

Baseball™

PRO'S

Getting Started

You can choose one or two player options, or alternatively you can view the teams.

View Teams

This option will allow you to look at the stats for all sixteen teams. Every single team has player with different skills. One might be a good hitter, but a slow runner so look carefully!

Stats Abbreviations

Batters

HAND Left or right handers
AVG Batting average
HR Home runs scored
SPD Running speed

Pitchers

HAND Left or right handers
ERA Earned running average
SPD Pitching speed
CRV Curve ability - Left, Right or Both.

Playing

Select a one player or two player game and press start. Now you can select your favourite team by moving Left and Right.

Batting

Up/Down/Left/Right

A Button
B Button

Select
Base running

Your batter will run automatically to base 1 and any other runners will run on to the next base.

A Button

B Button

Pitching

Left/Right

A Button
A and Down
A and Up
Select

Fielding

Up/Down/Left/Right To move fielders to the ball. When holding the ball you can throw to base by pressing the A button and a direction. A Button and right for base 1, up for base 2, left for base 3 and down for home.

Controls

To move your batter within the box position.

Press then hold to swing. Quick tap to bunt. Press with a direction to STEAL. Up for base 2, down for home and left for base 3.

Time out. New batter / View Scores / View team.

Run back to base. Use with RIGHT for base 1, Up for base 2 and LEFT for base 3.

Run an extra base. Use with Up for base 2 and LEFT for base 3.

Position pitching before pitch. Then curve ball after pitch.

Pitch
Pitch faster ball
Pitch slower ball
Time out. View Score / View Teams



4 QUATTRO Sports™

Getting Started

There are three riders in each race. Use SELECT then START to choose how many players are going to race. The remaining riders will be controlled by the computer. If you have a four player adapter you can control all three riders.

Now use SELECT and START to choose which track you want to race.

Dirt Biking

This race is for beginners. It is a race over 3 courses. Use this choice to practise and get used to the controls

Desert Riding

This is an intermediate race. It lasts over five courses.

Quarry Racing

This one's for experts only! A tough and gruelling race over 7 courses.

Playing the Game

When each race starts you are told... RIDERS READY - PEDALS READY - GO!

Accelerate the instant you are told to go. Start too early and you will have to press again. Too late and you will lose time.

Controls

Left Steer bike anti clockwise
Right Steer bike clockwise
A button Accelerate

BMX Simulator™

Race as though you are in a real BMX race. The Burms turn you the roughs slow you down. Also the hills and slope react with the bike just like the real thing!



SOCCER™ Simulator

Getting Started

At the start of a game player one is playing DOWN the pitch at half time the teams will swap over.

You have control of the player nearest the ball. The goal keeper will automatically keep goal. The controlled player is indicated by an arrow above his head.

Hints 'n' Tips

● Practise on the easier teams to start with.



Controls

When you have possession of the ball

UP/DOWN/LEFT/RIGHT

A Button

B Button

When you don't have possession

UP/DOWN/LEFT/RIGHT

A Button

B Button

Throw Ins, Corner and Goal Kicks

UP/DOWN/LEFT/RIGHT

A Button

B Button

Dribble ball in the required direction.

Shoot in the direction you're pointing

Pass to a mate, in the direction you're pointing.

Run in the required direction.

Shoot in the direction you're pointing

Slide and tackle.

Select the player to throw to.

Throw/ kick straight ahead.

Throw/ kick to selected player.

When playing the one player game the teams are in the following order of difficulty:

France Holland USA Russia England Brazil Argentina and Germany.

Getting Started

Use the select then start to choose an option.

1 Player : Play against a series of 8 computer controlled players and try to win the championship.

2 Player : Play against each other.

Help

Displays the playing tips and allows you to practise shots.

Rules of the Game

The Serve must land in the box between the net and the other player. Anywhere else is a fault. For each

point you have two attempts to serve correctly.

During play - the ball must only bounce once before you hit it.

To Win the game - you must win points in order Love (0) - 15 - 30. When a deuce situation is reached the first player to get two points ahead of the other wins.

Hints 'n' Tips

Don't let the ball hit your body. Press the A Button before the ball reaches you.

Use the help feature to practise your shots.



Pro TENNIS™

You can choose the length of the match - Short, Half or Full. This will set the number of games per set one three or six.

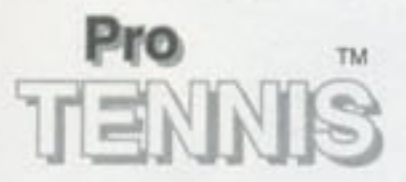
Controls

Serving - Press the A Button once to throw the ball into the air. Then press again as it comes down to serve.

Hitting the ball - Press the A button as the ball comes towards you.



was brought to you by...



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and generally artie techie things...

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IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.
DO NOT touch the connectors or get them wet or dirty.
DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.
DO NOT store the game in places that are very hot or very cold.
DO NOT hit it or drop it or attempt to take it apart.
DO NOT use on a FRONT OR REAR PROJECTOR TV. Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode.
Camera will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

☞ Please contact your TV manufacturer for more information.

CODEMASTERS' HELPLINE
1-900 RESTART
1 900 737 8278

Calls cost \$1.75 for the first minute and 90 cents thereafter.
Phone the Codemasters' Helpline for Hints and Tips that will help you play Quattro Sports™

This helpline is for gameplay advice only
If you are under 18, you MUST have your parents' permission.
Touchtone phones only.



MORE GREAT GAMES TO WATCH OUT FOR!



Linus needs your help! He has no money, no car and no respect from his fellow Linomen! The trouble is, no one believed his tale of discovering a far away planet called "Earth" so it's your job to help him get back there and take some handy snaps! Starting from his home town Old Lino Town, it's cosmic gameplay all the way in a unique blend of adventure and platform action PLUS a whole galaxy of surprises thrown in! Absorb your senses in this giant Extra Terrestrial Odyssey but keep an eye out for flying saucers in your front yard -you have been warned!



Adventurtastic Action for all gamers in this new Aladdin micro cart! Four totally awesome adventures in one! Keep clear of the dingo's down under as Boomerang Kid tries to return the sacred boomerangs.

Swing to the rescue of Marion as Super Robin Hood. It's a do or die rescue mission and she has to be saved! Castaway on a Treasure Island. Hero Dizzy must escape. Will he sail to freedom or perish in the boiling sun! Crash landed and stranded! Linus Spacehead must fix his space ship to return to planet Linolium. Four times the software, four times the action and four times the playability.

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Camera Limited Inc., ("CAMERICA") warrants to the original purchaser only of this Camera game cartridge that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety(90) days from the date of purchase.

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Replacement of the game cartridge found not to meet Camera's express warranty and returned to Camera by the original purchaser within ninety (90) days of purchase, is the full extent of Camera's warranty obligations and is the purchaser's exclusive remedy.

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FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

- 1 This device may not cause harmful interference and
- 2 This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

