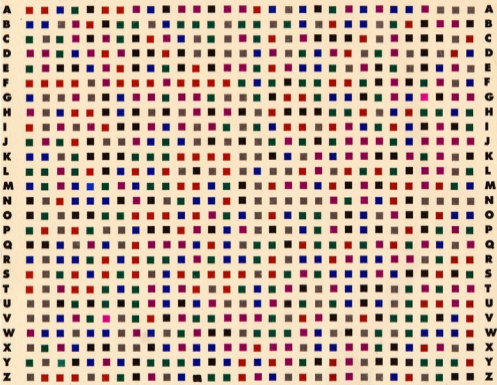


01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30



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SPORTING TRIANGLES



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Loading Instructions

The loading instructions appear on the label of your disk.

Once the loading screen is displayed, the "Sporting Triangles" theme music will play. The loading screen and music may be replaced by the Options screen by pressing the "FIRE" button on your joystick or the <SPACE>. On certain versions of the program, you will need to replace the program disk with the question disk. You will be prompted to do this as necessary. This program is protected by a colour entry system which requires the entry of four colour codes from the card enclosed. Please follow the instructions which appear on the screen.

Options Screen

This is the screen which sets up the game, entering the number of human and computer players, deciding the order of play and setting the time limit within which all questions must be answered. Information must be entered as follows:-

a) Number of Players

You will be first prompted to enter the number of human players, 1 to 3 and press <RETURN>. Sporting Triangles is a three player game, so if there are less than three human players the computer will generate one or two players to complete the line-up.

b) Names of Players

You will next be asked to enter the names of the contestants. The names may be up to eight characters long and will be presented in upper case; they should be terminated by <RETURN>

Players may not have the same name (the computer players will check that there are no clashes) and only alphanumeric characters are allowed.

c) Computer Skill Level

Next you will be able to choose how well your opponents will play by setting a skill level. The levels are controlled by the computer who will determine how well each player performs based on the skill level chosen, the number of correct answers the human player(s) are giving and the time in which those answers are made. The basic skill levels are "PERFECT" "GOOD" and "AVERAGE" and are selected by entering the first letter of the appropriate word, ie. "A" for Average, "G" for Good and "P" for Perfect followed by <RETURN>.

d) Order of Play

A die will now appear in the top left of the screen and this will rotate. Pressing <FIRE> or <SPACE> will stop the rotation and a score will appear by the side of the players name. This process continues for each player and when complete the screen is redisplayed with the player names in the order in which play will take place.

e) Length of Round

You will then be prompted to enter the length of time, in seconds, which each player will have to answer his or her question. Entering "0" (zero) switches off the stopwatch function giving unlimited time to answer a question, except in the case of the Hit for Six and Jigsaw Rounds, which default to twenty seconds per clue.

f) Confirm Selections

You will finally be asked if all the information you have entered is correct. Entering "Y" or "N" appropriately will either reset the screen to allow re-entry of the details or will move the game forwards to the next step.

Sports Selection Screen

The options screen is replaced by a screen showing the 12 specialist sport subjects available. They are named and represented by the line drawn figures which appear throughout the game. Players are prompted by name, in order of play, to choose their sport. Once selected, a sport is unavailable as a choice to the other players. Computer players make their own selections automatically. The selection of a sport does not mean that all a players questions will be on that subject. The questions are selected from all three chosen sports and general sporting knowledge questions, in fact it would be possible to choose a sport and not be asked a question on that sport! Once the choice of specialist sport is made there is no opportunity to change, short of resetting the game to the beginning:

Restart Game Keys

(Amiga)<ALT>+<CTRL>+
 (Atari ST)<OPT>+<CTRL>+
 (PC and compatibles)<ESC>

Loading the Questions

The computer will now begin to load the questions. If these are on another disk (Atari ST and PC's) the computer will prompt for the alternate disk to be put into the drive and any key pressed. The seven rounds of questions will be loaded in. "Sporting Triangles" contains over 2500 questions and in order to produce the maximum number of original games the loading sequence is randomised. Because of this it can take longer than the normal loading time to complete. The game contains a full error detection system and will prompt for action should there be a problem or malfunction, so please be patient.

The game is divided into seven rounds which occur as follows:

1. Standard Question round
2. Standard Question round
3. Hit for Six Question round
4. Standard Question round
5. Standard Question round
6. Jigsaw Picture Question round
7. Quick Fire Question round

Contestant Screen

Now we come to the beginning of the quiz itself. The characters representing the three players are displayed in the Studio, with score boards and a sport caption behind each contestant. The start of round one is announced and the first player prompted to press <FIRE> or <SPACE> to roll the die.

Game Board Screen

This consists of a large triangular board, divided into coloured segments. Each colour corresponds to a specialist sport; red for player one, green for player two and yellow for player three. White corresponds to general sport. The rotating die will re-appear and the first player prompted to press fire to stop the die. A small black triangular marker or "puck" will then proceed to move the corresponding number of segments around the board, the colour of the final square determining the subject of the question which is to be asked.

Standard Question round.

There are four Standard Question rounds, each player, in turn, is asked a question of the category decided by the colour segment on which the puck rests. The player has the indicated amount of time to think of an answer and say it out loud to the other players. If the answer is unknown or cannot be guessed then the "Give up" option may be used. This displays the correct answer and then moves play to the next player.

The "Answer" option displays the correct answer and asks the player "Were you correct?". He should select the appropriate response by moving the highlight bar over the "YES" or "NO" boxes and pressing fire. Two points are awarded for a correct answer. Play returns to the Contestant Screen for the next player to take his turn.

The Hit for Six Question Round

In this round the player is presented with a clue to the identity of a Sporting personality, event or venue and a selection of seven possible answers. Six points are available for a correct answer on the first guess. If the guess is incorrect or the time allowed is exceeded then a new clue is shown and the possible score decreases by one point. This process continues until the player answers correctly or the score value becomes zero. On a correct answer the points scored are added to the players score and play moves on to the next player. In the case of zero points value, the correct answer is shown and then play passes to the next player.

The Jigsaw Picture Question round

This round works in a similar way to the Hit for Six Question round. It has the same seven possible answers but this time the clue is a "jigsaw" picture, in the upper right portion of the screen. The picture is uncovered step by step, the available points decreasing by one with each guess. We have also included one written clue per picture, at the top of the screen.

The Quick Fire Question round

This a "buzzer" type round in which the Quiz Master asks a question which is open to all three contestants. Each is allocated a "buzzer" key on the keyboard and the first to press their buzzer wins the opportunity to answer the question. The keys are as follows:

Red contestant.....	"Z"
Green contestant.....	"V"
Yellow contestant.....	"M"

The buzzer keys only become active when the question is completely displayed. When a buzzer is pressed the two other buzzers are disabled, the sound of that buzzer is heard and the screen border flashes in the colour of the player who has buzzed. The answer to the question is then displayed and the contestant is asked "Were you correct?". Answering "YES" adds two points to his score and the next question is asked. However, a wrong answer leads to the deduction of one point, to discourage guessing! There are six Quick Fire questions in the round.

Final Scores

The end of the Quick Fire Question round is the end of the game, so pressing <FIRE> or <SPACE> will display the Question Master congratulating the winner. Pressing <FIRE> or <SPACE> again will return to the Options screen, showing the information entered for the first game. Should you wish to play a second game with the same player details then simply press "Y". Pressing "NO" will reset the game and you must then start from the beginning. When the Sport Selection screen is displayed the sports chosen in the first game are not available.

Should you experience any difficulty in loading this product, please return the disk(s) only to :

CDS Software Ltd
Nimrod House
Beckett Road
Doncaster
DN2 4AD

Whilst every effort has been made to ensure the correctness of the questions and answers contained in this program, CDS cannot be held responsible for any inaccuracies, omissions or errors which may be present.

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