

CLUBHOUSE SPORTS

Designed by Ed Ringler

Commodore 64™/128™
Quick Reference Booklet

WHAT YOU NEED

- Commodore 64™ or 128™ computer (in 64 mode)
- Monitor or TV (color recommended)
- Disk drive
- One or two joysticks

GETTING STARTED

Loading Instructions

1. Plug your joystick into Port 1. For a two-player game, plug a second joystick into Port 2.
2. Turn on your monitor, disk drive, and computer.
3. Insert your *Clubhouse Sports* disk, label side up, into the disk drive and close the drive door.
4. Type LOAD“*”,8,1 and press **Return**. The game will load into your computer's memory and the title screen will appear, followed by the SPORTTime™ User Verification Sequence.

SPORTTime™ User Verification Sequence

At this point, you will be asked to enter a word from a specified location in the Game Manual or this Reference Booklet. Type the word *exactly* as it appears, including any capital letters, and press **Return**. The computer will then ask you to verify the word—respond by pressing Y for Yes or N for No, then press **Return**. If you respond No, the computer will prompt you for the word again. If you respond Yes (and you have entered the correct word), the game will load into your computer's memory and the Main Menu screen will appear. *NOTE: if you have entered an incorrect word, a PROTECTION FAILURE will occur and the message “Turn disk over and press the fire button” will appear on the screen. If this happens, reboot your computer and repeat the User Verification Sequence.*

THE MAIN MENU

Entering Player Names

When you first see the Main Menu screen, the prompt “COMPETITOR 1 ENTER YOUR NAME:” will appear at the bottom of the screen. *Clubhouse Sports* allows you to enter up to four player names. Type in the name of Competitor 1 (up to six letters) and press **Return**. (To erase characters, press the INST/DEL

key.) A prompt requesting a name for Competitor 2 will appear next, then for Competitors 3 and 4—repeat the process for each player. If there are fewer than four players, simply press **Return** without entering a name to skip past the prompts. You must cycle through all four prompts for names before you may proceed to a game.

Changing Competitor Order

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**. The first competitor's name will flash in red, and the second competitor's name will flash in green. To change this order or to specify different competitors from the names entered, make sure that a name or **RESET** is flashing at the bottom of the screen. If this is not the case, pull back on the joystick. To select a different player for Competitor 1, move the joystick left or right until the name of the new player who is to compete first flashes, then press the fire button. That name will now appear in red. To select a different player for Competitor 2, now move the joystick left or right until the name of the new player who is to compete second flashes, then press the fire button. That name will now appear in green.

Resetting Player Names

To delete the current names and enter new ones, move the joystick to the right until the word **RESET** is flashing and press the fire button. The words **SCORES**, **NAMES**, and **EXIT** will now appear at the bottom of the screen. Move the joystick left until the word **NAMES** is flashing and press the fire button. The previous names will now be deleted, and you will be prompted to enter the competitor's names again as described above. If you decide not to reset the names, select **EXIT** and press the fire button to retain the current names. *NOTE: When you choose to reset the names, the number of matches won by each player is reset to "00" on the Main Menu, but the High Score Tables are not affected.*

Saving or Erasing High Scores

High scores are *not* automatically saved to disk. To save or reset high scores, pull the joystick back and move it to the right until the word **RESET** is flashing and press the fire button. The words **SCORES**, **NAMES**, and **EXIT** will now appear at the bottom of the screen. Move the joystick left until the word **SCORES** is flashing and press the fire button again. You will be asked if you want to **SAVE** or **ERASE** the scores. Highlight the appropriate response and press the fire button. If you decide not to save or erase the High Score Tables, select **EXIT** and press the fire button to retain the current scores. *NOTE: When you save or reset the High Score Tables, all tables are modified. You may not save or erase High Score Tables on an individual basis.*

Choosing a Game

Clubhouse Sports contains six complete, stand-alone simulations. These games are: **Foosball**, **Billiards** (either **Carom** or **English**), **3-D Pinball**, **Skee-ball**, **Shooting Gallery**, and **Crazy Pool**. Three games are displayed at a time on the Main Menu. To choose a game, push the joystick forward until the game in the center square is highlighted. To view the High Score Table for the highlighted game, push the joystick forward again; pull the joystick back to return to the Main Menu screen.

To load a game, move the joystick left or right until the game that you wish to play appears in the highlighted center square, then press the fire button. *NOTE: If the game is located on Side Two of the disk, you will be instructed to turn the disk over and press the fire button.*

PLAYING A GAME

Game Option Screens

Each game has its own option screen which appears when you select that game. These sub-menus let you tailor each game to your own skill level by adjusting such factors as game speed and computer intelligence. To change your options, use the joystick to position the on-screen pointer over the option you wish to select and press the fire button. A few options require you to move the joystick while holding down the fire button; see your Game Manual for complete instructions if you have difficulty changing an option.

To pause a game in play, press the **Run/Stop** key; press it again to continue. To return to the Main Menu screen either during or after a game, press the **F1** and **F3** keys at the same time. To return to a game's option screen, press the **F5** and **F7** keys at the same time.

Foosball

When you have finished making your selections from the Foosball option screen, select **START PLAYOFFS** to begin the game. You control six players — one goalie, three players at center field, and two players in front of the opposing goal. At the beginning of each Playoff, Player 1 defends the bottom goal (red goalie). The computer or Player 2 defends the top goal (blue goalie).

Controlling Your Players

Control automatically changes from rod to rod, depending on the location of the ball. The players defending the bottom goal will change from red to *yellow* when active. The players defending the top goal will change from dark blue to *light blue* when active.

Move the joystick left and right to move the rod in the corresponding direction. Press the fire button to stand your players upright. Press the fire button and push the joystick forward or back to make all the players on the active rod swing forward; release the fire button to allow those players to swing back again.

Screen Displays

The Foosball screen shows the number of games each player has won in the current series, and the total number of goals each player has scored in both the series and the current game. The first player to score the required number of goals (as set on the option screen) wins the game.

Billiards

When you have finished making your selections from the Billiards option screen, select **START MATCH** to begin the game. Three balls are used in both types of Billiards. Player 1's cue ball is **white**, and Player 2's cue ball is **yellow**; the third ball is **red**. The color of the ball at the top of the game screen indicates whose turn it is. A game can be limited to a certain number of shots or to a certain score, as decided on the Billiards option screen.

Carom Billiards

In Carom Billiards, there are no holes on the table; you earn points by causing your cue ball to collide with the other two balls. The player who goes first is allowed to position his cue ball to either side of the other cue ball. Move the joystick left or right until the ball is in the desired position; when you press the fire button, a direction pointer will extend out from the ball and the word **SHOT** will begin to flash at the bottom of the screen. Pull the joystick back to declare a **SAFETY**. Follow the instructions below to aim and shoot the ball. *NOTE: To start the game, your cue ball must hit the red ball first.*

Shot vs. Safety: If you declare a SHOT, your cue ball must hit both of the other balls on the table. 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 turn is over. 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 turn is over. When you end your turn with a Safety, the first attempt of your next turn *must* be a Shot.

English Billiards

In English Billiards, you earn points by either pocketing balls or hitting both other balls with your cue ball (known as a CANNON). At the start of a game, the first player's cue ball is placed in the semi-circle near the bottom of the table. Move the joystick left or right until the ball is in the desired position; when you press the fire button, a direction pointer will extend out from the ball. Follow the instructions below to aim and shoot the ball.

Points and Fouls: Points are awarded for sinking the red ball, sinking your opponent's cue ball, shooting a Cannon (hitting both balls), or sinking your own cue ball if it first hits another ball. If more than one scoring situation occurs in the same shot, the scores will be added together. Your *opponent* is awarded points if you make a foul, by failing to hit either of the other two balls or by pocketing your own cue ball without hitting another ball first. If your cue ball is placed in the semi-circle, it must not hit any ball below the black foul line until it first hits either the top cushion or a ball above the foul line, or your opponent is awarded a point. All fouls result in the end of that turn, and you lose all points scored during that turn. See your Game Manual for a complete description of points and fouls.

Taking a Shot

To aim the ball, move the joystick left or right so that the direction pointer circles the ball. Press the fire button to lock in the direction. 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 to position the "X," and press the fire button when the "X" is positioned correctly. Once the fire button is pressed, your power meter will turn red. When the power meter is completely red, the ball will be hit with full force. Decrease the power meter by moving the joystick to the left. When you are satisfied with the power, press the fire button to set your ball in motion.

Screen Displays

The Billiards screen shows the number of shots each player has taken in the current game, the number of points each has scored in the current game, the number of games each has won in the current match (FRM), and the number of points each has scored in the current turn (BREAK). The first player to reach the Win Condition (as designated on the option screen) wins the game.

3-D Pinball

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. (NOTE: Choose ONE JOYSTICK to have Joystick 1 control both flippers; choose BOTH JOYSTICKS to have Joystick 1 control the left flipper and Joystick 2 control the right flipper.)

Controlling the Flippers

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 rolling up the lane. If you're using one joystick, press the fire button to swing the left flipper and move the joystick to the right to swing the right flipper. If you're using two joysticks, press the fire button on Joystick 1 to swing the left flipper and press the fire button on Joystick 2 to swing the right flipper.

Points and Bonuses

You earn points by hitting drop targets, lighting lights, bumping off bumpers, spinning the spinner, rolling through lanes, etc. See your Game Manual for a complete listing of points and bonuses. When your score reaches one of the point values pre-set on the Pinball option screen, a free ball is awarded. A bell will sound and the number of the current ball will flash briefly to let you know that a free ball has been awarded. The free ball is put into play immediately after the current ball. While the free ball is in play, the number of the last ball played flashes continuously. To shake the table, move the joystick forward or back. If you leave the Tilt Sensor ON and cause a tilt by shaking the table, you will forfeit the ball in play and lose any bonus points which have been earned but not yet awarded.

Screen Displays

The Pinball screen shows the number of the ball in play, and each player's score; the player with the highest score after all balls have been played is the winner.

Skeeball

When you have finished making your selections from the Skeeball option screen, move the pointer to START GAME and press the fire button to begin. The object of Skeeball is to roll your ball up a ramp and into one of the rings at the top that form the target. Player 1 uses the left lane, Player 2 uses the right lane.

Aiming Your Throw

Players determine where their ball will land by fixing the position of a set of crosshairs. When play begins, the crosshairs appear immediately at a random location to one side of the target; move the joystick up, down, left or right to move the crosshairs in the corresponding direction. As the crosshairs approach the center ring, they will be forced away.

Positioning the Crosshairs

The position of the crosshairs is fixed in two different ways, depending on the type of game selected. If you choose to play against the clock, you must press the fire button to fix the position of the crosshairs. If you choose to play with a fixed number of balls, the computer will control this function for you. When the ball reaches the center of the lane, the crosshairs will be fixed automatically in their current location. As soon as the position of the crosshairs is fixed, they will disappear and the ball will be rolled up the ramp toward the target.

Screen Displays

The Skeeball screen shows the total number of points scored by each player, the number of balls left to be thrown, and the average score per ball thrown. The player with the highest total score at the end of the game is the winner.

Shooting Gallery

When you have finished making your selections from the Shooting Gallery option screen, move the pointer to START GAME and press the fire button to begin. Players aim their gun using a set of crosshairs that appear automatically on the screen.

Aiming the Gun

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.

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 indicate whose turn it is. That player must shoot within three seconds or lose his shot. If the Turtle is hit, that player is awarded an extra shot which is taken immediately.

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

Different points are awarded for hitting the various targets; white ducks and rabbits are worth more than the other ducks and rabbits. If you hit the turtle, it hides in its shell. While the turtle is in its shell, all targets are worth double their normal value for the player who hit the turtle. Points for hitting the fish are determined by the fish's speed. If a player hits the bulls-eye target on his opponent's side of the Shooting Gallery, points are deducted from his opponent's score rather than added to his. See your Game Manual for a complete description of how points are awarded.

Screen Displays

The Shooting Gallery screen shows each player's total score, and either the number of shots remaining (when playing with a fixed number of shots) or the time remaining (when playing with a fixed amount of time). The player with the highest total score when the game ends is the winner.

Crazy Pool

When you have finished making your selections from the Crazy Pool option screen, select START MATCH to begin the game. Each time you play Crazy Pool, the table that appears first has the bumpers in an S-shaped design.

Selecting a Table

Crazy Pool also includes four other pre-set table designs. To load one of these pre-set tables, first select CONSTRUCTION SET from the option screen. Move the pointer to the number below the word LOAD and press the fire button to select one of the four tables. To load that table, move the pointer to the word LOAD and press the fire button. Select FINISH and press the fire button twice to return to the option screen, then select START MATCH to begin the game. (NOTE: Once you have loaded another table, the table with the S-shaped bumper design will not reappear until you reboot the game.) You may also modify these four pre-set tables to create up to four unique table designs. See the section in your Game Manual entitled Construction Set to learn more about this design option.

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. 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.

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.

At the beginning of each turn, the ball to be hit will flash (the color of the flashing ball indicates whose turn it is). To select another ball, move the joystick left or right until the desired ball is flashing 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.

Taking a Shot

To aim the ball, move the joystick left or right so that the direction pointer circles the ball. Press the fire button to lock in the direction. 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"

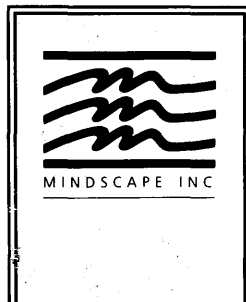
will hit the ball. Move the joystick to position the "X," and press the fire button when the "X" is positioned correctly. Once the fire button is pressed, your power meter will turn red. When the power meter is completely red, the ball will be hit with full force. Decrease the power meter by moving the joystick to the left. When you are satisfied with the power, press the fire button to set your ball in motion.

Screen Displays

The Crazy Pool screen shows the number of games won by each player (FRM), the number of shots taken by each player in the current game, and points representing how long it took to win. In a one-player game, the game is over when only the cue ball remains. In a two-player game, the first player to eliminate all of his or her opponent's balls is the winner.

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