

OFFICIAL AMERICA'S CUP SAILING SIMULATION COMMODORE 64

Getting Started

Turn on your computer and place the game disk in your drive. For a one-player game, plug a joystick into port 2; for a two-player game, plug joysticks into ports 1 and 2. Type "EA", 8, 1 and press return, and the program loads automatically. To restart a race at any point, press return.

Piloting your yacht

In a one-player game, you are the *Challenger* and the computer is the *Defender*. With two players, the yacht you pilot depends on which joystick you select:

Defender

white yacht

joystick in port 1

Challenger

yellow yacht

joystick in port 2

Joystick movements are indicated on this card by a box showing the position of the stick. Next to this box are one or more smaller boxes. An open box means the fire button is off; the number of filled boxes tells you how many times to press the fire button. Be sure to hold the stick in the illustrated position while pressing the button.

You control your yacht by using the three modes described below. For tactical information about these modes, refer to Chapter 2 in the manual.



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Helmsman Mode

Helmsman Mode is the default mode, and is used to control the yacht's direction. This is the basic operating mode you'll use during the race. From here, you can either turn the yacht or get an aerial overview of the race.



Normal position

Turn the yacht by moving the joystick to port (left) or starboard (right). Each port or starboard movement turns your yacht 45 degrees.

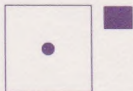


Turn to starboard



Turn to port

An overview lets you see the entire race course, and helps you find the other boat if the two become separated. During the race, the screen automatically shifts to overview whenever the wind shifts, and remains for about four seconds. To request an overview, press the joystick button while in Helmsman Mode. Overviews aren't available when a yacht is near a buoy.

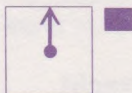


Request an Overview

Set Sail Mode

This mode lets you trim the mainsail, or choose a new headsail in response to shifting wind and weather conditions. Once the sails are selected, move to Winching Mode (described below) to change them. Note that, when you press the button to move through the three weights of a chosen sail, your current sail is not offered as a choice. Specific guidelines for trimming the mainsail and using the headsails are discussed in the manual.

To enter Set Sail Mode, push forward on the joystick and press the button.



Enter Set Sail Mode

To trim the mainsail, move the main boom in or out with the joystick:

Move mainsail boom
in toward center line



Move mainsail boom
out away from center line



To select a genoa, pull the joystick towards you and then press the button to select genoa weight:

Ready to select genoa weight



-  once for light genoa
-  twice for medium genoa
-  three times for heavy genoa

To select a spinnaker, push the joystick forward and then press the button to select spinnaker weight:

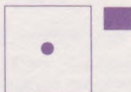
Ready to select spinnaker



-  once for light spinnaker
-  twice for medium spinnaker
-  three times for heavy spinnaker

After you select your new sail, return to Helmsman Mode by centering the joystick and pressing the button once:

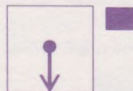
Return to Helmsman Mode



Winching Mode

In this mode, you use the joystick as a winch to lower the current sail and hoist the new one you've selected. To enter Winching Mode, move the joystick backward and press the button once:

Enter Winching Mode



Winch the headsail down by rotating the joystick counterclockwise:



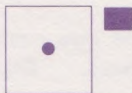
Winch down the headsail

When the headsail is completely down and no longer visible, you'll hear a beep. Center the stick and crank it the other way to winch up the selected sail:



Winch up the headsail

When the new sail is completely up, you'll automatically return to Helmsman Mode. If you want to leave Winching Mode in the middle of a sail change, center the joystick and press the button to return to Helmsman Mode:



Return to Helmsman Mode

Effective winching is a combination of speed, judgment, and smooth action. If you're careless, you may lose a lot of time trying to figure out your tangled sails.

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