

# *Hustler*

16K or 48K SPECTRUM



**bubble bus software**

# HUSTLER – SPECTRUM – INSTRUCTIONS

**LOADING** – Turn computer, television and cassette recorder on and check that the recorder is connected to the EAR socket of the SPECTRUM. Insert tape and ensure tape is rewound to start.

Type LOAD "" <ENTER>. Press PLAY on recorder. (LOAD is obtained by pressing the J key. " is obtained by pressing the SYMBOL SHIFT and P keys at the same time. Do not leave a space between quotes.)

After a short while the HUSTLER title screen will appear and the remainder of the program will be loaded. If the game does not load, alter the volume on the tape deck, and retry. Hustler is recorded on both sides of the tape.

**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 pocket and score the pocket.
- 2 players – mini pool – one player goes for balls 1–3, the other for balls 4–6 – the first ball down gives you your numbers.
- 2 players – one player pots in order 1 to 6, the other player pots in order 6 to 1.

The cue is represented by a '+'. Move it to required position using joystick or keys, select SPIN if required then press fire button to shoot. Power gauge in bottom right corner indicates strength of shot.

**Joysticks** Either the Kempston joystick interface or the Sinclair interface 2 (use joystick 1) can be used.

**Keys.** Use numeric keys 6–0 to control the cue aiming.  
6 = left, 7 = right, 8 = down, 9 = up, 0 = fire.

**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.

**Note: to abort a game, press the BREAK/SPACE key – this will restart the game.**

Have you written a program – then contact  
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