



**AMSTRAD LOADING
INSTRUCTIONS
RUN"**

EVENTS

Wall

Approach with a good speed to clear.
FIRE to jump

Water Jump

FIRE to jump

Logs

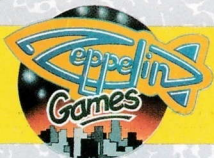
Press FIRE to jump to next log

Ramp

Run up ramp but slow down towards the top

Rope Swing

Run to water and press FIRE to jump to rope.
FIRE to release grip on rope



CONTROLS

JOYSTICK

Kempston Joystick, Sinclair Interface,
OR cursor

KEYBOARD

→	→	FIRE	PAUSE
A	S	D	SPACE
J	K	L	SPACE

(incl JOYST)

OPTIONS MENU

Press 1 or 2 for 1 or 2 player game.
Press the letters A to D to alter the
features listed.

EVENTS

Thin Wall

Keep speed down - too fast and the cadet will fall off.

Parallel Bars

Cadet moves automatically. Wiggle joystick quickly to keep up grip.

Barbed Wire

Cadet crawls automatically. Wiggle joystick quickly to keep head down.

Tunnel

Air left is indicated by oxygen level indicated.

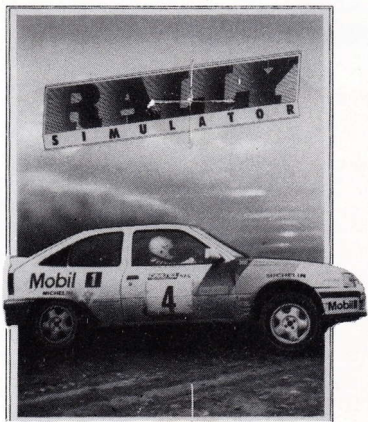
Death Slide

Wiggle to keep cadet's grip when climbing up and sliding down the wire.

SCORING

On completion of each obstacle a score that is in line with each obstacle's difficulty is given.

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