GIANT SLALOM

Wait for the green starting light.
Push off—you have a short run to increase your speed until the first flag appears (using left/right control alternatively). Now press fire button to transfer control to skier's movement guiding him down the course, through the sets of flag poles, by using the appropriate left or right controls. To complete the run correctly you must pass through all gates in a specified time.
(You have 2 chances to qualify).

Hint

Skiing directly down the slope will give you maximum speed, sharp turns will cut your pace dramatically, as will the flag poles.
Avoid any objects on the side of the slope as these can prove fatal.
N.B. Keep a note of your score on day one so that you can produce a grand total for the two day's events.

Daley Thompson's Supertest is only one of many superb games from Ocean Software. Please ask your local dealer for other titles in our varied and exciting range. If you've written a good program, why not contact us, without obligation, to discuss marketing it for you.
Write to:

**Ocean Software Limited,
Ocean House, 6 Central Street, Manchester 2.**

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DALEY THOMPSON'S

SUPERTEST

DAY 1

SOFTWARE BY OCEAN
INSTRUCTIONS FOR THE
AMSTRAD CPC464, CPC644, & CPC6128

Daley Thompson's Supertest is an eight event game divided into two days of competition.
You have three lives and must pit your skills and agility against the computer and the clock. Failure to "qualify" in any of the events will forfeit a life.

LOADING

Amstrad CPC 464

Place the rewound cassette in the cassette deck. Type RUN'' and then press ENTER key. Follow the instructions as they appeear on the screen. If there is a disc attached then type ITAPE then press ENTER key. Then type RUN'' and press the ENTER.

Amstrad CPC 664 + CPC 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type ITAPE then press the ENTER key. Follow the instructions as they appear on the screen.

CONTROLS

The game requires an Amstrad compatible joystick for control. The keyboard cannot be used. The high-score table will appear at the end of every game when all lives have been lost. Instructions to enter your name in the high-score table will appear on-screen.

Day One

1. Pistol Shooting
2. Cycling
3. Spring Board Diving
4. Giant Slalom

PISTOL SHOOTING

The game is designed to test finger co-ordination and fast response is required particularly as you reach more difficult skill levels.

Wait until one of the six targets turns towards you, aim the sight using the joystick (one vertical, one horizontal), and fire at the red cross-wires at the centre.

Points are awarded for accurate shooting (600 for a bullseye).

There are three chances to qualify and you are allowed 10 shots per qualification round.

Hint

It is easier if you move the sight diagonally towards the target allowing more time for the fine correction.

CYCLING

Wait for the starting gun—you're off; now alternate the joystick for maximum speed in this sprint against time. (Only one chance to qualify in this test of stamina)

SPRING BOARD DIVING

You are allowed 3 attempts at each dive. When ready press the fire button to begin bouncing (to gain more height press again as you touch the board). The diver springs 3 times before diving off, when repeated the joystick movement will make him somersault.

Cease movement when the diver is about to enter the water, head first for maximum score.

Four judges give marks (0-9) for:—
(a) Take off
(b) Number of somersaults
(c) Dive finish
(d) Overall grace

Hint

On take off (bouncing) pressing the fire button at the lowest position gives maximum points and also extra height for more somersaults. Overall grace depends on the position of entry into the water.