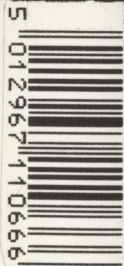




Design
your own
yacht,
brave the
elements
and beat
your
opponents
in the most
accurate
ocean
going
simulation
yet!

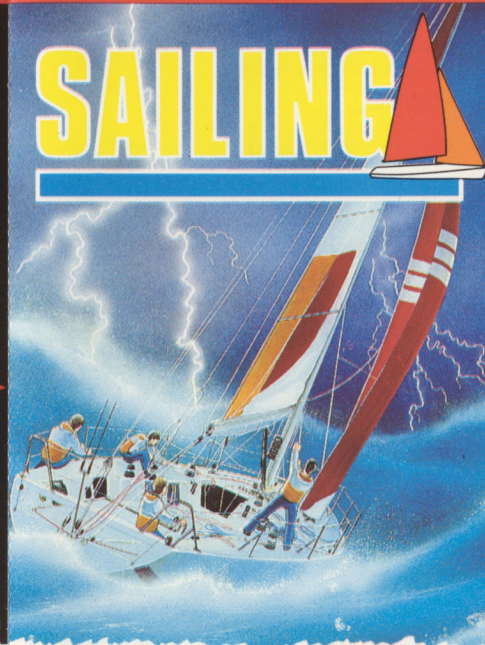


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CBM 64 COMMODORE 64 128 COMMODORE 64 128 COMMODORE 64 128 COMMODORE 64 128

SAILING



LOADING INSTRUCTIONS:

COMMODORE 64 – Hold down SHIFT key and press RUN/STOP. Press PLAY on tape. Program will load and run.

SAILORS WITHOUT JOYSTICK may use the following keys:

Q = Up A = Down P = Right SPACE = Fire

Commodore

Change level = F5

Sound on/off = F3

Music on/off = F1

Pause on/off = RUN/STOP

Getting Ready At the beginning of the game you must choose your level and whether you want to sail with sound effects or music. The level you select will also determine where in the event you will start and how long or short your route 'to the top' will be. When you have made your decision, press FIRE to switch to the Design Screen.

Designing Your Yacht This screen shows the construction plan of your yacht and you may modify this as you wish. A long-term weather forecast is shown at the bottom of the screen. After you have named your ship by using the keyboard and selected the country you want to represent, you then have to devise the optimum design. Using the joystick or keyboard you may change the following: L.O.A. (Overall Length), L.W.L. (Waterline Length), Freeboard and Mast lengths. You can also add stabiliser fins and decide which materials should be used for the boat's hull.

The Classifications Table At the beginning of each regatta you will see the Classifications Table in which your current position is indicated. Your nearest likely opponent is also shown. In the lower positions you have the opportunity of challenging opponents who are placed up to two positions above your own, by moving the cursor up or down. To make your choice easier, you can view a sketch of your opponent's yacht and by moving to the left or right you can obtain a better impression of how the different yacht designs look under various weather conditions. Pressing the fire button will return you to the Classifications Table.

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The Race Throughout the whole race the screen is split into two. The upper half shows the view from the bow of the sea and your opponent (assuming he is ahead of you). The lower half is the Instrument Board, which is of vital importance. The two instruments in the middle indicate speed and direction. From the radar on the right you can determine your position (the top of the screen points to the North). Your boat is the flashing cross and the other one represents your opponent. On the radar screen you can also see three buoys and whichever one is nearest to you will flash. You must always pass round buoys in an anti-clockwise direction.

The bottom line provides information about the condition of your Spinnaker sail. On the C64 all controls are via the joystick, on the Amstrad via the joystick and keyboard. Left/Right controls the rudder. To raise and lower the Spinnaker you first press the fire button, then rotate the joystick lever anti-clockwise to raise and clockwise to lower the sail. When using the keyboard you must press in quick succession the 'Up', 'Right', 'Down' and 'Left' direction keys (for clockwise) and in reverse sequence for anti-clockwise. When setting or lowering sail you will loose the steering function.

As soon as the boat has successfully completed a course or has been disqualified (you must not wander from the radar perimeter), the program will display the League Table. After five days of wind and rain there is a breathing-space of one week.

TERMINOLOGY AND ABBREVIATIONS

L.O.A.	Length Overall = Length of the yacht
L.W.L.	Length of the yacht above the water line
Freeboard	The height of the boat's side from the water line to the deck
Wings	Ailerons attached to the keel which improve the weight distribution and stability of the boat. They also allow for better utilisation of the available wind.
Spinnaker	The Spinnaker sail resembles a parachute and is hoisted when the wind is to the rear.

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FRENCH INSTRUCTIONS DE CHARGEMENT

COMMODORE 64 – Tenez la touche SHIFT pressée et appuyez sur RUN/STOP. Appuyez sur le bouton PLAY de votre magnétophone. Le programme se chargera et commencera automatiquement.

Les marins sans manche à balai peuvent utiliser les touches suivantes:

Q = Vers le haut; A = Vers le bas; P = Vers la droite;

BARRE D'ESPACEMENT = Feu

TOUCHES DE CONTOLE ADDITIONNELLES

Commodore

Changer de niveau = F5

Son allumé/éteint = F3

Musique allumé/éteinte = F1

Pause/reprendre le jeu = RUN/STOP

GERMAN

LADEANWEISUNGEN

COMMODORE 64: Die SHIFT-Taste gedrückt halten und auf RUN/STOP drücken. PLAY auf dem Recorder drücken. Das Spiel lädt sich und läuft.

FÜR SEGLER OHNE JOYSTICK gilt folgende Tastenbelegung:

Q = Auf; A = Ab; O = Links P = Rechts; LEERTASTE = Feuer

WEITERE STEUERFUNKTIONEN:

Commodore

Level wechsel = F5

Sound ein/aus = F3

Musik ein/aus = F1

Pause ein/aus = RUN/STOP

ITALIAN

ISTRUZIONI DI CARICAMENTO

COMMODORE 64 – Tieni premuto il tasto SHIFT e premi RUN/STOP. Premi PLAY sulla cassetta. Il programma si carica e gira da solo.

MARINAI SENZA JOYSTICK possono usare i tasti seguenti:

Q = su; A = giù; SPACE (spazio) = fuoco

FUNZIONI DI CONTROLLO SUPPLEMENTARI

Commodore

Cambiare livello = F5

Effetti sonori accesi/spenti = F3

Musica accesa/spenta = F1

Pausa accesa/spenta = RUN/STOP

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