

HUSTLER – AMSTRAD – INSTRUCTIONS

Loading—From tape:—

Press CTRL key and small ENTER key. (For CPC 664 and CPC 6128 first type I TAPE (I= SHIFT and @ keys)).

From Disk :-

Type ICPM (I= SHIFT and @ keys).

PLAY—Six games available are:—

- 1 player - put any ball in any pocket.
- 1 player - pocket the balls in order.
- 1 player - put each ball in its own pocket.
- 2 players - put each ball in its own pocket and score the pocket.
- 2 players - mini pool - one player goes for the blue balls the other for the red balls - the first ball down gives you your colour.
- 2 players - one player pots in order 1 to 6, the other player in order 6 to 1.

The cue is represented by a ``+``. Move it to the required position using joystick or keys, select SPIN if required then press fire button to shoot.

JOYSTICK

If two joysticks are attached use joystick 0.

KEYS

Use the cursor keys to control the cue. The COPY key or SPACE BAR to fire. Pressing the ESC key will restart the program.

SPIN

This may be given to the cue ball by pressing the following keys before shooting:—

L = Left side, R = Right side, B = Back spin, T = Top spin, 2 = increases amount of spin, 1 = decreases amount of spin, C = cancel spin.

Have you written a program – then contact
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