

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

Zeppelin Games

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.

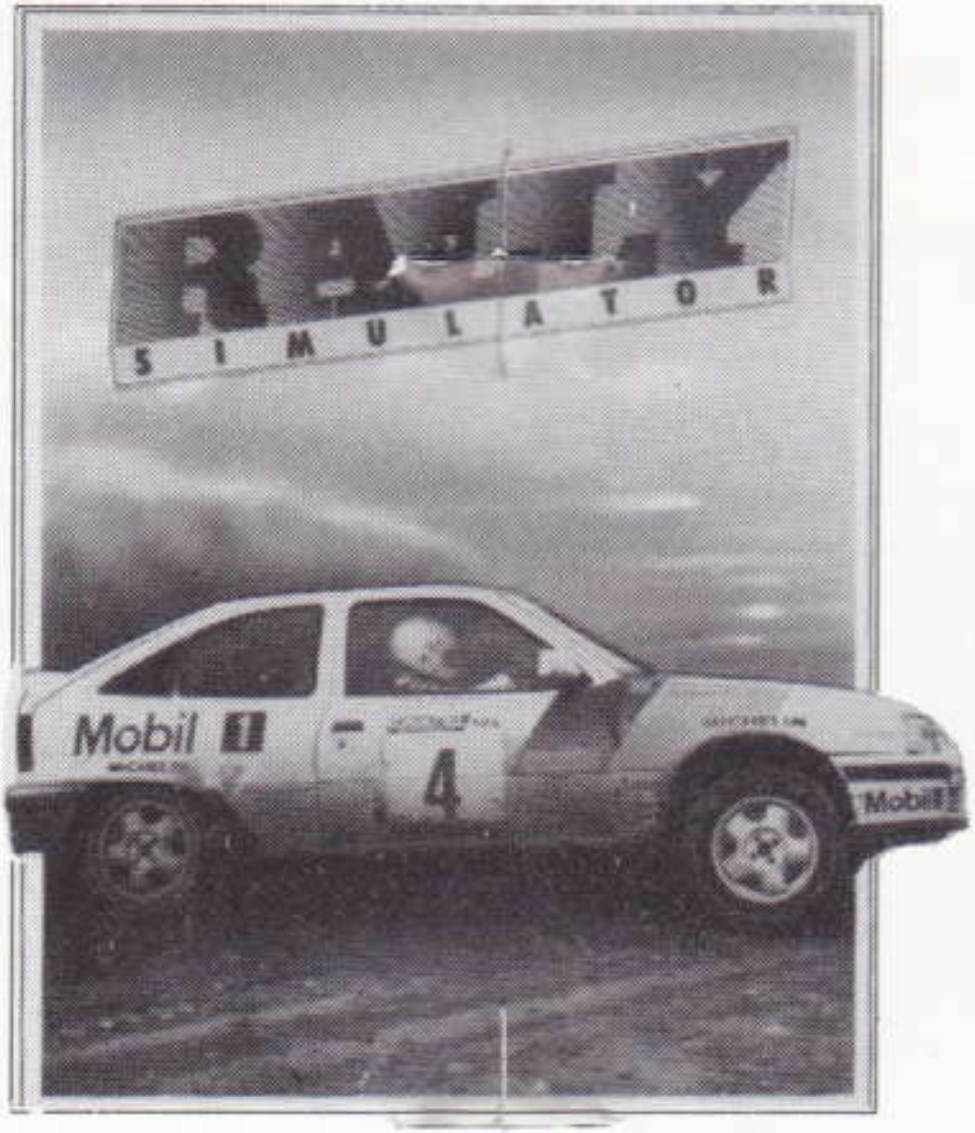
Tunnel
Air left is indicated by oxygen level indicated.

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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