



BULLS EYE



CENTRAL



AMSTRAD



Bullseye is a version of the successful TV quiz programme, adapted for popular home computers. It is a game for 2 players, played over 4 rounds. Skill at answering questions from any of 11 different categories is combined with simulated dart throwing to gain high scores.

The cassette includes the game itself and two data files containing hundreds of questions, to give you hours of competitive enjoyment.

LOADING.

Insert the tape into the recorder and fully rewind it. Hold down the CTRL key and press the ENTER key (or type RUN" " and press ENTER). Press PLAY on your recorder then press any key on the computer to start the loading process.

Whilst the program is loading, a MACSEN logo screen is displayed. A Bullseye logo screen is then shown whilst the first question file is loaded. [NB: Each side of the tape contains the program, followed by both question files. The question files are reversed on the two sides to enable you to load more quickly the set you want.]

Having loaded a set of questions, Bully will invite you step up to play the game.

STARTING A GAME.

At the start of a game, you should:

- Type in the names of the 2 players.
- Press a number from 1 to 9 to indicate the level of play. The lower the number, the longer you will have to answer questions.
- Indicate whether you want a practice at dart throwing.

PRACTICE.

The practice feature gives you the chance to become familiar with the controls for positioning the dart-throwing hand on the screen and for setting the strength of the dart and throwing it.

Each player is called to the ockey to throw 3 darts at a normal dart board.

To position the hand ready for dart-throwing, press the left or right arrow (cursor control) keys. This causes the hand to move across the screen. When a dart is thrown, it will land roughly on a line drawn from the top of the screen to the bottom, passing through the position of the hand at that moment.

How far above or below the hand position the dart will land is ruled by the dart's strength of throw. To set this, hold down the spacebar and notice the "STRENGTH" indicator at the bottom left of the screen change. Judge the strength you want and release the SPACEBAR at this stage to throw the dart.

Having thrown all 6 practice darts, the Bullseye screen will re-appear and you can select more practice or enter the main game as already described.

THE MAIN GAME

At this stage, you will be taken through the 4 rounds of the main game. Details of each round are given later.

At the end of the game, the final score is shown and then a new game is started. At this stage, you may, if you wish, load the second question file from tape.

Round 1 Each player is called to the ockey 3 times. A dartboard with 10 sections is shown. Each section is marked with a letter from A to J and is linked with a subject. The player can press any keys (A to J) and see at the bottom left of the screen the subject associated with the segment.

Having selected the ideal subject, a dart can be thrown using the left and right arrow keys and the SPACEBAR, as explained in the "practice" section.

A question will then be posed on the subject that is hit. (If this is also the subject chosen by the player, a bonus score is awarded, this being higher the closer the dart comes to the Bullseye.) Answer the question correctly and your score increases. Answer incorrectly (or not at all within the time allowed) and your opponent has a chance at answering and gaining points.

Round 2 This round uses a normal dartboard.

Each player is called to the ockey to throw 3 darts. The player with the higher score then wins an attempt at answering a general knowledge question to win points. Again, an incorrect answer gives the opponent a chance to answer.

This is repeated 3 times in all.

Round 3 This is a bonus round, where the player who is currently winning throws 9 darts at a special dart board, showing 8 red segments and 8 black segments.

Hitting a red segment ONCE ONLY scores the bonus shown. Hitting the same red segment again loses the bonus shown. Hitting black segments has no effect.

Round 4 The player with the higher score is asked whether or not he wishes to gamble on the last board. (If not, the other player is offered the same option).

If one or other player accepts the challenge, he has 4 darts to throw at a normal board in order to score 101 or more.

Success means his score is doubled.

Failure means his score is halved.

Notes on answering questions

- If you make a slight error in spelling, you will usually be given a second chance at answering.
- If an answer is a number, use the number keys – eg answer 5 rather than FIVE.
- All answers are single words, so type a person's surname when required, unless that person is generally known by first name alone.

Note for non CPC 464 users.

If your cassette recorder is NOT under computer control you must remember to switch it off as soon as the first set of questions has loaded and to restart it if you later want to load the second set.

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