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 hander
AVG. Batting average
HR Home runs scored
SPD Running speed
Pitchers
HAND Left or right hander
ERA Earned run average
SPD Pitching speed
CRV Curve ability - Left, Right or Both.

Batting
Up/Down/Left/Right
A Button
B Button
Select

Bases 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 the base 2, left for base 3 and down for home.

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

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

Playing the Game
When each race starts you are told...
RIDERS READY - PEDAL 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.

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

Controls
Left - Steer bike and clockwise
Right - Steer bike and clockwise
A button - Accelerate

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
Where 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

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.

Hints 'n' Tips
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.
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 16, you MUST have your parents' permission.
Touchtone phones only.

4 QUATTRO

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

a) This device may not cause harmful interference and
b) 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. This 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.

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 TV.

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. Cameroon will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

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