

POGOSTICK OLYMPICS

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THE GAME

Balloon Popping

You must burst as many balloons as possible in ninety seconds, by 'heading' them with the spike on top of your helmet. You can move left or right and the height of your jumping is governed by pushing the joystick up or down. Pressing fire causes your player to head the balloon, however, the balloons contain foam which will gradually cover you and hinder your control.

110m Hurdles

To be the first to finish this race you will have to jump over the hurdles and also other computer controlled players. To bounce along, 'waggle' your joystick as fast as possible, and press fire when on the ground to jump the hurdles and other players.

Triple Jump

This event has three sections, (surprise, surprise). The first, is to pop a balloon, then jump over a low hovering balloon, then jump as far across the sandpit as possible. Failure to pop the first balloon or jump the second will lose you points. Failure on both these two parts or taking off too late into the sandpit will mean a fault. Joystick 'wagging' will speed you up, press fire for each jump. On this event you need not press fire to burst the balloon.

Target Practice

In this event you will bounce up and down to random heights and must shoot the balloons in the order that they appear. The fire button only is used in this section and you have sixty seconds to pop as many balloons as possible.

Obstacle Course

You must reach the end of this course within the time limit. There will be obstacles to jump over and under as well as other contestants hindering your progress. Balloons will also appear for bonus points. Controls are as for balloon popping event.

LOADING

AMSTRAD 464 OWNERS

1. Place the rewound cassette into the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664, 6128 and 464+DISK OWNERS.

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

Note: Full loading instructions can be found in your Amstrad Manual.

PLAYING THE GAME

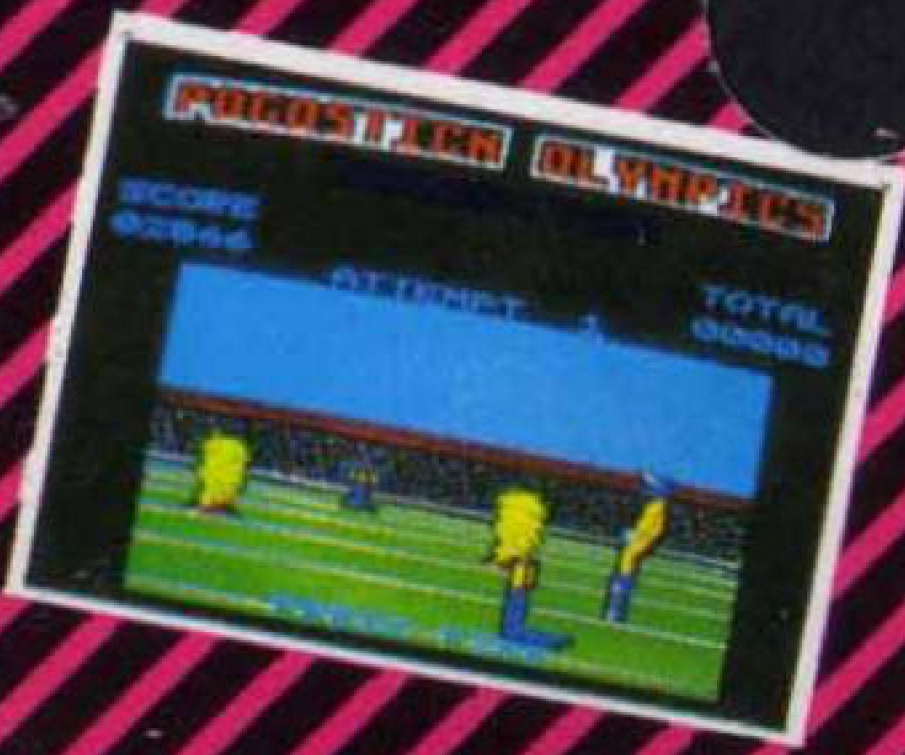
N=Left M=Right SHIFT=Fire

Or a joystick may be used

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Bounce and burst your way through hurdles, discus and much more!

Screen pictures shown may be different
machine versions of game.
SILVERBIRD SOFTWARE
64/76 New Oxford Street,
London, WC1A 1PS

Pogostick



AMSTRAD
464/664/6128



AMSTRAD £1.99
464/664/6128

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- Ninja Scooter Simulator
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* Correct at time of printing

5 Free Games

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