

AMSTRAD

Loading Instructions

CASSETTE

Hold down Control and Enter Keys.
Press play on tape.
Press any Key.

DISK

Type RUN"IS" and press ENTER
The game will load automatically.

When the first section has loaded it will ask for up to four names to be entered. If you wish to play one player then enter your name and press return twice. The names of the players will then be highlighted at the bottom of the screen. Using the joystick Select one of the four modules to play. If you select the Xtra option then you will be presented with the following:

SAVE — Save high score table
LOAD — Load high score table
RESET — Reset names and then re-enter names
KEYS — Redefine player 1/2 keys

When you select one of the four modules to play, the event picture will be highlighted. Press the fire button and press play on the tape.

Your event will now be loaded. After the event has loaded you will be presented with a menu. From that select the variables you require by using the joystick.

When you have made your selection, select "START PLAY OFF" and press fire to start. Press ESCAPE key to re-begin the module or select new game.

To load a new module you will need to rewind the tape and repeat the loading instructions.

BOWLING

- 1 Push the joystick forward and pull it back to position your bowler.
- 2 Press and hold the fire button to activate the Aiming Arrow. Release the button when the Aiming Arrow is in the desired location.

- 3 Select ball curve by pushing the joystick to the desired position (straight ahead for no curve — increase curve with each counterclockwise joystick position). Continue to hold the joystick in the selected position.
- 4 Press the fire button to release the ball after your bowler begins to swing.

DARTS

- 1 Push the joystick left or right to position the Aiming Dart. Press and hold the fire button when it is in the desired position.
- 2 Set the Angle Meter in the lower right-hand corner of the screen by releasing the fire button when the desired angle is shown. The more color that fills the meter, the greater the arc of your throw.
- 3 Set the Power Meter in the lower left-hand corner of the screen by pressing the fire button when the desired power level is shown. The more color that fills the rectangles, the greater the power of your throw.

AIR HOCKEY

- 1 Use the joystick to move your "hitter" to block the puck from entering your own goal, and to shoot it toward your opponent's goal.

SUPERSTAR PING PONG

- 1 If you have selected manual move, use your joystick to move the bat. Otherwise except when serving, the computer will move the bat for you.
- 2 Press the fire button to serve the ball.
- 3 Press the fire button to swing at the ball.
- 4 To put backspin on the ball pull the joystick back while you swing. To smash the ball, push the joystick forward while you swing.

**WORKS WITH KEYBOARD,
KEMPSTON, OR
DK TRONICS INTERFACE**

Under license from DesignStar Consultants, Inc. Copyright © 1987. All rights reserved.

SportTime, Indoor Sports and SuperStar Ping-Pong are trademarks of DesignStar Consultants, Inc.

INDOOR SPORTS



INDOOR SPORTS Designed by Ed Ringler
Programming by Simon Finch, Daniel Lucas & Ed Ringler
Under Licence from Design Star Inc. Copyright 1987

SPORT TIME, INDOOR SPORTS & SUPERSTAR PING PONG
are Trade Marks of Design Star Consultants Inc.

