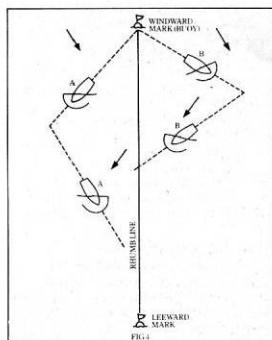


Sailing ... what to do (cont.)

The fact that the wind oscillates will mean that there is a definite need to be on the correct 'tack' to take the yacht closer to the mark at a tighter angle 'to the wind'.

The 'Golden Rule' is the opposite to that when on-the-wind. Downwind we Gybe on the lifts. (Refer Figure 4.)

It can clearly be seen that to sail the same angle to the wind on the opposite Gybe, yacht B had to travel at more acute angles to the actual 'Rhumb Line', or straight line course to the mark, and in consequence will sail a greater distance to reach the buoy, e.g.: Final race September 1983 America's Cup - *Australia II* defeats *Liberty*.



Obstacles

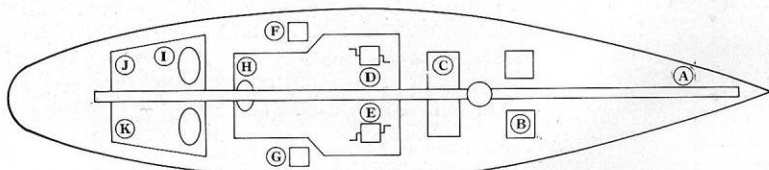
Spectator craft would be the only obstacle likely on an America's Cup course. The wash from these craft could also be detrimental to boat speed, particularly as the yachts progress up the 'windward' leg and out to one side a lot. Near the finish the wash and 'blanketing effect' could also be significant. (*Australia III/Liberty* 1983.)

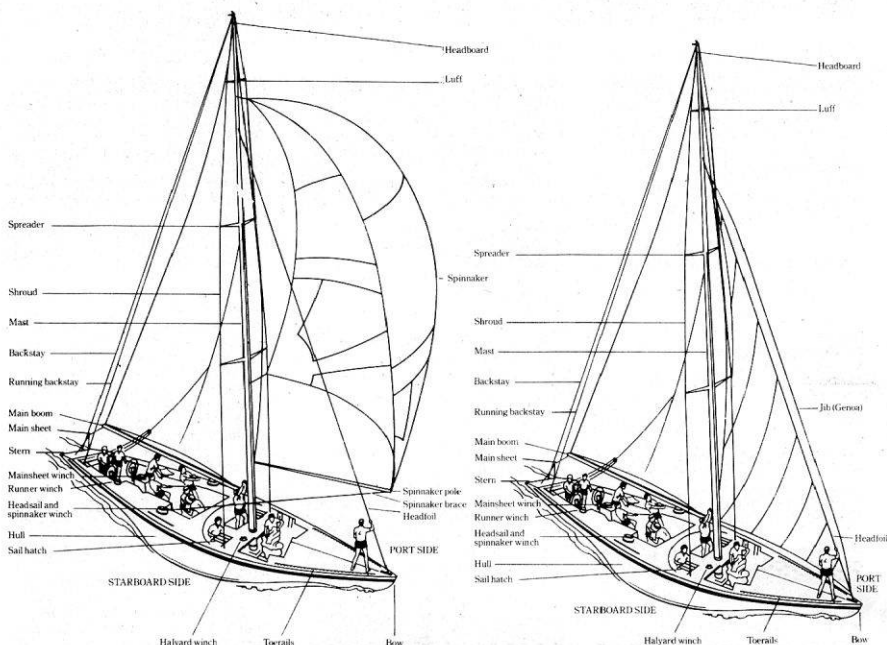
Your personal record to the 1987 America's Cup Match The Triumph of _____

RACE ONE		RACE FOUR		RACE SEVEN	
DAY: _____	DATE: _____	DAY: _____	DATE: _____	DAY: _____	DATE: _____
OFFICIAL START TIME: _____		OFFICIAL START TIME: _____		OFFICIAL START TIME: _____	
AROUND THE COURSE		AROUND THE COURSE		AROUND THE COURSE	
START WON BY: _____	LEAD: _____	START WON BY: _____	LEAD: _____	START WON BY: _____	LEAD: _____
1ST MARK: _____	LEAD: _____	1ST MARK: _____	LEAD: _____	1ST MARK: _____	LEAD: _____
2ND MARK: _____	LEAD: _____	2ND MARK: _____	LEAD: _____	2ND MARK: _____	LEAD: _____
3RD MARK: _____	LEAD: _____	3RD MARK: _____	LEAD: _____	3RD MARK: _____	LEAD: _____
4TH MARK: _____	LEAD: _____	4TH MARK: _____	LEAD: _____	4TH MARK: _____	LEAD: _____
5TH MARK: _____	LEAD: _____	5TH MARK: _____	LEAD: _____	5TH MARK: _____	LEAD: _____
6TH MARK: _____	LEAD: _____	6TH MARK: _____	LEAD: _____	6TH MARK: _____	LEAD: _____
7TH MARK: _____	LEAD: _____	7TH MARK: _____	LEAD: _____	7TH MARK: _____	LEAD: _____
FINISH: _____	LEAD: _____	FINISH: _____	LEAD: _____	FINISH: _____	LEAD: _____
WIND DIRECTION AT THE START: _____	SPEED: _____	WIND DIRECTION AT THE START: _____	SPEED: _____	WIND DIRECTION AT THE START: _____	SPEED: _____
AT THE FINISH: _____	SPEED: _____	AT THE FINISH: _____	SPEED: _____	AT THE FINISH: _____	SPEED: _____
REMARKS: _____		REMARKS: _____		REMARKS: _____	
RACE TWO		RACE FIVE		THE RESULT	
DAY: _____	DATE: _____	DAY: _____	DATE: _____		
OFFICIAL START TIME: _____		OFFICIAL START TIME: _____			
AROUND THE COURSE		AROUND THE COURSE			
START WON BY: _____	LEAD: _____	START WON BY: _____	LEAD: _____	DEFEATED	
1ST MARK: _____	LEAD: _____	1ST MARK: _____	LEAD: _____		
2ND MARK: _____	LEAD: _____	2ND MARK: _____	LEAD: _____	MATCHES TO	
3RD MARK: _____	LEAD: _____	3RD MARK: _____	LEAD: _____		
4TH MARK: _____	LEAD: _____	4TH MARK: _____	LEAD: _____		
5TH MARK: _____	LEAD: _____	5TH MARK: _____	LEAD: _____		
6TH MARK: _____	LEAD: _____	6TH MARK: _____	LEAD: _____	FINAL WINNING MARGIN	
7TH MARK: _____	LEAD: _____	7TH MARK: _____	LEAD: _____		
FINISH: _____	LEAD: _____	FINISH: _____	LEAD: _____		
WIND DIRECTION AT THE START: _____	SPEED: _____	WIND DIRECTION AT THE START: _____	SPEED: _____	_____ Min _____ Sec	
AT THE FINISH: _____	SPEED: _____	AT THE FINISH: _____	SPEED: _____		
REMARKS: _____		REMARKS: _____			
RACE THREE		RACE SIX		 The America's Cup course is over 24.1 nautical miles. Each leg is 3.25 nautical miles. Weather records show that over 90% of the summer afternoon breezes blow from a south westerly direction.	
DAY: _____	DATE: _____	DAY: _____	DATE: _____		
OFFICIAL START TIME: _____		OFFICIAL START TIME: _____			
AROUND THE COURSE		AROUND THE COURSE			
START WON BY: _____	LEAD: _____	START WON BY: _____	LEAD: _____		
1ST MARK: _____	LEAD: _____	1ST MARK: _____	LEAD: _____		
2ND MARK: _____	LEAD: _____	2ND MARK: _____	LEAD: _____		
3RD MARK: _____	LEAD: _____	3RD MARK: _____	LEAD: _____		
4TH MARK: _____	LEAD: _____	4TH MARK: _____	LEAD: _____		
5TH MARK: _____	LEAD: _____	5TH MARK: _____	LEAD: _____		
6TH MARK: _____	LEAD: _____	6TH MARK: _____	LEAD: _____		
7TH MARK: _____	LEAD: _____	7TH MARK: _____	LEAD: _____		
FINISH: _____	LEAD: _____	FINISH: _____	LEAD: _____		
WIND DIRECTION AT THE START: _____	SPEED: _____	WIND DIRECTION AT THE START: _____	SPEED: _____		
AT THE FINISH: _____	SPEED: _____	AT THE FINISH: _____	SPEED: _____		
REMARKS: _____		REMARKS: _____			

12 metre yacht deck features, riggings and crew positions

- A Bowman D/E Grinders I Navigator
 B Mast man F/G Trimmers J Tactition
 C Hoist man H Mainsail trimmer K Skipper/Helmsman





Arnie's America's Cup Challenge

The Game

Success in sailing is founded on a 'feel for the sea', teamwork, practice and good judgement. Some say luck too, but we think not. We have included all these elements as the essence of success at playing this game.

We hope you have the 'feel for the sea' some would call luck. Teamwork we translate into joystick skill. Pages of the **ARMCHAIR GUIDE TO THE AMERICA'S CUP** describes a typical 12 metre yacht and its crew. Your joystick becomes your crew. The better a crew works together the better the yacht sails and so, the better you refine your joystick skills the better you and 'your crew' will sail. Practice makes perfect. Good judgement is the challenge that makes people keep striving. Success in 12 metre yachting, and in this game, results from repeated good judgement, learning from one's mistakes and excellent teamwork.

In the **ARMCHAIR GUIDE TO THE AMERICA'S CUP** we describe the factors affecting the sailing performance (Pages) and here we describe how you convert your skipper's decisions through your joystick into action.

The **OFFICIAL AMERICA'S CUP COMPUTER GAME** is a realistic graphic recreation of 12 metre yachts sailing and what will need to be done to win the America's Cup. It is immensely realistic in appearance, strategy and player skill. You'll really feel like you're out there pitting wits with the best 12 metre yachtsmen. The rules and regulations are those applied to the America's Cup. The **ARMCHAIR GUIDE TO THE AMERICA'S CUP** specifically details from pages all you will need to know about 12 metre yachts and America's Cup Match racing. The better you apply the theory detailed there the better you'll play the game.

Play of the Game

You will load the game into your computer as advised in the supplied instructions, with the initial selections made via the Keyboard.

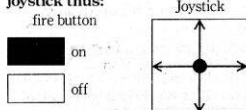
When the game is loaded, you will select either:

- **SINGLE PLAYER** - You're the Challenger, the Computer is the Defender.
- **TWO PLAYERS** - Players to decide their choice and identify as either the Challenger or Defender.
- **LEVEL OF PLAY** - Your choice of **AMATEUR, CLUB RACE** or **AMERICA'S CUP**.

The **COMMODORE** will then announce the **RACE WEATHER CONDITIONS**. **PRESS THE SPACE BAR** and you will be asked to **CHOOSE YOUR STARTING SAILS**.

If you're careful, your opponent will not be aware of your choice until the race starts.

SAIL SELECTION is made using the joystick thus:



TO CHOOSE GENOA or SPINNAKER

1. push joystick down then:
2. press fire button: once for light sail
 twice for medium sail
 three times for heavy sail
3. return the joystick to the centre and press the fire button once.
4. the screen will identify this is **DONE** in the top right or left hand corner.

Play begins with the **PRE-RACE MANOEUVRES**, the **START** and the **RACE OVER THE FULL EIGHT (8) LEGS** of the course as detailed in the **ARMCHAIR GUIDE TO THE AMERICA'S CUP**, page , and in the game's 'demonstration' mode.

N.B: If no selections are made, the game will automatically switch to 'demonstration' mode and stay there until a key is pressed. See supplied instructions.

Control of your yacht is by joystick only and you will be kept very busy, so a good quality, robust joystick is suggested.

Helmsman's Mode

In game play mode there are **THREE (3)** modes you can be in at any time:

1. **HELMSMAN'S MODE**
2. **SAILS SELECTION MODE**
3. **WINCHING MODE**

Helmsman's mode is the mode used to control the yacht's direction and is the default mode.

Joystick movement to the **RIGHT** or **LEFT** without pressing the fire button, steers the yacht in the **STARBOARD** or **PORT** direction respectively.



When in split-screen mode (the yachts are too far apart to appear on one screen) pressing the fire button in 'HELMSMAN'S' mode causes your side of the split-screen to display the 'mini-course' screen.

Sail Selection Mode

This mode is selected by pushing the joystick forward and pressing the fire button once.



Once in this mode, these selections produce the following results:

a) **JOYSTICK RIGHT - 'BOOM' moves towards centre line**

b) **JOYSTICK LEFT - 'BOOM' moves out from centre line**

The '**ANGLE OF THE BOOM TO THE WIND**' is critical to the speed of the yacht and with sail choice, represent the major options you have to affect your yacht's performance.

c) **JOYSTICK UP - 'SELECTS SPINNAKER'**

Then each press of the fire button selects one of the available choices:

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

d) **JOYSTICK DOWN - 'SELECTS GENOA'**

Then each press of the fire button selects one of the available choices:

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

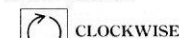
e) pressing the fire button once with the joystick centred returns you to 'HELMSMAN'S' mode.

Winching Mode

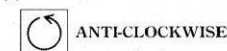
Once new sails have been selected '**WINCHING**' mode is selected by moving the **JOYSTICK DOWN** and pressing the fire button **ONCE**.



You can then **WINCH SAIL UP** by rotating the joystick:



WINCH SAIL DOWN by rotating the joystick:



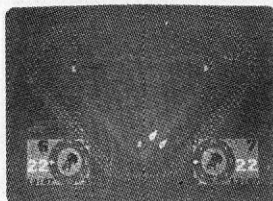
Winching skill is a combination of speed, judgement and consistent contact with all switches in the joystick. A smooth action produces best results.

Pressing the fire button once with the joystick centred returns you to the 'HELMSMAN'S' mode.



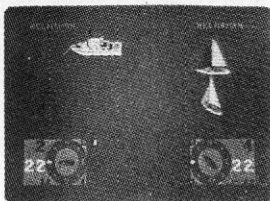
COURSE SCREENS* The actual play is represented by FIVE (5) SCREENS

The Course Screen



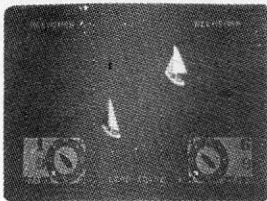
Which from above, identifies the relative position of the yachts on the America's Cup course. During play this screen is automatically called up every minute or so for about 'four (4) seconds', unless some other action interferes. **NOTE:** Pay particular attention to any **CHANGES IN THE WEATHER (WIND SHIFTS)**.

The Start Screen



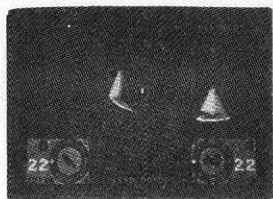
Identifying **PRE-RACE MANOEUVRING** and the **START BOAT**. This screen scrolls to represent the 'RACE' mode with two (2) yachts sailing around the course.

The Split Screen



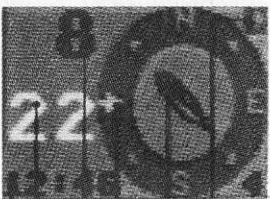
- Is automatically created if the yachts are too far apart to appear together on the one screen. The **DEFENDER** is on the **LEFT** and the **CHALLENGER** is on the **RIGHT**.
- Each yacht can call up a 'mini-course' screen to identify his relative position by pressing the fire button with the joystick centred in 'HELMSMAN'S' mode.

The Buoy Screen During Play



Represents a close view of either or both yachts rounding any 'MARKER-BUOY'. This represents a critical phase of tactical activity with sail changing usually required. This screen takes precedence over all others when a yacht is closely adjacent to any buoy.

The current race may be aborted at any time by pressing the **RETURN** key. This will take you to the **RACE RESULTS** screen.



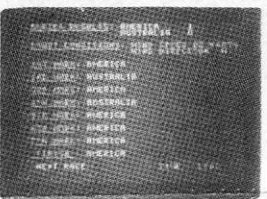
Wind Speed Boat Speed Yacht Direction Current Leg of Race
Elapsed Time Wind Direction Buoy Direction

You will have on-screen assistance from:

- a **MARKER ARROW** identifying the **DIRECTION OF THE NEXT MARKER-BUOY** you are heading for.
- EACH PLAYER** has a dial identifying his:
 - wind speed and direction
 - boat speed and direction
 - elapsed time for the race
 - current leg of the race.
- 'MESSAGES'** appear on the screen identifying changes in conditions or sails related to the current race. Concentration is critical, particularly in identifying 'wind shifts', or tactical moves by your opponent.

You have the same information to make tactical decisions that 12 metre yachtsmen do, so good sailing. Remember, the **ARMCHAIR GUIDE TO THE AMERICA'S CUP** provides most of the information you need to be a successful skipper. The **'SINGLE PLAYER'** mode allows you to practice and develop skill.

Race Results



After each race is over, the **'RACE RESULTS'** will appear. Using the joystick in an **'UP/DOWN MOTION'** you select your choice, then press the fire button to get:

- RACE RESULTS** - full results of the last game in the series and the series status. You then decide either 2 or 3.
- NEXT RACE** - starts the next race in this series.
- NEW SERIES** - clears out the old series and starts a new series.

If no action is taken after loading of the game or after selecting 2 or 3, a **'DEMONSTRATION'** mode will commence and continue until the **'SPACE BAR'** is pressed. (Defaulting to **'DEMONSTRATION'** mode will mean the starting of a new series.)

*Pictures are taken from the Commodore 64 version

Yachting Rules

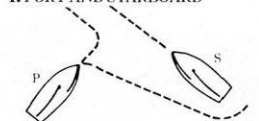
THE following Rules are an abridged version from the International Yacht Racing Union 'Blue Book' which the 12 metres race under.

During the America's Cup Computer game any infringement of these rules will be deemed a 'Foul' by either the Challenger or Defender and the nature of the 'Foul' and the yacht penalised will be indicated on the screen.

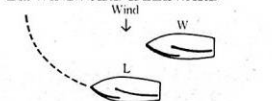
The penalty for a "Foul" will be 4 boat lengths. Any Foul during starting manoeuvres and prior to the actual start will be paid after crossing the start line.

- A **Port-Tack** yacht shall keep clear of a **Starboard-Tack** Yacht (Rule 36)
- A **Windward** yacht shall keep clear of a **Leeward** yacht (Rule 37.1)

1. PORT AND STARBOARD



2a. WINDWARD & LEEWARD



Yacht W must not sail too close to Yacht L. 2b. Yacht L may luff, alter course to windward, as sharply as she pleases to stop W from overtaking.

2b. A **Leeward** yacht may luff as she pleases to hamper **Windward** yacht (Rule 38.1)

3. A yacht **Clear Astern** shall keep clear of a yacht **Clear Ahead** (Rule 37.2)

4. A right of way yacht shall not alter course to prevent the other yacht keeping clear. (Rule 35) (exception is rule 38.1 Luffing)

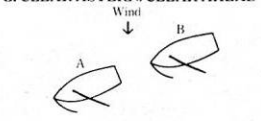
5. A yacht that is **Tacking** or **Gybing** shall keep clear of a yacht on a **tack**.

6. The outside yacht shall give an inside **overlapping** yacht room to round a mark.

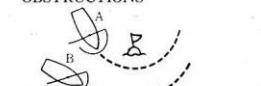
7. At a starting mark the **Leeward** yacht does not give room to the **Windward** **Barging** yacht.

8. When both yachts **Tack** or **Gybe** at the same time, the one on the other's **Port** or **left** side, shall keep clear.

3. CLEAR ASTERN, CLEAR AHEAD



6. ROOM TO ROUND MARKS AND OBSTRUCTIONS



Yacht A is overlapping Yacht B. Yacht B must give A room to round.

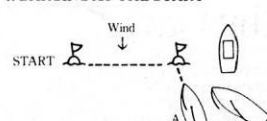
9. A yacht that touches a mark/buoy must complete the rounding, then re-round the mark without touching it, keeping clear of other yacht.

10. A premature starter must return to the pre-race side of the line and start again. While returning she must keep clear of other yacht.

11. A yacht that is racing shall keep clear of a yacht recovering a man-overboard.

12. Right of way yacht does not have to hit the other yacht to win a protest. If he has to avoid a collision the other yacht is wrong. No attempt to avoid a collision will result in the right of way yacht and the infringer being penalised.

7. BARGING AT THE START



Yacht B is said to be **barging**. Yacht A can maintain a close hauled cover and exclude yacht B who is not entitled to room at a starting mark.



LOADING INSTRUCTIONS

CBM 64/128 DISK: **LOAD ****B,1** and press **RETURN**. Game will load automatically.

CASSETTE: Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder.

AMSTRAD DISK: Type **RUN "AE"** and press **RETURN**.

CASSETTE: Press **CTRL** and **SMALL ENTER**, then press **PLAY** on the cassette recorder.

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