

# 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



QUART  
Sp

# 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

Dribble ball in the required direction.

A Button

Shoot in the direction you're pointing

B Button

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

#### When you don't have possession

UP/DOWN/LEFT/RIGHT

Run in the required direction.

A Button

Shoot in the direction you're pointing

B Button

Slide and tackle.

#### Throw Ins, Corner and Goal Kicks

UP/DOWN/LEFT/RIGHT

Select the player to throw to.

A Button

Throw/ kick straight ahead.

B Button

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.

# 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

## 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



## 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!



# Pro TENNIS

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.

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

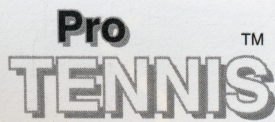
Serving - Press the A Button once to throw the ball into the air. Then press again as it comes down to serve.

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





was brought to you by...



PROGRAMMING Gavin Raeburn  
GRAPHICS Brian Hartley  
MUSIC Gavin Raeburn



PROGRAMMING Jason & Darren Falcus  
GRAPHICS Mike Muskett, Paul Adams  
& Toby Eglesfield  
MUSIC Allister Brimble



PROGRAMMING Andrew & Philip Oliver  
GRAPHICS Paul Adams  
MUSIC Gavin Raeburn



PROGRAMMING Pete Williamson  
GRAPHICS Toby Eglesfield  
MUSIC Allister Brimble

**and generally artie techie things...**

PACKAGING  
ART MANAGER  
PRODUCTION

Victoria Healey  
Shân Savage  
Stewart Regan  
& Pat Stanley

Camerica and the America design are trademarks of America Corporation and used under license by America Limited Inc.  
© Codemasters Software Co. Ltd. 1993. All rights reserved. Quattro Sports, Baseball Pro's, Soccer Simulator, Pro Tennis, BMX Simulator and Codemasters are trademarks being used under license by Codemasters Software Co. Ltd. Made in the U.K.

**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.  
Camerica 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.



**CAMERICA LIMITED INC., LIMITED WARRANTY**

Camerica Limited Inc., ("CAMERICA") warrants to cartridge that the medium on which this computer materials and workmanship for a period of ninety(

This warranty is not applicable to normal wear and shall be void if the defect in the America UNREASONABLE USE, MISTREATMENT OR NEGLIGENCE. America agrees for a period of ninety (90) days free of charge, the America game cartridge for postage paid with proof of date of purchase. Replacement of the game cartridge found not to be America by the original purchaser within ninety days. America's warranty obligations and is the purchaser's responsibility.

This warranty is in lieu of all other warranties, express or implied, including but not limited to, and fitness for a particular purpose and those arising from dealing or uses of trade are all expressly disclaimed.

In no event will America be liable for any special possession, use or malfunction of this America game. The express warranty above gives you specific rights from jurisdiction to jurisdiction. Some jurisdictions incidental or consequential damages or limitation last, so the above limitation or exclusion may not be applicable to the extent it is prohibited by the severed from the rest of these terms.

Camerica Ltd Inc., 3415 14<sup>TH</sup> Avenue, Markham, Ontario, L3R OH3, Canada -Tel (416) 470-2791



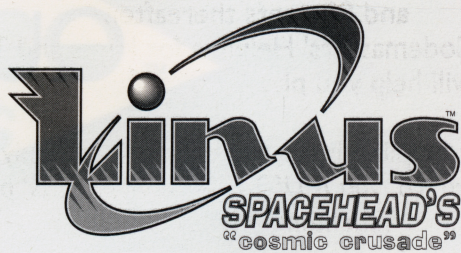
Written by  
**CODEMASTERS**

**GAME DOES NOT  
CUSTOMER HELPLINE**  
UNITED STATES  
CAME

## MORE GREAT GAMES TO WATCH OUT FOR!



CODEMASTERS



**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.

TY

the original purchaser only of this Camerica game  
er program is recorded is free from defects in  
0) days from the date of purchase.

d tear. This warranty shall not be applicable and  
game cartridge has arisen through ABUSE,  
LECT.

o either replace or repair, at Camerica's option,  
and not to meet Camerica's express warranty,

et Camerica's express warranty and returned to  
ty (90) days of purchase, is the full extent of  
r's exclusive remedy.

nd conditions and all warranties and conditions  
plied warranties and conditions of merchantability  
g by statute or otherwise in law or from a course  
ed.

cidental or consequential damages resulting from  
e cartridge.

ts and you may also have other rights which vary  
ons do not allow the exclusion or limitation of  
on how long an implied warranty or conditions  
pply to you. Any exclusion or limitation shall not  
aw in any jurisdiction and such provision shall be

### 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.

OT WORK OR PLAY?  
ELPLINE TOLL FREE

CANADA • 800-565-2688

ERICA GAMES

Published by

