

Bullseye is a version of the successful TV quiz programme, adapted for popular home computers. It is a game for 2 players, played over 4 rounds. Skill at answering questions from any of 11 different categories is combined with simulated dart throwing to gain high scores.

The cassette includes the game itself and two data files containing hundreds of questions to give you hours of competitive enjoyment.

LOADING

SPECTRUM: Insert tape into recorder. Type LOAD "" and press ENTER (LOAD is obtained by pressing the "J" key.). Start tape.

NOTE 128 and +2 users should go into 48K mode before loading.

Stop tape after tune starts playing. After some games you may be asked if you want to load new questions. If you answer "Y" start tape until the next block has loaded.

CBM 64: Insert tape into recorder. Hold down SHIFT key and press RUN/STOP key. Press PLAY on recorder. At some points during the game you can load new questions by pressing the "L" key. It will tell you on screen if this is possible.

AMSTRAD: Insert tape into recorder. Hold down CTRL key and press the small ENTER key. Press play on the tape deck and then any key on the computer.

Extra questions can be loaded in after the end of a game. The screen will tell you when.

BBC 'B': (NOTE: THIS GAME DOES NOT WORK ON THE MASTER) Type CH."" and start tape. When the music begins stop the tape.

STARTING THE GAME

SPECTRUM: Press "Y" if you want a practice OR enter the names of the two players and then choose the duration and difficulty of the game.

Press "S" to change the sound ON/OFF and press A or B if you want to play 1 or 3 games. The skill level is between 1 and 9 (denoting the time you have to enter questions).

CBM 64: Press "P" to practice or SPACE to start the game proper. You can also load a new block of questions by pressing "L" and restarting the tape.

Selecting Skill level is slightly different from other versions as you have to use the 2 SHIFT keys to move the indicator at the bottom left. The more red that shows the longer you have to answer the questions.

AMSTRAD: Enter the names of the two players and press a number between 1 and 9 for difficulty level. You are then given the option of a practice at dart throwing.

BBC 'B': You will be asked various questions to which you answer yes or no. When asked to input skill level use space bar.

PRACTICE

This feature gives you the chance to become familiar with the controls before entering the real game. The controls below move the dart throwing hand left and right and set the strength of the throw. Try it now to get an idea of how to aim the dart. Hold down the strength key until the bar reaches the desired point and then release the key to throw. Notice how the dart's height is changed by the amount of strength you use.

You are given 6 darts after which the main screen will re-appear to allow you to select again.

The keys are:

	LEFT	RIGHT	STRENGTH
Spectrum	5	8	7 (up arrow)
CBM 64	Left Shift	Right Shift	Spacebar
Amstrad	Left Cursor	Right Cursor	Spacebar
BBC	←	→	Spacebar

THE MAIN GAME

At this stage you will be taken through the 4 rounds of the main game. Details of each follows. At the end of the game, the final score is shown and the program restarts.

Round 1. Each player is called to the ockey 3 times. A dartboard with 10 sections is shown with letters A to J representing a question category.

On the Spectrum simply press a key to move through the categories until you find one you would like to answer a question on.

On the CBM 64 the category is selected by pressing keys F1 and F7 to move through the letters. 

On the Amstrad pressing the desired letter will select the relevant category.

On the BBC use the spacebar to step through the categories.

Having selected the ideal subject, a dart can be thrown using the left, right and strength keys as explained in the practice section.

A question will then be posed on the subject that is hit. (If this is also the subject chosen by the player, a bonus score is awarded, this being higher the closer the dart comes to the Bullseye.) Answer the question correctly and your score increases. Answer incorrectly (or not at all within the time allowed) and your opponent has a chance at answering and gaining points.

Round 2 This round uses a normal dartboard.

Each player is called to the ockey to throw 3 darts.

The player with the higher score then wins an attempt at answering a general knowledge question to win points. Again, an incorrect answer gives the opponent a chance to answer.

This is repeated 3 times in all.

Round 3 This is a bonus round, where the player who is currently winning throws 9 darts at a special dartboard, showing 8 red segments and 8 black segments.

Hitting a red segment **ONCE ONLY** scores the bonus shown. Hitting the same red segment again loses the bonus shown. Hitting black segments has no effect.

Round 4 The player with the higher score is asked whether or not he wishes to gamble on the last board. (If not, the other player is offered the same option).

If one or other player accepts the challenge, he has 4 darts to throw at a normal board in order to score 101 or more.

Success means his score is doubled.

Failure means his score is halved..

Notes on answering questions

- If you make a slight error in spelling, you will usually be given a second chance at answering.
- If an answer is a number, use the number keys – eg answer 5 rather than FIVE.
- All answers are single words, so type a person's surname when required, unless that person is generally known by first name alone.



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