QUATTRO
Sports
INSTRUCTIONS

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 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 have it jumped.
DO NOT use on a FRONT OR REAR PROJECTOR TV Projection TVs can be permanently damaged by displaying
stationary screens or patterns, e.g. a game in pseudo 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.

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Choose your Game
By using ultra large memory chips we are able to bring you four full-sized games on one cartridge. The first thing you will need to do when you Power-On is select which game you want to activate.

1. Use the SELECT button to point the arrow on the screen at the game you want to play.

2. Press the START button to activate the game, then read the section in this leaflet about playing the game.

During play you can use the RESET button to start the chosen game again.

When you want to choose a new game you should Power-Off, wait a few seconds, and Power-On again.

Baseball Pro's
GETTING STARTED
Choose a ONE PLAYER game, a TWO PLAYER game or VIEW TEAMS.

VIEW TEAMS
This option will allow you to look at the stats for all 16 teams, so you can decide which team you want to be when you play the game. Every single player has different skills - one might be a good hitter but a slow runner, so look carefully!

PLAYING THE GAME
Select a ONE PLAYER or TWO PLAYER game and press START.

Now you can select your favorite team by moving LEFT or RIGHT on the joystick. When you're finished, move the joystick to the RETURN position to return to the main menu.
CONTROLS

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 to the next base.

A BUTTON
B BUTTON

Pitching
LEFT/RIGHT
A BUTTON
A and DOWN
A and UP
SELECT

Fielding
Use UP/DOWN/LEFT/RIGHT to move fielders to the ball.

When holding the ball you can throw to a base by pressing the A BUTTON and a direction. A BUTTON and RIGHT for base 1, UP for base 2, LEFT for base 3, DOWN for home.

BMX Simulator

GETTING STARTED

There are always 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 - For beginners - a race over 3 courses, use this choice to practice and get used to the controls.

DESERT RIDING - Intermediate difficulty, a race over 5 courses.

PLAYING THE GAME

When each race starts you are told "RIDERS READY - PEDALS READY - GO!". Accelerate the instant you are told to GO - too early and you will have to press the button again, too late and you will lose precious tenths of a second.

Race as though you were in a real BMX championship - the Burms turn you, the rough ground slows you down, the hills and slopes affect the rider as in real life.

CONTROLS

LEFT
RIGHT
A BUTTON

Scooter bike anti-clockwise
Steer bike clockwise
Accelerate (release to brake)

SOCCER Simulator

GETTING STARTED

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

You have control of the player nearest the ball. The goalie is automatic. The controlled player is indicated by an arrow above his head which points the way the team is playing.

CONTROLS

When you have the ball...

UP/DOWN/LEFT/RIGHT
A BUTTON

Run with the ball
KICK in the direction you are running.

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

France, Holland, USA, Russia, England, Brazil, Argentina, West Germany
Pro TENNIS

GETTING STARTED

Use the SELECT, then START to choose your option:

1-PLAYER
- Play against a series of 8 Computer controlled players and try to win the championship.

2-PLAYER
- Play against each other. 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.

HELP
- Displays playing tips and allows you to practice your shots.

CONTROLS

SERVING
- Press the A BUTTON once to throw the ball into the air, then press again as it comes.

HITTING THE BALL
- Press the A BUTTON as the ball comes towards you.

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 A Game - you win points in the order: LOVE (zero), 15, 30, 40, GAME. If both players score 40 a DEUCE situation is reached where the first player to get two points ahead of the other wins.

HINTS & TIPS
- Don't let the ball hit your body, press the A BUTTON before the ball reaches you.
- Use the HELP feature to practice your shots.

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This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Camerica game cartridge has arisen through ABUSE, UNREASONABLE USE, MISTREATMENT OR NOCLEET. Camerica agrees for a period of ninety (90) days to either replace or repair, at Camerica's option, free of charge, the Camerica game cartridge found not to meet Camerica's express warranty, postage paid with proof of date of purchase. Replacement of the game cartridge found not to meet Camerica's express warranty and returned to Camerica by the original purchaser within ninety (90) days of purchase, is the full extent of Camerica 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 operation.

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 not 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 interference radiation limits for Class B computing devices specified in the Canadian Department of Communications.