

COMMODORE
64/128

WORLD
CHAMPIONSHIP

SQUASH

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CHAMPIONSHIP SQUASH



COMMODORE LOADING
INSTRUCTIONS
Press SHIFT and RUNSTOP
together. Press PLAY on the
cassette recorder.

World Championship Squash
Features: Commodore 64 Referee
Speech, One or Two player options,
Single Matches, Extensive
Configure Game System, EIGHT
Player Tournaments, Three
Variable Match Lengths, Three
Level Computer Opponents, 4 Ball
Colour Dot Speed, Attend
Competition Option, Full
Association Rules, Alterable Player
Names, Three Dimensional Court,
Serving Side Options, and lots
more!!

Fast ball movement and corner
to corner court action are
combined in *World
Championship Squash*,
complete with an accurate three
dimensional play perspective.

Ball play involves all four walls
of the court, even the wall
behind the player! All Squash
rules and options have been
incorporated, including the
various coloured ball dot
speeds.

World Championship Squash is
a highly playable and accurate
simulation of this rapid action
sport, and includes Referee
Speech!

Program: John Carlyle
Graphics: Neil Hislop
Music: Andy Rodger
Made in UK



World Championship Squash is a One or Two Player game, with all players being controlled via Joysticks connected to the relevant port on the Commodore.

Moving the Joystick up and down on the options screens allows the following to be selected:-

SINGLE MATCH

TOURNAMENT

PRACTICE

CONFIGURE GAME

CONFIGURE GAME

The unique configure game option allows the following to be altered prior to the playing of either the Single Match or Tournament. Use the Joystick to select from the following:

EXIT -

Leave the Configure Game Option

GAMES -

Select between 1, 3 or 5 games per Match

COMPUTER SKILL -

Easy/Fair/Hard Computer Skill Levels

BALL DOT SPEED -

Choose from Blue (Fast), Red, White or Yellow (Slow)

ATTEND COMPETITION -

Watch other matches whilst in the Tournament Mode

SOUND FX -

On or Off

The Tournament Options are also selected at the bottom of the screen by choosing from the following alternatives:

USER - Human or Computer

NAME - Alter player's name if required

Move Joystick Up and Down to select, and then Left and Right to alter after the Fire button has been pressed.

PLAYING SQUASH

The game is viewed from behind the rear wall of the court. Service side can be selected by positioning the player inside the present box, or moving him out of the box which automatically takes him to the other service box. On a service, the ball must bounce on the end wall first between the upper two red lines, and then land in the large floor box at the opposite side of the court from the service. Thereafter, the following shots can be played:

JOYSTICK RIGHT -

Spins ball to the right

JOYSTICK LEFT -

Spins ball to the left

JOYSTICK TOWARDS END WALL -

Powers up the ball

JOYSTICK AWAY FROM END WALL -

Drop shots the ball

Different Joystick and Fire button combinations will enable the player to develop their own repertoire of match winning shots.

The winner of the game is the first player to reach 9 points.

If the score reaches 8 All, the first player to reach ten points wins the game.

Each player serves until they loose a point, when service passes to the other player.

Points can only be gained when a player has had service.

The person who is "**Hands Out**" will receive the ball from the other player's service.

The Referee will call on all major decisions.

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