

AUSSIE GAMES

SIX WACKY SPORTS FROM DOWN UNDER!

Manual



G'day, Mate! Welcome to the land Down Under. Hope you're ready for a really ripper time. You're here just in time to compete in our annual Aussie Safari. You'll be competing in six fair-dinkum 'Stralian events that'll take you all over our continent; from Melbourne to the Bush and back to Sydney. So, hold on to your knickers and let's give it a go.

P.S. If you don't understand my Strine, be sure to check the glossary found in the back of this manual. I just hope I can understand your Yanky accent.

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What you need

- Commodore 64™ or 128™ computer (in C64 mode); 64K minimum
- Disk drive
- Color monitor or TV
- Joystick

Loading Instructions

1. Turn on your monitor, disk drive, and computer.
2. Insert Disk 1, label side up, into the disk drive and close the drive door.
3. Type **LOAD"*,8,1** and press **RETURN**.
4. The game will load into your computer's memory. The title screen will appear, followed by the Option Screen.

Itinerary (Menu Options)

After the program has been loaded, the Main Menu will come on.

1. Aussie Safari
2. Compete in Some Events
3. Practice an Event
4. Number of Joysticks

The number that is flashing represents the event that is currently selected. Move the joystick up or down to select the play option you want and then press the fire button. A description of each choice follows.

1. **Aussie Safari.** Selecting Aussie Safari will put you into game mode and allow you to play each event in order. Once chosen, each player (up to four players) enters his/her name and selects a team mascot. Each mascot is represented by a native Australian animal that becomes the player's team name. Use the joystick to move the cursor and press the fire button when the cursor is over the animal you want as your mascot. After each player has selected a mascot, a message appears prompting the player to enter another name or to press **RETURN** to finish.
2. **Compete in Some Events.** As with the Safari, players enter their names and mascots. The map of Australia then appears and the players choose the events they want to compete in by moving the boomerang cursor around the map. When the cursor is over the event you would like to compete in, press the fire button. Once you have chosen all of the events you want to compete in, press **RETURN**.

The games will be played in the same order as they would be in a Safari (skipping any game not requested, of course). Each event can only be played once when this option has been chosen.

3. **Practice an Event.** When you choose this option, you will go directly to the map screen. Again, move the boomerang cursor until it is on the activity you want to practice and press the fire button. This option allows you to practice any event as many times as you like.

Some games are changed slightly in practice mode. (For instance, the Beer Shoot has an unlimited number of bullets, unlike the game mode when you are given only a set number of bullets.) For all games, practice mode emulates a one-player game. At the end of each practice, the player has the option to try again or to go back to the Main Menu.

4. **Number of Joysticks.** This option allows you to specify whether you want to use one or two joysticks. When this option is highlighted, press the fire button to change between one or two joysticks.

If using one joystick, make sure it is plugged into Port 1. If using two joysticks, Players 1 and 3 use Joystick One and Players 2 and 4 use Joystick Two. Selection of events and team mascots can only be made with Joystick One.

Additional Key Commands

(Commodore key)	Acts as a pause key. You may stop the action in any event by pressing this key.
RUN/STOP or RESTORE	These keys will abort any event already in progress.

Enough of this chin-wagging. While it's all good oil, it's time to get started on our tour.

Sydney

(Home of the Belly Whack)



Time to put on your cossie and dive into our beautiful Sydney harbor. You say you've never done a belly whack? No worries, neither have most of our other contestants and everyone's lived through it. Well, almost. Anyway, it's quite easy to learn. Just remember, your objective is to create the biggest splash in the harbor without wasting too much time.

The event begins with your character poised on the diving platform. He's in tip-top shape (for belly whacking that is)! Press the fire button to begin the competition. Your first challenge is to build up your man's breathing so he can get a good jump. To do this, move the joystick in an up and down motion. When you push the joystick up, he will inhale; push down to make him exhale. A good breath occurs when the character fully inhales and then fully exhales. You don't want to hold him at either point (inhaling or exhaling), but rather keep him cycling between the two so he can get several good breaths. The Breath Meter in the lower portion of the screen keeps track of your "good" breaths.

Once you've gotten some good breaths and are at the *inhale* stage, press the fire button to begin your belly whack. If the fire button is pushed during any breathing position other than a full inhale, a "bad breath" is registered. The higher the number of good breaths, the higher the character will leap into the air.

In addition to watching your breaths, you must also watch the time meter. The time meter counts down after you press the fire button to begin your breathing. You must start your belly whack before the meter expires or you'll surely get some bad scores.

Once the character is airborne, act *quickly* to position him for his best belly whack. Keep your character as horizontal as possible so that he can make a big splash. Move the joystick left or right to set up your character. (For instance, if your man looks like he's going in head-first, quickly move your joystick to the right so that he'll be in a more horizontal position. Likewise, if he's got his feet aimed down, move the joystick to the left to level him off.)

After that, it's all up to the crack panel of judges. Once the character has completed his belly whack, the panel of three judges will emerge to give their scores. Scores can range from zero ("What a bodgie belly whack that was.") to ten ("That was beaut."). Each player gets three bashes at the belly whack.

The player's final score is comprised of a combined score (of equal weighting) from the breathing phase and the jumping phase. The combined total of all three jumps is the player's final score for the event.

So, go ahead and give it a try. You've got a fair-go at winning the competition. Good belly whacking to you. Oh, did I mention the sharks?

Melbourne

(Beach Footy Grounds)



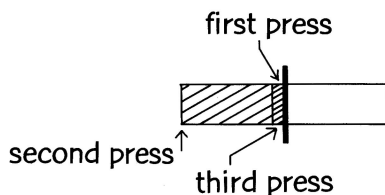
Welcome to the scenic beaches of Melbourne. You know what we like to do here (besides watch all the gorgeous sheilas in their skimpy cossies)? Why, Beach Footy of course. It's rather like your American Football, only much more civilized. The object here is to kick the footy to your partner, so that he catches it but the other team doesn't. Sound simple? Sure it is, until you see the size of the other team!

This event consists of two opposing teams of two players each, with one player at either end of the beach. The player must kick the ball to his teammate without the other team's player getting the ball. The goal is to get as many passes to your partner as possible and to steal the ball back from the other team if they get it. (Stealing the ball is only possible in a two- or four-player game when two joysticks are being used.) To do this the player must learn how to kick the ball properly and how to time his jumps for the ball.

Kicking the Footy

Below the kicker is a meter. To kick successfully you need to press the fire button three times. The meter helps you determine when to press the fire button each time.

As you start out, a gauge appears in the center of the meter. Press the fire button once to begin the kick. At this point the gauge begins to move toward the back of the meter. Press the fire button a second time when the gauge touches the back of the meter. After the second fire button press, the gauge begins to move forward. Press the fire button a third time when the gauge hits the middle of the meter. The length and accuracy of your kick are determined by how close the gauge is to these positions at the time the fire button is pressed.



If you kick the footy too late or too early, you risk the other team blocking your shot or stealing the ball before your teammate can catch it (if playing a two-player game with two joysticks).

Catching the Footy

Once you have kicked the footy, your joystick control switches from the kicker to the catcher. The moves that your catcher can make are as follows:

Left	Walk backwards
Right	Run forwards
Fire/Up	Catch footy above head
Fire/Right	Dive forward to catch footy
Fire/Left	Fall back to catch footy

You will notice a scale diagram of your kicking area at the top of the screen. Use this diagram to follow the progress of the footy as it moves across the beach. This is especially helpful if your kick goes high and can no longer be seen in the immediate playing area. As the ball descends, position your catcher into place and use one of the three catching moves described above.

You will receive a score based on the distance of your kick and a point for each successful catch (referred to as your "marking" score).

Well, hope you like Melbourne and our little game of Beach Footy. We Aussies happen to think it's a sweet game. Of course, the best part is having all those good sorts out on the beach. And for once, they're watching you!

The Bush

(Boomerang Competition)



You say you're afraid to go in the bush? It's really not so scary. Sure, you'll run into some Aborigines who might look a bit wild, but no dramas. They're really decent blokes. Besides, they're masters of the boomerang and will be able to teach you a thing or two.

The Boomerang Throw puts the player in the role of an aborigine boomerang thrower. The objective is to throw the boomerang as far as possible and then catch it *if* it returns to your character. Each player gets three throws, and the player who accumulates the most points wins this competition.

Throwing the Boomerang

The event begins with your character standing on a plateau high above the bush lowland and performing the ritual dance to the boomerang god. Like Beach Footy, the player must press the fire button three times in order to make a successful throw. It also makes use of a meter similar to the one used in Beach Footy, only this one is positioned vertically rather than horizontally.

Press the fire button to start your throw. The gauge begins to move down the meter. As the gauge touches the bottom of the meter, press the fire button a second time. The gauge then moves *quickly* back up the meter. When it reaches the starting mark again, press the fire button a third time. Pressing the fire button too early or too late at either stage could prove disastrous, even painful, for your character. (You could really muck it up!)

In Flight

While the boomerang is airborne, the player must decide the direction from which it will come back at the character. Depending on how it was thrown, the boomerang will curve or spiral back.

There are two ways you can maneuver for your catch. Moving the joystick to the left will keep your boomerang in sight and allow you to follow its progress as it comes back to you. However, if you got off a particularly good throw (every fire button press was done on the marks), you might wish to take the riskier route. To do this, move the joystick to the right so that the boomerang goes all the way around you before coming back into view. It's a might harder, but if you catch the boomerang after doing this maneuver, you'll earn yourself some nice bonus points.

Catching the Boomerang

If you've made a reasonably good throw and have maneuvered properly, the boomerang will always come back. However, the height at which it comes back varies. It may come over his head, right at his head, or about chest or stomach level. No worries, it's possible to catch it at all three levels by moving the joystick in the following directions:

Up	Will make the Aborigine jump
Down	Will make the Aborigine duck
Fire	Must be pressed while moving the joystick in these directions to actually catch the boomerang

Thus, if it looks like the boomerang is coming right at the Aborigine's head, you'll want to move the joystick down and press the fire button so he catches it while he's in the ducked position. Keep in mind that the Aborigine is strictly a right-hander, so keep the boomerang to his right in order to catch it.

You'll be scored on the following scale:

100 points	per 10 meters the boomerang travels
2500 points	per catch

You'll get a score for each throw, and your three scores will be added together to arrive at the grand total.

So, there it is. With a little arse, you should do alright. Well, I take that back. The mozzies will keep you doing quite a few Australian Salutes, and the dingoes and goannas might give you a fright, but other than that, no worries, mate! Go ahead and have a bash. You wouldn't want to be called wowser, would you?

Ayres Rock

(Dry River Race)



Only in Australia could you find an activity like this. See, after we've been through the dry, there's really nothing else to do with your boat but try your arse in a dry river race. It takes a little yakka and your best pair of runners, but you'll get the hang of it. And afterwards you can always soak your feet at Yulara and sip on a stubby (or a lolly water, if that's more your speed)!

This game involves you and a mate carrying a boat over your heads and running as fast as you can down a dry river bed. The first team over the finish line wins. Oh, and don't forget to watch out for the little animals and obstacles that are in your way. Tripping over them makes you lose valuable time (and could lead to a serious row between you and your teammate)!

In a one-player game, or when using only one joystick, your characters race against the computer. In a two- or four-player game when you're using two joysticks, you'll race against your actual opponent. To begin the race, press the fire button. Then move the joystick *quickly* back and forth to gain speed. As you move down the course, press the fire button (while still moving your joystick back and forth) whenever your characters need to jump to avoid obstacles. The more obstacles you avoid, the faster you'll go. However, stumbling on an obstacle slows down or can even stop your characters. You then have to get them going again.

The first team to complete the course in the shortest time wins. As for the other team, one person is going to learn a new meaning for the term "sore loser."

Do be careful. The dry river bed is full of creatures, billabongs, and all sorts of things that might trip you up, plus you'll get pretty knackered running flat out like that. Just keep a sharp eye and you should be able to avoid any prangs in the dry river race. And if you win, the stubby will be my shout!

Top End

(Land of the Beer Shoot)



We're coming up on my favorite part of 'Stralia now. It's the top end and believe me, you'll find only dinky-di Aussies out here in this mulga. They may seem like ockers, but they're all bonza blokes, indeed. Since going between stations can take a while out here, they've invented a game to keep themselves occupied. It's called the beer shoot, and as long as you've got an esky full of empty twisties you're all set.

The game opens with your character(s) standing in the back of a moke holding a shotgun. Your driver keeps his hands on the steering wheel and his eyes on the road, but your other mate has a bunch of empty twisties that he doesn't know what to do with. At this point the passenger and the driver take turns throwing each empty bottle out the back of the moke. It's then your job to maneuver the gun target over each bottle and shoot it. Each player gets 40 shots and a total of 40 bottles to shoot.

To aim your gunsight, simply move the joystick in the direction you want to go (up, down, right, or left) and then press the fire button to shoot. The thing to keep in mind is that as the road curves, so will your vehicle. This causes the bottles to fly off at sharp angles so you'll have to be quick on the draw. You're awarded one point for each bottle you shoot down. A scoreboard at the top of the screen keeps track of how many bottles each player has shot down, as well as how many bottles remain to be thrown.

If there are two or four shooters, and you're using two joysticks, then the player is not restricted to just the bottles on his/her side. You can shoot both bottles if you are capable, providing you don't run out of bullets. (A lucky shot might even get two bottles at the same time).

You'll also notice some of our outback wildlife flying by. You can take a shot at these birds if you want, but remember it'll be one less bullet you'll have for the bottles (and you won't get any bonus points for it).

I hope you'll like our little beer shoot game. It takes a steady hand and a quick finger, which isn't easy considering all the bull dust and bumps in the road. So stand firm, keep your sunnies on and your eyes turned toward the sky, and be prepared for just about anything! (Oh, I do hope you're not the type that gets crook easily. These roads can get pretty shaky and I wouldn't want you to lose your brekkie.)

And do remember, while we think shooting beer bottles out here is OK, drinking and driving **DO NOT MIX!**

Cairns

(Marlin Fishing Waters)



Ah, the open sea and our final stop of this cross-country tour. I've saved one of the most difficult challenges for last. I hear you have trout fishing in your Great Lakes. Those are guppies compared to the huge marlin we'll be going for down here. I tell you, it's an absolutely ripper contest, but you're not in the race if you can't flex those muscles to pull in these ornery fish. Get your queue ready!

Each player gets three casts in the Marlin Fishing event. The contest is broken into several tasks: cast preparation, casting, hooking the fish, and reeling it in. Each task is explained in detail below.

Cast Preparation

This involves selection of line strength and casting angle. Select the line strength by moving the joystick up or down to increase or decrease your line strength. Since your score is relative to the strength of the line (the weaker the line, the more points can be scored for a successful catch), it is better to choose a weaker line. However, the weaker the line the higher the probability of the line snapping or tangling when fighting a fish. Thus, you're safer with a heavier line, but you won't earn as many points. The line strength switches back to the default after every cast, so be sure to set it each time before casting.

Depending on where the fish is swimming, you can aim left, right, or straight ahead by simply moving the joystick. If moving the fisherman to the left or right, you'll need to hold the joystick in that position as you cast. If you let go, the character automatically moves back to the middle. Be careful when aiming your line. If the fish has been swimming in one place for a while, it's likely it'll soon swim to another area. Thus, once you spot the fish in a new area, take action quickly to cast to that area before it swims away.

Casting

The casting sequence, like the Boomerang Throw and Beach Footy, requires three presses of the fire button. The meter appears in the lower right corner of the screen. The first press starts the casting action and makes the gauge move down the meter. The distance you want to cast determines when the second press is made. If you want to cast a great distance, let the gauge go all the way to the bottom of the meter. Likewise, if you want to make only a short cast, make the second button press shortly after the gauge begins its descent.

The third press determines the accuracy of the cast. To make the line land straight out from the direction that the fisherman faces, make the third button press when the gauge is back at the center line. If you press the button before the gauge reaches the middle, your cast goes to the left of the selected casting angle. Likewise, pressing the button late causes your line to sway to the right.

Hooking the Fish

If the hook lands within the marlin's swimming area, then the fish will attack it and bite the bait. However, if the fish has moved, you can try to move the line to the fish if the marlin is closer to the boat than

the hook. Hold the fire button and move the joystick back so that you can move the line towards the fish. (If your fish has moved further out than where the line landed, you'll have to just reel it in and try again.) If you get the line to the fish's area, he will attack it.

Once you hook the marlin, the message "Hooked the whacker" appears and the fish will dance on the surface. At this time, press the fire button and quickly pull back to hook the fish. Otherwise, the fish may be able to spit the bait and escape to another swimming area. If the hook is successful, then the fight is on.

Reeling in the Fish

The joystick controls for reeling in the fish are as follows:

Up	Moves the rod down, giving more slack to the line
Down	Pulls the rod up, pulling the fish
Fire	Winds in the line

Once the fish has been hooked, the meter becomes important again as it displays the tension on your line. As in real fishing, a line that has too much tension is likely to snap, so watch the tension meter to make sure you don't have too much strain on the line. The tension meter reads as follows:

Red	Tension builds as the gauge moves up.
Yellow	Line slack increases when the gauge moves down.

When the line is loose, the fish is free to swim in any direction. While the line is tight, the fish cannot swim away, but neither will it swim toward the fisherman. If the fish has enough strength, it jumps or dances in order to free itself. These actions cause tension in the line. You should release the tension so as not to break the line. However, you want to regain some tension because when there is tension in the line the fish loses strength. As the fish tires, it becomes possible to wind the fish toward the boat. Be careful because there is still a random chance that the fish will get a burst of energy and regain its strength.

Each action of the fish causes a different amount of tension on the line (especially jumping and dancing). Heavier fish also cause more tension (which is why you need to carefully choose the weight of your line before each cast).

To catch the fish, the player must keep the fish against the front of the boat while winding and pulling back (being careful not to break the line). If this is kept up for a few seconds, the fish will come up over the edge of the boat and you'll have a bonza catch!

Each player's score is determined by the heaviest fish he catches and the weight of the line he/she used. (For instance a small marlin caught with a 900 lb. line will be worth far less than one landed with only a 400 lb. line.) Therefore you want to catch the heaviest fish with the lightest line possible for the best score.

Now, these are big fish so don't get aggro trying to reel them in. You'll need to be patient or else you'll have Buckley's chance of catching 'em. Of course, having an esky full of tinnies and some vegemite will help the time go by. And come the arvo, you should have a nice catch to show off to your sheila.

Well, I do hope you've enjoyed my little tour of Australia. I've had a bloody good time nattering with you. You're not bad for a seppo. I'm afraid I'm going to have to shoot through now. I've got another tour to lead on our Aussie Safari. Best of luck and g'day!

Glossary of Australian Terms

Aborigine	native inhabitant of Australia
aggro	aggravated
arse	luck; also means one's backside
arvo	afternoon
Aussie	Australian
Australian	
Salute	to brush away flies with a hand movement
bash	attempt
beaut	excellent, marvelous
billabong	a natural water hole in a dried up river system
bloke	a fellow
bloody	the great Australian adjective, used as an intensive
bodgie	inferior quality
brekkie	breakfast

Buckley's chance	little or no hope or chance
bonza	extremely good
bull dust	very fine powdered dust found on dirt roads in the outback
bush	the woods or forest; the country as opposed to the city
chin-wag	talk
corroboree	a spiritual gathering of Aborigines
cossie	swimming costume; swimsuit
crook	ill
didgeridoo	long, hollow tree branch used as a musical instrument by Aborigines
dingo	native wild dog of Australia
dinky-di	the true thing
Down Under	Australia and New Zealand
dry	the season when it doesn't rain
esky	portable cooler for food and drinks
fair-dinkum	unquestionable; true-blue; real
fair-go	equal treatment or opportunity; an even chance
flat out	at top speed; all out
footy	Australian Rules Football
give it a go	make an attempt; try
goanna	very large Australian lizard
good oil	reliable information
good sort	attractive female
guppy	No, this isn't an Australian term. I just figured you'd think it was. Gotcha!
have a bash	to have a try at something
knackered	tired; tuckered out
knickers	underwear
lolly water	soft drink
mate	buddy, friend
moke	small jeep-like vehicle
mozzies	bugs
muck up	make a mess of; bungle
mulga	remote wilderness
natter	chat
no dramas	no problems
no worries	never mind, it's no trouble
ocker	an uncultured, rough Australian

prang	crash; collision
queue	line
race, not in the	doesn't have a chance; out of luck
ripper	excellent person, thing, or idea
row	quarrel; dispute
runners	running shoes
seppo	slang term for Yankee
sheila	term referring to a female
shout	my turn to buy or treat
shoot through	leave in a hurry
station	large ranch
Strine	term used for the "Australian language"
stubby	bottle of beer
sunnies	sunglasses
sweet	alright
tinnies	can of beer
twistie	bottle of beer with a twist-off top
vegemite	a black, oozy yeast extract used as a spread on crackers or bread
wowser	a spoilsport, killjoy
yakka	work
Yulara	modern resort located at Ayer's Rock

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