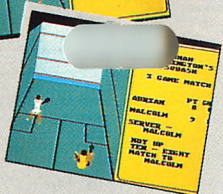
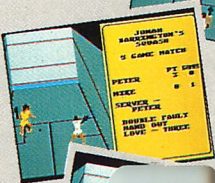
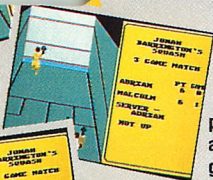
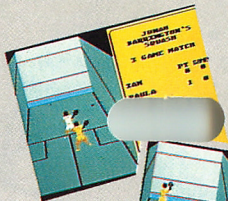


MASTERTRON^zC



• 299 • 299 299

Jonah Barrington's voice calls out the scores and marker calls in this exciting game which will help players of all levels to greatly improve their skills.



CBM 64 COMMODORE 64 128 COMMODORE 64 128 COMMODORE 64 128 COMMODORE 64 12

Jonah Barrington's

SQUASH

IC 0310



Jonah Barrington's SQUASH



MASTERTRON^zC



LOADING INSTRUCTIONS

LOAD by pressing SHIFT and RUN/STOP at the same time.

PLAYING INSTRUCTIONS

Jonah Barrington's Squash can be played with either one or two players. If the one player option is selected your opponent will be the computer. Alternatively a demonstration of play at any level of difficulty can be obtained by selecting the computer option for both players. At any time during the demonstration mode press RESTORE firmly to return to main menu.

There are four levels of difficulty, corresponding to the ball spot colours in squash from RED (easy) to YELLOW (difficult). To select level of difficulty press corresponding colour key.

Follow on-screen instructions to select required control keys. If you have a joystick connected select directions of movement by moving your joystick. If you wish to have a two player game, but have only one joystick, one or both of the players may select the keyboard controls. In this instance the Joystick must be connected to Port 2. Your player will move to the left, right, forwards or backwards by pressing the defined key. Depressing the fire button will enable

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your player to make a forehand or backhand stroke, depending on the position of the ball when the button is pressed. By timing the pressing of the fire button you can alter the angle at which the ball leaves the racquet. There are six different angles at your disposal. The timing of the swing will also alter the speed at which the ball leaves the racquet.

When you are playing the computer, and it is the computer's serve, press the fire button. You cannot however affect the serve in the same way as your own, by varying the length of time you hold down the fire button.

NAME

To enter your name, press up or down key until required letter is reached and then the fire button. Up to TEN letters may be entered. Move to the end of the space allowed and press fire button to enter game. Both players may enter their names at the same time.

Jonah Barrington's Squash follows the International Squash Racquets Federation rules as far as the computer will allow. There now follows a summary of the rules of squash, highlighting any differences that may occur in Jonah Barrington's Squash:-

BOARD (TIN)

The area below the bottom line on the front wall of the court. Made of a material which gives a different sound to the rest of the court. A different sound will be heard from the computer when the ball strikes the board.

CUT LINE

The Centre line on the front wall, six feet from the floor of the court.

SHORT LINE

The line on the floor parallel to the front wall and 18 ft. from it.

HALF-COURT LINE

The line on the floor parallel to the side walls, which divides the back half of the court into two equal parts, called the right half court and left half court.

SERVICE BOX

A square area within each half court from within which hand-in serves.

OUT OF COURT

The ball is out of court when it strikes the front, back or side walls above the top line or the ceiling. In the computer game the line on the back wall is not Shown.

HAND-IN

The player who serves.

HAND-OUT

The player who receives the serve.

NOT UP

The expression used to indicate that a ball has not been returned above the board (tin).

GAME/MATCH BALL

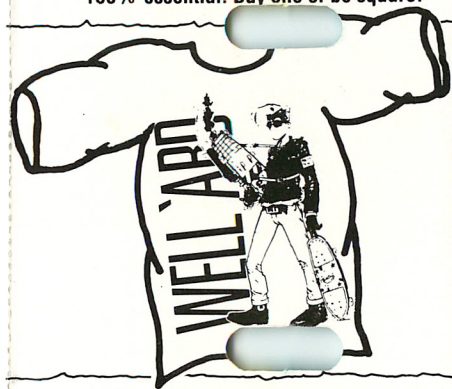
An expression used when the server is within one point of winning the game/match.

Q.

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