



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

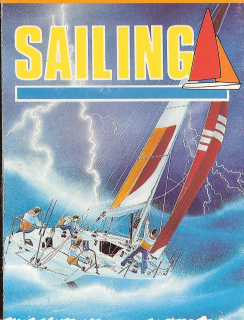
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MASTERTRON²C

SAILING

MASTERTRON²C

LOADING INSTRUCTIONS:

AMSTRAD - 464: Press CTRL and small ENTER. 6128: Type | TAFE and press RETURN. Press CTRL and small ENTER.

SAILORS WITHOUT JOYSTICK may use the following keys:

0 - Up A - Down P - Right SPACE - Fire

ADDITIONAL CONTROL FUNCTIONS:

Change level - Joystick left/right

D/P on keyboard

FX on/off - F

Pause on/off - H

Music on/off - M

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), Freshwater 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 = S, 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 lose 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 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	Alarons attached to the keel which improve the weight distribution and stability of the boat. They also allow for better utilisation of the variable 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

AMSTRAD 464 — Appuyez sur les touches CTRL et petit ENTER

AMSTRAD 6128 — Tapez: TAPE et appuyez sur la touche RETURN. Appuyez sur CTRL et le petit ENTER.

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 CONTROLE ADDITIONNELLES

Amstrad

Changer de niveau — manche à balai vers la droite/gauche ou Q/P sur le clavier

FX Allumé/éteint — F

Pausse/reprendre le jeu — H

Musique allumée/éteinte — M

GERMAN

LADIANWEISUNGEN

AMSTRAD 464: Auf CTRL und die kleine ENTER-Taste drücken.

6128: TAPE eingeben und auf RETURN drücken. Auf CTRL und die kleine ENTER-Taste drücken.

FÜR SEGELER OHNE JOYSTICK gilt folgende Tastenbelegung:

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

WEITERE STEUERFUNKTIONEN:

Amstrad

Level wechsel — Joystick links/rechts bzw. Q/P auf der Tastatur

FX ein/aus — F

Pause ein/aus — H

Musik ein/aus — M

ITALIAN

ISTRUZIONI DI CARICAMENTO

AMSTRAD 464 — Premi CTRL e il tasto piccolo ENTER (invio).

AMSTRAD 6128: Batti: TAPE e premi RETURN (invio). Premi CTRL e il tasto piccolo ENTER.

NAVINAI SENZA JOYSTICK possono usare i tasti seguenti:

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

FUNZIONI DI CONTROLLO SUPPLEMENTARI

Amstrad

Cambiare livello — Joystick a sinistra/a destra e Q/P sulla tastiera

FX acceso/spento — F

Pausa acceso/spento — H

Musica acceso/spento — M

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