center column and push the joystick forward again; the High Score Table for that game will now appear. Pull the joystick back to return to the Main Menu. The

scores shown represent different things, depending on the game:

- FOOSBALL:** Most points scored in a series
- BILLIARDS:** Best individual break in one game
- PINBALL:** Total score
- SKEEBALL:** Best average score per ball thrown
- SHOOTING GALLERY:** Total score
- CRAZY POOL:** Amount of time used to clear the table

High scores are *not* automatically saved to disk. See your Reference Booklet for instructions on saving or erasing high scores.

Choosing a Game

When you first enter the Main Menu, the three games shown will be CRAZY POOL, FOOSBALL and BILLIARDS. Below each heading you will see five spaces. If the game provides a computer opponent,

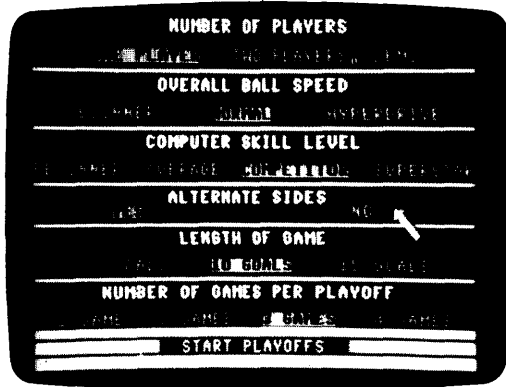
the word COMPUTER will be displayed in the first space under that column. If there is no computer opponent, the words "NO COMP" will appear. The names you entered will appear in the spaces below, along with "00" as the number of wins for each competitor.

To select one of the three initial games (or to choose PINBALL, SKEEBALL, or SHOOTING GALLERY), first make sure that the competitors' names and the word RESET are shown at the bottom of the screen. If the names are not shown, select EXIT until they appear. Then push the joystick forward to highlight the game in the center column (FOOSBALL at initial boot-up). Move the joystick left or right until the desired game appears in the center column and press the fire button to select that game.

Game Option Screens

Each game has its own option screen, which appears when you first select that game. These sub-menus let you tailor each game to accommodate varying skill levels, by allowing you to adjust such factors as game speed and computer intelligence. If you are playing against a computer opponent, COMP 2 will be listed as Player 2. The option screens differ from game to game, and are described individually below. (See the enclosed Reference Booklet for instructions on returning to either the game option screen or the Main Menu screen while playing a game.)

FOOSBALL



The Foosball Option Screen

All available options for Foosball are displayed on this screen, with the active options highlighted. To change a setting, simply move the pointer to the selection you want and press the fire button to highlight that option. The available options are:

NUMBER OF PLAYERS

Choose **ONE PLAYER**, **TWO PLAYERS**, or **DEMO** mode.

OVERALL BALL SPEED

Choose **BEGINNER**, **NORMAL**, or **HYPERDRIVE** setting.

COMPUTER SKILL LEVEL

Choose **BEGINNER**, **AVERAGE**, **COMPETITOR** or **SUPERSTAR** level.

ALTERNATE SIDES

Choose **YES** to alternate sides (teams) between games, **NO** to remain on the same side each game.

LENGTH OF GAME

Choose the number of goals needed to win a game—**5 GOALS**, **10 GOALS**, or **15 GOALS**.

NUMBER OF GAMES PER PLAYOFF

Choose the number of games that must be won to win the Playoffs—**1 GAME**, **2 GAMES** (best of three), **3 GAMES** (best of five), or **4 GAMES** (best of seven).

START PLAYOFFS

Choose this option to begin the game.

Playing the Game

The object of Foosball is to score the required number of goals before your opponent does by using your players to “kick” the ball past the opposing goalie. You have six players total—one goalie on a rod by himself in front of your goal, three players on a rod at center field, and two players on a rod in front of the opposing goal. The players may be swung forward and back, and the rods may be moved from side to side to position your players to kick the ball.

Player Control: When you have finished making your selections from the Foosball option screen, select **START PLAYOFFS** to begin the game. At the beginning of each Playoff, Player 1 defends the bottom goal. The computer or Player 2 defends the top goal. Control automatically changes from rod to rod, depending on the location of the ball; the highlighted players indicate which rod is being controlled. See your Reference Booklet for a description of how players are highlighted.

Each ball is put into play by being rolled across the center of the table. Therefore, the middle rods (the ones with three players) are the first to be

controlled. Move the joystick left and right to move the rod in the corresponding direction. Before the fire button is pressed all players remain in the "up" position, and so will not be able to hit or block the ball.

Defensive Positioning: To stand your players upright so that they are in a defensive posture, press the fire button. You will still be able to move the rod left and right with the fire button pressed. If the ball hits one of the men when he is in an upright position, the ball will bounce off him. This is a good strategy when controlling the goalie (i.e. the rod with only one player on it).

Kicking the Ball: To take a shot at the ball, press the fire button and push the joystick forward or back to make all the players on that rod swing forward; release the fire button to allow those players to swing back again. The side of the ball that is hit determines the angle at which it will travel.

Trapping the Ball: One of the most difficult things to learn in Foosball is how to trap the ball. Once this skill is mastered, however, it will become an important part of your game plan because it

gives you more control over the ball. In order to trap the ball, you must hold your player in the "up" position *with his head pointing toward your own goalie*. To do this, press and hold the fire button and push the joystick forward or back. Hold this position until the ball is rolling under your player; then release the joystick and fire button. If you time this move just right, the ball will stop under your player; if not, the ball will roll past and your players will return to the "up" position.

Screen Displays

(from left to right)

GAMES:

The number of games won in the current series

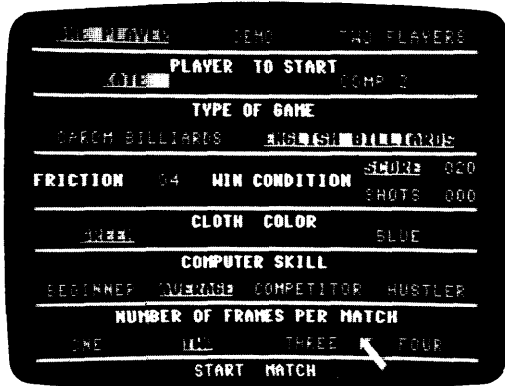
GOALS IN SERIES:

The total number of goals scored for all games in the current series (including the current game)

GOALS IN GAME:

The number of goals scored in the current game

BILLIARDS



The Billiards Option Screen

All available options for Billiards are displayed on this screen, with the active options highlighted. To change a setting, simply move the pointer to the selection you want and press the fire button to highlight that option. The available options are:

NUMBER OF PLAYERS

Choose **ONE PLAYER**, **TWO PLAYERS**, or **DEMO** mode.

PLAYER TO START

Choose the name of the player you wish to go first.

TYPE OF GAME

Choose between **CAROM BILLIARDS**, which is played on a table with no pockets, and **ENGLISH BILLIARDS**, which is played on a table with six pockets. Both use three balls—two cue balls and a “target” ball.

FRICTION

Adjust the friction of the table to a value between 1 and 10. A setting of 1 is low friction, and will allow the balls to roll a long way before coming to rest. A setting of 10 is high friction, and will cause the balls to stop after very little roll. To change this value, position the pointer over the word **FRICTION** and press the fire button. With the button held down, move the joystick left or right to decrease or increase the amount of friction.

WIN CONDITION

Decide what determines a winning game. The winner can be the first player to reach a given score, or the player with the most points after a set number of shots. Move the pointer to either **SCORE** or **SHOTS** and press the fire button to highlight that option. To change the point value of that option, continue holding down the fire button and move the joystick left or right to decrease or increase the point value.

CLOTH COLOR

Choose to play on either a **GREEN** or a **BLUE** table top.

COMPUTER SKILL

Choose **BEGINNER**, **AVERAGE**, **COMPETITOR**, or **HUSTLER** level.

NUMBER OF FRAMES PER MATCH

Choose the number of frames that must be won in order to win a match—**ONE**, **TWO** (best of three), **THREE** (best of five), or **FOUR** (best of seven).

START MATCH

Choose this option to begin the game.

CAROM BILLIARDS

The object of Carom Billiards is to cause your cue ball to collide with the other two balls on the table in such a way as to accumulate points. *NOTE: There are no pockets on an official Carom Billiards table.* Each game is called a *Frame*, and can be limited to a certain number of shots or to a certain score (see the Win Condition option above for a full explanation). A *Match* may consist of one frame or a number of frames, as decided on the Billiards option screen. Each player's turn is called a *Break*.

Rules of Carom Billiards

There are three balls on the table at all times. Each player has a cue ball (white for Player 1, yellow for Player 2); the third ball is red. Before beginning your break, you must declare whether you will attempt a SHOT or a SAFETY. *You may only score points by taking a Shot*; once you declare a Safety, no more points may be scored during your current break.

To start the game, your cue ball *must* hit the red ball first. This is true whether you are attempting a Shot or a Safety. If you fail to hit the red ball first, your break is over and your opponent gets one point.

Shot: If you declare a SHOT, your cue ball must hit both of the other balls on the table. It doesn't matter which ball is hit first, as long as both balls are hit. If the Shot is successful, you get one point and are allowed to continue (your next attempt may be either a Shot or a Safety). If the Shot is unsuccessful, your opponent gets one point and your break is over.

Safety: If you declare a SAFETY, your cue ball must hit one ball *only*, and either your cue ball or the ball that was hit must hit a cushion. If the Safety is good, neither player gets a point. If the Safety is not good, your opponent gets one point.

In either case, your break is over. You may not take two consecutive Safeties. If you end one break with a Safety, the first shot of your next break *must* be a Shot.

Playing the Game

Select START MATCH from the Billiards option screen to begin the game. At the top of the game screen you will see Player 1's name at the left, Player 2's name at the right. The color of the ball at the top of the screen indicates whose turn it is—white for Player 1, yellow for Player 2. There is also an arrow over this ball which points to the current player.

At the start of the game, the red ball is placed near the top of the table and the cue balls are placed near the bottom of the table. The cue ball of the player who is going second will be directly below the red ball; the cue ball of the player who is going first will be placed to one side.

The player who goes first is allowed to position his cue ball within a given area to the left or right of the other cue ball. To position your cue ball, move the joystick left or right until the ball is in the desired position and press the fire button. Once the cue ball is positioned, a direction pointer will extend out from the ball and the word SHOT will appear at the bottom of the screen. (*NOTE: This positioning of the cue ball only takes place for the first shot of the game; on all subsequent turns, the direction pointer will appear immediately.*)

If you wish to declare a SAFETY instead of a SHOT, pull the joystick back. The word SAFETY will now appear at the bottom of the screen. Push the joystick forward to switch back to SHOT. If your last play was a Safety, remember that your next play *must* be a Shot. If this is the case, pulling the joystick back will have no effect. To begin play, see the section below entitled **Taking a Shot**.

Screen Displays

Top of Screen

SHTS: Number of shots taken in the current frame

PTS: Number of points scored in the current frame

Bottom of Screen

FRM: Number of frames won in the current match

BREAK: Number of points scored in the current break

ENGLISH BILLIARDS

Three balls are used in English Billiards. Each player has a cue ball (white for Player 1, yellow for Player 2); the third ball is red. The object of the game is to accumulate points by either pocketing balls or hitting both other balls with your cue ball (known as a CANNON). Each player's turn is called a *Break*. A game is called a *Frame*, and can be limited to a certain number of shots or to a certain score (see the Win Condition option above for a full explanation). A *Match* may consist of one frame or a number of frames, as decided on the Billiards option screen.

Playing the Game

Select START MATCH from the Billiards option screen to begin the game. At the top of the game screen you will see Player 1's name at the left, Player 2's name at the right. The color of the ball at the top of the screen indicates whose turn it is—white for Player 1, yellow for Player 2. There is also an arrow over this ball which points to the current player.

At the start of the game, the red ball is placed near the top of the table and the first player's cue ball is placed in the semi-circle near the bottom of the table. (The second player's cue ball will appear in the semi-circle after the first player finishes his turn.) To position your cue ball within the

semi-circle, move the joystick left, right, up or down until the ball is in the desired position and press the fire button. Once the cue ball is positioned, a direction pointer will extend out from the ball. (*NOTE: This positioning of the cue ball only takes place for the first shot of the game, or if your cue ball has been pocketed and returned to the table. In all other circumstances, the direction pointer will appear immediately.*) To begin play, see the section below entitled **Taking a Shot**.

Points

Sinking the red ball:	3 points
Sinking your opponent's cue ball: (If you sink your opponent's cue ball, it will remain off the table for the rest of that break.)	2 points
Shooting a CANNON (hitting both balls):	2 points
Sinking your own cue ball	
If the red ball was hit first:	3 points
If your opponent's cue ball was hit first:	2 points
If no other balls were hit:	Foul (see below)

Quite often, more than one of the above scoring situations occur in the same shot. If this is the case, the scores will be added together to get the total score for that shot.

For example, if your cue ball first hits the red ball, then hits your opponent's cue ball and all three balls go into pockets, the shot will be worth: 2 (Cannon) + 3 (sinking the red ball) + 2 (sinking your opponent's cue ball) + 3 (sinking your own cue ball)—a total of 10 points.

Fouls

1. If your cue ball fails to hit either of the other two balls, a foul is called and your opponent is awarded one point.
2. If your cue ball goes into a pocket without hitting another ball first, a foul is called and your opponent is awarded three points.

3. If your cue ball is placed in the semi-circle at the bottom of the table, it must not hit any ball *below* the black foul line (the line along the top edge of the semi-circle) until it first hits either the top cushion or a ball *above* the foul line. If this foul occurs, your opponent is awarded **one** point. A cue ball will appear in the semi-circle at the start of the game, and when it has been pocketed and returned to the table.

All fouls result in the end of that player's break. In addition, the player loses *all points* accumulated during the current break.

Screen Displays

Top of Screen

SHTS: Number of shots taken in the current frame

PTS: Number of points scored in the current frame

Bottom of Screen

FRM: Number of frames won in the current match

BREAK: Number of points scored in the current break

TAKING A SHOT

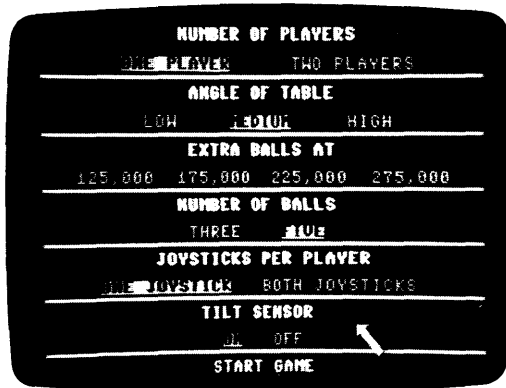
Three variables must be set before the ball is put into play: **Direction**, **Spin**, and **Power**.

Direction: To aim the ball, move the joystick left or right so that the direction pointer circles the ball. Note that when the ball is hit, it will travel *in the direction of the pointer*—the pointer is NOT a cue stick. When you are satisfied with the direction, press the fire button to lock it in.

Spin: When you have selected a direction and pressed the fire button, an "X" will appear in the ball at the top of the screen. This "X" represents where your "cue stick" will hit the ball. Move the joystick up, down, left or right to move the "X" in the corresponding direction. Hitting the ball at the bottom will result in "backspin," while hitting it at the top will result in "topspin." Moving the "X" to the left or right determines the amount of "english" on the ball. When you are satisfied with the spin, press the fire button.

Power: When you have selected the spin and pressed the fire button, your power meter (the bar at the top of the screen next to your name) will turn red. When the power meter is completely red, the ball will be hit with full force. To hit the ball more softly, decrease the power meter by moving the joystick to the left. When you are satisfied with the power, press the fire button. Your ball will now travel in the direction you indicated, with the spin and power you set.

3-D PINBALL



The Pinball Option Screen

All available options for Pinball are displayed on this screen, with the active options highlighted. To change a setting, simply move the pointer to the selection you want and press the fire button to highlight that option. The available options are:

NUMBER OF PLAYERS

Choose **ONE PLAYER** or **TWO PLAYERS** mode.

ANGLE OF TABLE

Choose a **LOW**, **MEDIUM**, or **HIGH** angle. The ball travels down the table fastest when the table is set at a high angle.

EXTRA BALLS

Choose the four point values at which extra balls are awarded—the default settings are **125,000**, **175,000**, **225,000**, **275,000**. To change a point value, position the pointer over that value, then press the fire button and move the joystick up or down to increase or decrease the value in

increments of 5,000. The lowest possible value is 125,000 and no two adjacent values can be set closer than 50,000. *NOTE: Only one extra ball will be awarded for each ball in play.*

NUMBER OF BALLS

Choose to play with either **THREE** or **FIVE** balls per game.

JOYSTICKS PER PLAYER

Choose **ONE JOYSTICK** to have Joystick 1 control both flippers; choose **BOTH JOYSTICKS** to have Joystick 1 control the left flipper, Joystick 2 control the right flipper.

TILT SENSOR

Choose to play with the tilt sensor **ON** or **OFF**. If you tilt the game, you will forfeit the ball in play and lose any bonus points which have been earned but not yet awarded.

START GAME

Choose this option to begin the game.

Playing the Game

The object of Pinball is to accumulate as many points as you can by getting the ball to collide with the various Bumpers, Drop Targets, Stand-up Targets, etc. Use the flippers to keep each ball in play on the table for as long as possible.

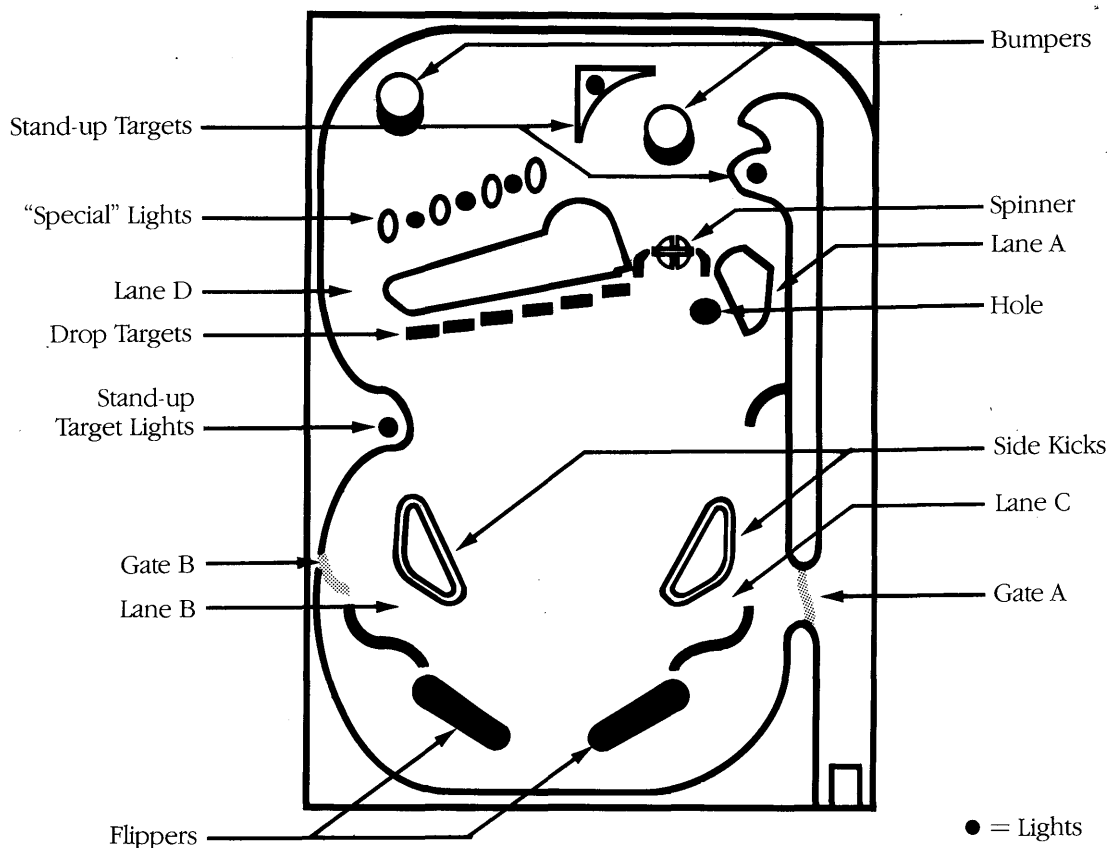
Putting the Ball into Play: When you have finished making your selections from the Pinball option screen, move the pointer to **START GAME** and press the fire button to begin. At the start of each turn, a ball will appear in front of the plunger at the lower right side of the table. To put the ball into play, press and hold the fire button; the plunger will move backward and forward. When the

fire button is released, the plunger will strike the ball and send it up the lane. The further back the plunger is when you release the fire button, the harder it will hit the ball.

Controlling the Flippers: If you selected ONE JOYSTICK on the Pinball option screen, Joystick 1 will control both flippers. Press the fire button to swing the left flipper; move the joystick to the right to swing the right flipper. If you select BOTH JOYSTICKS on the Pinball option screen, Joystick 1 will control the left flipper and Joystick 2 will con-

trol the right flipper. Swing the flippers by pressing the fire button on the corresponding joystick.

Tilting: To tilt the table, move the joystick forward or back. This will cause the table to shake from side to side, and may affect where the ball rolls. If you choose to leave the Tilt Sensor ON when you selected your game options, too much shaking may cause the table to TILT. If you tilt the table, you will forfeit the ball in play and lose any bonus points which have been earned but not yet awarded.



Points

Ball going out of play on either side:	3000 points
Ball going out of play at the center:	0 points
Ball going into the Hole:	1000 points
Ball hitting a Bumper:	500 points
Ball hitting a Side Kick:	500 points
Ball hitting a Drop Target:	1000 points each (times the Multiplier indicated on the playfield below the Drop Targets)
Ball hitting the Spinner:	100 points per revolution
Lighting a Light:	1000 points
Ball hitting a lit Light:	2000 points
Ball rolling down Lane A	
If Gate A is open:	1000 points
If Gate A is closed:	Opens Gate A
Ball rolling down Lane B	
If Gate B is open:	100 points
If Gate B is closed:	3000 points, Opens Gate B
Ball rolling down Lane C:	100 points
Ball rolling down Lane D:	1000 points
(Other surfaces on the table vary in value between 100 and 300 points.)	

Bonuses

Free Ball: When your score reaches one of the point values pre-set on the Pinball option screen, a free ball is awarded. Only one free ball will be awarded per ball in play, so choose the point values carefully. If you set two point values too close to one another and reach both point levels with the same ball in play, you will only be awarded the first extra ball. After accumulating 999,999 points, the point counter starts over at 0 and you are again awarded free balls at the pre-set values.

Drop Target Bonus Lights: In the lower center area of the table you will see a vertical row of six Bonus Lights. Each time a Drop Target is hit, a Bonus Light will be lit. The first light is worth 1000 points, the second 2000 points, and so on. When the ball leaves the playfield, you are awarded the total number of points for all Bonus Lights lit, times the current Multiplier (shown above the row of lights—1X, 2X, etc.).

Special Lights: There are three pairs of special lights on the playfield—three Rollover Lights paired with three Stand-up Lights. Rollover lights are lit when the ball rolls over them; Stand-up Lights are lit when the ball hits their respective Stand-up Targets. When one Special Light in a pair is lit, the other Special Light in that pair also lights up.

Jackpot: If the ball goes into the Hole when all six Special Lights are lit, you are awarded the total number of points for all Drop Target Bonus Lights lit times the current Multiplier, plus 1000 points for going into the Hole. If all 6 Bonus Lights are lit, the Multiplier is increased by one (to a maximum of 5X). The Drop Targets and Bonus Lights are then reset and the ball is returned to play. When the ball goes out of play, the Multiplier is reset to 1X.

Screen Displays

SCORE: Players' scores are shown below their names

BALL: The number of the ball in play is highlighted. The number will flash when an extra ball is awarded and while the extra ball is in play

SKEEBALL



The Skee-ball Option Screen

All available options for Skee-ball are displayed on this screen, with the active options highlighted. To change a setting, simply move the pointer to the selection you want and press the fire button to highlight that option. The available options are:

NUMBER OF PLAYERS

Choose **SOLO**, **ONE PLAYER**, **TWO PLAYERS**, or **DEMO** mode.

LEVEL OF DIFFICULTY

Choose a difficulty level from **ONE** through **FIVE**, with **ONE** being the easiest level. At higher levels, you will find it more difficult to aim your throw.

COMPUTER SKILL LEVEL

Choose **BEGINNER**, **COMPETITOR**, **SUPERSTAR**, or **FLOATING** level. If you select **FLOATING**, the computer will play up to its opponent's ability to ensure a close game regardless of the player's skill.

PLAY AGAINST THE CLOCK

If you choose to play against the clock, you may have the timer count down from **500**, **1000**, **1500**, or **2000**. Point to one of the numbers and press the fire button to select that amount of time. Game play varies depending on whether you're playing against the clock or with a fixed number of balls—see below for a complete description of each type of game.

FIXED NUMBER OF BALLS

If you choose to play with a fixed number of balls, you may select **12**, **25**, **37**, or **50** balls. Point to one of the numbers and press the fire button to select that number of balls. Game play varies depending on whether you're playing against the clock or with a fixed number of balls—see below for a complete description of each type of game.

START GAME

Choose this option to begin the game.

Playing the Game

The object of Skee-ball is to roll your ball up a ramp and into one of the rings at the top that form the target. Each ring is assigned a different point value. A ball that lands in the center ring is worth 1500 points; as you move away from the center, points decrease to 1000, 600, 300, and finally 100 for the outermost ring. Player 1 always uses the left lane with the diagonal crosshairs; Player 2 uses the right lane with the horizontal/vertical crosshairs. Depending on the type of game chosen from the Skee-ball option screen, the ball will be rolled in one of two ways:

Playing Against the Clock: When you play against the clock, the ball rolls toward the center of

the lane but will not roll up the ramp until the fire button is pressed. It is *not* necessary to wait until the ball reaches the center of the lane to press the fire button—in fact, it is important to roll and aim the ball as quickly as possible so as not to lose any time. When the fire button is pressed, the crosshairs will disappear and the ball will roll up the ramp toward the target.

Playing with a Fixed Number of Balls: When playing with a fixed number of balls, the fire button is not used. Instead, the ball will be rolled up the ramp toward the target the moment it reaches the center of the lane. The crosshairs appear immediately, and will disappear the moment the ball begins its ascent.

Aiming the Ball: In both types of play, the crosshairs appear immediately at a random location to one side of the target. To aim the ball, move the joystick up, down, left or right to move the crosshairs in the corresponding direction. The position of the crosshairs at the moment they disappear determines where the ball will land.

Resistance from the Center: As the crosshairs approach the center ring they will be forced away; at higher difficulty levels this force is quite significant. You will find that changing direction near the center of the target is difficult at easier levels and nearly impossible at harder levels. The best way to fight this force is to gain momentum from the corners of the target, and time your move so that the crosshairs disappear just as they approach the center.

Screen Displays

Top of Screen

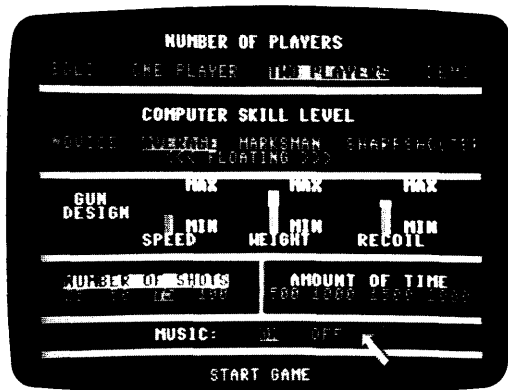
TOTAL SCORE: The point totals for each player are displayed at the tops of the targets

Bottom of Screen

BALLS: Number of balls left to be thrown (When playing against the clock, each player gets 22 balls for each 500 seconds on the clock.)

AVERAGE: Average score per ball thrown (used in the High Score Table) When playing against the clock, any ball not thrown is counted as zero and included in the average

SHOOTING GALLERY



The Shooting Gallery Option Screen

All available options for the Shooting Gallery are displayed on this screen, with the active options highlighted. To change a setting, simply move the pointer to the selection you want and press the fire button to highlight that option. The available options are:

NUMBER OF PLAYERS

Choose **SOLO**, **ONE PLAYER**, **TWO PLAYERS**, or **DEMO** mode.

COMPUTER SKILL LEVEL

Choose **NOVICE**, **AVERAGE**, **MARKSMAN**, **SHARPSHOOTER**, or **FLOATING** level. If you select **FLOATING**, the computer will play up to its opponent's ability to ensure a close game regardless of the player's skill.

GUN DESIGN

Adjust the **SPEED**, **WEIGHT**, and **RECOIL** of the

gun. **SPEED** determines how quickly the gun will move as you aim; **WEIGHT** affects your ability to hold the gun steady; **RECOIL** determines how much the crosshairs will move after a shot. A fast, light gun with little recoil is easiest for beginners. To change these settings, move the pointer to the appropriate heading; then press and hold the fire button and move the joystick up or down to adjust the bar accordingly. *NOTE: All players must use the same gun design.*

NUMBER OF SHOTS

When you play with a fixed number of shots, you may choose **25**, **50**, **75**, or **100** shots. Game play will vary slightly depending on whether you choose to play with a fixed number of shots or with a fixed amount of time — see below for a complete description of each type of game.

AMOUNT OF TIME

When you play against the clock, you may have the timer count down from **500**, **1000**, **1500**, or **2000**. Game play will vary slightly depending on whether you choose to play with a fixed number of shots or with a fixed amount of time — see below for a complete description of each type of game.

MUSIC

Choose whether you want the Shooting Gallery music **ON** or **OFF** as you play.

START GAME

Choose this option to begin the game.

Playing the Game

The object of the game is to acquire the greatest number of points by hitting targets. Each

target is assigned a special point value, as described in the POINTS section below.

Playing Against the Clock: When playing against the clock, both crosshairs appear on the screen at the same time and players shoot simultaneously. Player 1 uses the "+" crosshairs and Player 2 uses the circular sight.

Playing with a Fixed Number of Shots: When playing with a fixed number of shots, players take turns. Player 1 uses the diagonal crosshairs while Player 2 uses the horizontal/vertical crosshairs. At the beginning of each turn, the crosshairs appearing on the bottom of the screen directly above the player's score indicate whose turn it is. That player must shoot within three seconds or lose his shot. If a player loses a shot, a buzzer will sound and the shot will be subtracted from that player's shot counter. If the Turtle is hit, that player is awarded an extra shot which is taken immediately.

Aiming the Gun: To aim the gun, move the joystick to position the crosshairs. Press the fire button to shoot. The SPEED of the gun determines how fast the gun will move as you aim. The WEIGHT of the gun determines how quickly the gun will drop down. The amount of RECOIL determines how far the crosshairs will move after the shot is fired.

Points

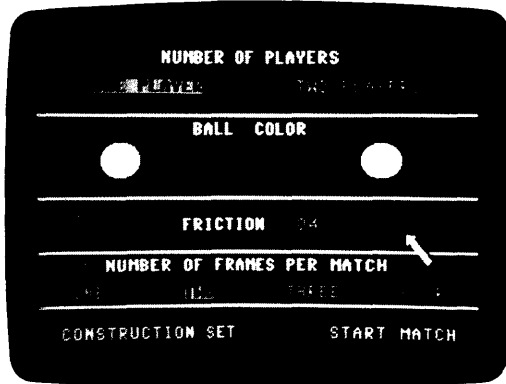
Ducks:	200 points
White Duck:	300 points
Rabbits:	300 points
White Rabbit:	600 points
Birds:	400 points
Fox:	500 points
Frog:	500 points

Fish:	100-800 points. Points are determined by the Fish's speed, and are displayed after a hit.
Turtle:	Double points. When the Turtle is hit, it climbs into its shell and hides. When it thinks the "coast is clear," it tries to run away. While the Turtle is in its shell, the value of all targets is doubled for the player that hit the Turtle.
Targets:	200-700 points. Determined by how close your hit is to the center of the Target, a bull's-eye being worth 700 points. Points are indicated by the flashing red light to the side of the target area. The Target on the left belongs to Player 1, while the Target on the right belongs to Player 2. When a player hits his own Target, he is awarded the number of points shown. If a player hits his opponent's Target, he receives no points; however, the points shown are deducted from his opponent's score.

Screen Displays

SCORE:	Each player's total score
SHOTS:	Number of shots remaining. Appears only when playing with a fixed number of shots
TIME:	Time units remaining. Appears only when playing with a fixed amount of time

CRAZY POOL



The Crazy Pool Option Screen

All available options for Crazy Pool are displayed on this screen, with the active options highlighted. To change a setting, simply move the pointer to the selection you want and press the fire button to highlight that option. The available options are:

NUMBER OF PLAYERS

Choose **ONE PLAYER** or **TWO PLAYERS** mode.

BALL COLORS

Choose the color of the balls with which you will play. In a **ONE PLAYER** game, the left ball shows the color of the cue ball and the right ball shows the color of the other seven balls. In a **TWO PLAYER** game, Player 1 uses the color on the left and Player 2 uses the color on the right. To change ball color, move the pointer over the ball and press the fire button.

FRICTION

Choose the amount of friction on the table.

1 is low friction and will allow balls to roll a long way before coming to rest. 10 is very high friction

and will cause balls to stop after very little roll. To change this value, point to the word **FRICTION** and hold down the fire button. Then move the joystick left or right to decrease or increase the amount of friction.

NUMBER OF FRAMES PER MATCH

Choose the number of frames needed to win the match. Choices are **ONE**, **TWO** (best of three), **THREE** (best of five), or **FOUR** (best of seven).

CONSTRUCTION SET

Choose this option to select one of four pre-set table designs, or to modify one of these tables to create your own unique design which can be saved to the program disk.

START MATCH

Choose this option to begin the game.

Table Design

Each time you play Crazy Pool, the table that appears first has the bumpers in an S-shaped design with two holes in the center. To play on this table, simply select **START MATCH** when you have finished making your choices from the Crazy Pool option screen. Crazy Pool also includes four other pre-set table designs. You may modify these four pre-set tables if you wish to create up to four of your own unique designs. See the section below titled **Construction Set** for more information.

Playing the Game

One-player Game: In a one-player game, there are seven balls of one color and one cue ball of a different color. The object of the game is to eliminate all seven balls from the table in the shortest possible time, using only the cue ball. When you have finished making your selections

from the Crazy Pool option screen, select START MATCH to begin the game. At the beginning of each turn, a direction pointer will extend from the cue ball. Follow the directions below to take a shot. If you sink your cue ball, 20 points are deducted from the clock and the ball is placed in its original position on the table. When only the cue ball remains, the game is over.

Two-player Game: In a two-player game, each player has four balls; there are no cue balls. The object of the game is to eliminate your opponent's balls from the table by hitting them into a hole with one of your balls. When you have finished making your selections from the Crazy Pool option screen, select START MATCH to begin the game. At the beginning of each turn, the ball to be hit will be highlighted (the color of the highlighted ball indicates whose turn it is). To select another ball, move the joystick left or right until the desired ball is highlighted and press the fire button to select that ball. Once the fire button is pressed, a direction pointer will extend out from the ball. If you decide at this point to select a different ball, just push the joystick forward. The direction pointer will disappear, and a new ball may be selected as before. When a ball has been selected, follow the directions below to take a shot. The first player to eliminate all of his or her opponent's balls wins.

Taking a Shot

Three variables must be set before the ball is put into play: **Direction**, **Spin**, and **Power**.

Direction: To aim the ball, move the joystick left or right so that the direction pointer circles the ball. Note that when the ball is hit, it will travel *in the direction of the pointer*—the pointer is NOT a cue stick. When you are satisfied with the direction, press the fire button to lock it in. *(NOTE: in a two-player game, you will no longer be able to select a different ball once the fire button has been pressed to lock in the direction.)*

Spin: When you have selected a direction and pressed the fire button, an "X" will appear in the

ball at the bottom of the screen. This "X" represents where your "cue stick" will hit the ball. Move the joystick up, down, left or right to move the "X" in the corresponding direction. Hitting the ball at the bottom will result in "backspin," while hitting it at the top will result in "topspin." Moving the "X" to the left or right determines the amount of "english" on the ball. When you are satisfied with the spin, press the fire button.

Power: When you have selected the spin and pressed the fire button, your power meter (the bar at the top of the screen next to your name) will turn red. When the power meter is completely red, the ball will be hit with full force. To hit the ball more softly, decrease the power meter by moving the joystick to the left. When you are satisfied with the power, press the fire button. Your ball will now travel in the direction you indicated, with the spin and power you set.

The Construction Set

The Construction Set allows you to select one of the four pre-set tables, and to design your own table if you wish. To enter the Construction Set, highlight the words CONSTRUCTION SET on the Crazy Pool option screen and press the fire button.

Loading a Pre-set Table: When the Construction Set screen appears, move the pointer to the number 1 below the word LOAD on the right side of the screen. When you press the fire button, the number will cycle from 1 through 4 and the word LOAD will be highlighted. To load a table, point to the word LOAD and press the fire button when the number for that table is shown. That table will now appear on the screen. *(NOTE: Once you have loaded another table, the table with the S-shaped bumper pattern will not reappear until you reboot the game.)*

If you do not wish to play on the table you have loaded, simply select another table in the same way you selected the first one. When you find a table you like, move the pointer to the word FINISH and press the fire button to highlight the

word. Press the fire button again to return to the Crazy Pool option screen and select START MATCH to begin the game.

Modifying or Creating a Table: The Construction Set lets you modify any of the four pre-set tables to create up to four unique table designs. Since only four table designs—in addition to the S-shaped design—may be present on the program disk at any one time, each time you save a new design you must eliminate one of the four pre-set tables. When creating or modifying a table, you must follow certain design constraints:

1. There must be between 0 and 12 bumpers
2. There must be either 1 or 2 holes
3. There must be exactly 8 balls

Modifying or creating a table is simply a matter of placing and erasing bumpers, holes, and balls.

NOTE: Depending on whether you have selected a ONE PLAYER or TWO PLAYER game from the Crazy Pool option screen, you will see either seven balls of one color and a cue ball or four balls of each color when you enter the Construction Set. You may use a table set up for one player in a two-player game (and vice-versa), but you will not have control over which balls are which color.

On the bottom of the Construction Set screen are three icons representing (from left to right) the bumpers, holes, and balls. Below the icons are the words **ERASE**, **PLACE**, and **FINISH**.

ERASE: To ERASE an item, first move the pointer to that icon and press the fire button to highlight the icon. Then move the pointer to the word ERASE and press the fire button again—both the word and the chosen icon will now be highlighted. Next, simply move the pointer to the particular item on the table that you wish to erase and press the fire button to remove that item.

PLACE: To PLACE an item on the table, highlight first the icon for that item and then the word PLACE by pointing to them and pressing the fire button. The selected item will now follow the pointer as you move it around the table. (If the selected item does not follow the pointer, the

maximum number of that type of item must already be in place on the table.) When the item is in the desired position, press the fire button to place it on the table.

FINISH: When you are through designing or modifying a table, move the pointer to the word FINISH and press the fire button to highlight the word. To play on the table without saving it to the program disk, point to the word FINISH and press the fire button again to return to the Crazy Pool option screen, then select START MATCH. You may wish to try out a new table by playing a few games on it before saving it to the program disk.

SAVING A TABLE: Since only four table designs can be saved on the program disk at any one time, you will eliminate one of the four pre-set designs when you save a new table. Choose the pre-set table you wish to delete by moving the pointer to the number 1 below the word SAVE on the left side of the screen. When you press the fire button, the number will cycle from 1 through 4 and the word SAVE will be highlighted. To save your new table in place of the table whose number is shown, point to the word SAVE and press the fire button. If the table you have designed is a legal table (as described above), it will now be saved to the program disk. If the table is not saved, check the conditions listed above and modify the table as necessary. (NOTE: Even if you have modified one of the existing tables, the pre-set design for that table will remain on the disk until you save over that table's number.) When you have saved the new design, move the pointer to the word FINISH and press the fire button to highlight the word; press the fire button again to return to the Crazy Pool option screen.

Screen Displays

FRM: Number of frames won by each player
SHOTS: Number of shots taken by each player
POINTS: Begins at 999 and decreases to 000, representing the length of time it takes the player to clear the table. Appears in the High Score Table

02800



Mindscape Inc.
3444 Dundee Road
Northbrook, IL 60062