

DALEY THOMPSON'S SUPERTEST 128

Daley Thompson's Supertest is a twelve event game. 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

Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that the connection lead goes from EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected.

Select Tape Loader from the main menu on the Spectrum 128 (for further instructions consult the section on loading in your manual). Now press PLAY on the recorder. The screen message should appear and the game will load automatically. At the end of the loading process follow the screen instructions. The screen menu will now appear with 3 types of joystick options or user redefinable keys for control.

CONTROLS

The game can be controlled by keyboard or joystick and most interfaces are compatible. The keyboard controls are user-definable and are selected by an on-screen menu. Upon selecting your choice of controls the "lettering" will appear; this enables you to input your initials before commencing. Use the left and right controls to move the pointer and press fire to select the chosen letter.

To enter your name upon finishing place the pointer on the end letter (a lower case "e") and press fire or leave your controls alone. Both will result in your name being entered and the game will restart.

EVENTS

1. Rowing
2. Penalties
3. Ski-Jump
4. Tug O War
5. Triple Jump
6. 100m Sprint
7. Javelin
8. 110m Hurdles
9. Pistol Shoot
10. Cycling
11. Spring Board Diving
12. Giant Slalom

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 keys 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 5 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 “live” 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 your 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.

TRIPLE JUMP

Co-ordination is the key to success in this event, use left/right controls to gain the maximum approach speed – and press the fire button as close to the take off line as possible. For each part of the jump keep the fire button pressed to increase the angle of the trajectory and release as close to 45° as possible. Your score is a combination of the correct speed, angle and distance.

100m SPRINT

Wait for the starting gun – you're off; now alternate the running controls for maximum speed in this sprint against time. Only one chance to qualify in this test of speed.

JAVELIN

Use the running controls to gain speed then press fire before the line. Keep the fire button pressed until an angle of 45° is obtained.

110 m HURDLES

Wait for the starting gun then press the left and right controls alternately to run. When a hurdle appears press fire to jump.

Hint

Try to anticipate the hurdles.

PISTOL SHOOT

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 two running keys (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 running controls 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 left/right control action 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 | (c) Dive finish |
| (b) Number of somersaults | (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.

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 alternately). 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 contact with the flag poles.

Avoid any objects on the side of the slope as these can prove fatal.

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.

Write to:

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

Written by Paul Owens and Jonathan Smith.

PRODUCED BY JON WOODS

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