

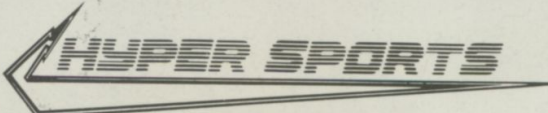

SPECTRUM 48K

# HYPER SPORTS™




Imagine

The name  
of the game



## **HYPER SPORTS**

Its program code, graphic representation and artwork – are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of O.S.L. All rights reserved worldwide. The program runs on the ZX Spectrum and ZX Spectrum +. Hyper Sports simulates six hyper-sporting events.



## **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 the EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected.

Type LOAD "" <ENTER> [Note there is no space between the two quotes]. The " is obtained by pressing SYMBOL SHIFT and the P key simultaneously. For further instructions consult

# HYPER SPOR

chapter 6 of your manual. Now press PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen try adjusting the volume and tone control up until loading takes place.

## CONTROLS

Keyboard – Redefinable

Joystick – most types of interface

Note: In the case of any difficulty experienced in joystick control the last defined keyboard controls may be used at any time during play, even if joystick has been selected.

## PLAYING

Pit your skills and agility against the computer and the clock – in order to progress to the next event you must qualify (ie achieve game – scoring hints are as follows and we would be interested to hear from any player with high marks. (100,000 and up is good).

A large, stylized arrow graphic pointing to the left. The arrow is outlined in black and has a double-line border. The word 'SWIMMING' is written in a bold, italicized, sans-serif font across the middle of the arrow's shaft.

## SWIMMING


Wait for the starting gun – racing dive into the pool (by pressing fire button). Your swimming speed is determined by continuous left/right controls, but remember in order to swim you must breathe so wait for the button. If you breathe at the wrong time you'll swallow water and if you forget to breathe you'll gradually slow and stop.

Your opponents have differing swimming skills and are controlled by the computer if you can beat them all you're on the way to becoming a true champion.

A large, stylized arrow graphic pointing to the left. The arrow is outlined in black and has a double-line border. The words 'SKEET SHOOTING' are written in a bold, italicized, sans-serif font across the middle of the arrow's shaft.

## SKEET SHOOTING

Computer controlled sights home in on the skeet and marksmanship depends on fast reaction on the left/right controls. Good shooting gives bonus skeets with higher points but as your shooting improves the rate goes up! Good shooting.



## **LONG HORSE**

Now test your ability as a gymnast – press the fire button to run the springboard, then again when you're on it – Now when you reach the hand stand position press it again to launch into the Somersaults (these are controlled by the left/right movement). The total score is made up of the distance you get up the springboard, the length of time on the horse, the number of Spins you can achieve and the perfection of your landing. Like the real event you must perform well right through for maximum marks!

## **ARCHERY**

The target moves across your field of vision and you must judge wind speed and the angle of your shot to hit bullseye. First press the fire button to wind speed/direction, then press fire again to shoot one of your eight arrows at the passing target. (Keeping the fire button pressed increases the height of the arrow. Hint:- try to get as close to a  $5^{\circ}$  angle as possible.

# UPPER SPORT



## 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  $45^{\circ}$  as possible. Your score is a combination of the correct speed, angle and distance.



## WEIGHT LIFTING

Now for the final test – a test of strength and stamina. Select the weight, type and then use the LEFT/RIGHT controls to increase the weight lifter's power. Press the fire button when STRONGMAN flashes to give the "Powerlift". Continue with power until all three judges acknowledge the feat. Your points score is based on weight.

Congratulations you've completed all the events now check your score and see if you can do better next time – Good luck.

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