

GIANT SLALOM

Wait for the green starting light.

Push off – you have a short run to increase your speed until the first flag appears (use 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.

Day Two

1. Rowing
2. Penalties
3. Ski Jump
4. Tug O'War

ROWING

Wait for the starting pistol! Use continuous left/right movement to increase your speed. You are racing against both the clock and your CPU opponent. (You must beat the clock to qualify but coming in first gives extra bonus points.)

PENALTIES

Your player will run towards the spot, use alternate left/right movement to build up the power for the shot.

When the ball is reached, press fire to kick.

The direction of the ball is determined by the timing of the kick and the angle is altered by the length of time that the fire button is depressed. You have five shots and to qualify you must score 3 goals.

Hints

The goalkeeper will respond to save the ball – but he is susceptible to the same kind of shots that score in a "five" game.

SKI JUMP

The pistol signals the gate to open and you begin to ski down the slope. You must use this period to increase your energy store (continuous left/right movement) enabling the jump to be sustained for a longer time.

As you reach the end of the slope press the fire button to enable the skier to leap into the air (the nearer to the end of the slope the better).

As you man touches down on the snow press the fire button again but be careful, good timing is all important to avoid a nasty fall!
You have 3 chances to qualify.

TUG O'WAR

First choose your opponent (point with the cursor hand and press fire to select).

To qualify you must select an opponent with matching ability (or above) as indicated on the screen.

Now to do "Battle" – Use continuous left/right controls to increase the overall power and drag your adversary over the boundary!

You have 3 chances to qualify.

When you complete all the tests the day restarts and you can compete again at a more difficult level.

GOOD LUCK!

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.

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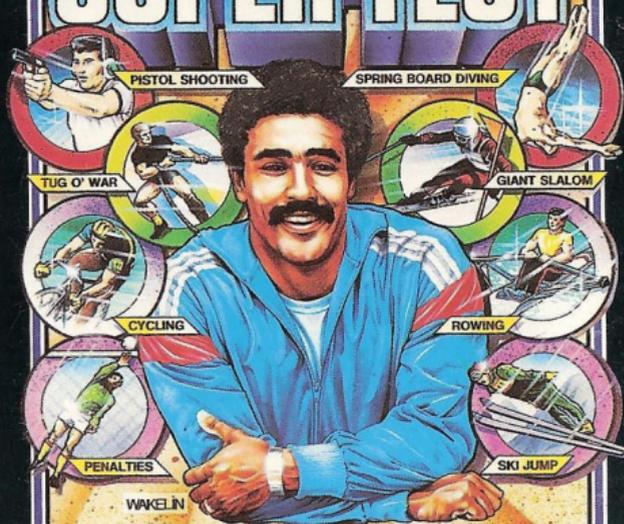
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AMSTRAD

Concentration for Pistol Shooting, the grace of a Springboard Diver, Stamina for Cycling and Rowing, sheer muscle power for Tug O'War, speed and precision for the Giant Slalom and Ski Jump, the accuracy and pace of a centre forward – you'll need all these qualities to pull through the two days of events in this giant sports extravaganza.

**DALEY THOMPSON'S SUPERTEST****AMSTRAD****AMSTRAD**

Daley Thompson's SUPER-TEST

Joystick
Operated**ocean****DALEY THOMPSON'S SUPERTEST**

Daley Thompson's Supertest is an eight event game divided into two days of competition. The first day's tests are recorded on side one of your data cassette and the second day's on side two.

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

Day 1 or Day 2
Amstrad CPC 464

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