

Formulierung  
↓ Leerzeilen lösden  
↓ Leerzeilen einfügen

# Dangerous Sports Deadly Sports

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A Commodore 64 game presented by Zaadii-Games

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## Introduction

Welcome to Dangerous Sports Deadly Sports (DSDS), a game for the Commodore 64. In this game you will take over the role of a athlete attending the most dangerous (and deadly) sports competition, earth has ever seen. The objective of the game is to win more medals as all other opponents or (in one player mode) to score as high as possible.

Remark: This game only describes an imaginary sport, that should not be done in reality. So don't try the things that you see in this game at home, even if you have a volcano, an avalanche, a train, some rock mountains or a shark at home, nor try it outside of your home.

## System requirements

The game was developed for the real Commodore 64 excluding any extensions or modifications. In addition, the game was tested on the emulator CCS 64 (V3.7).

For using the game on a real Commodore 64 the D64-File needs to be copied to the floppy disk. Then load the game by typing „LOAD“\*“,8“.

While the game is loading you will first see a textual and later a graphical introduction screen. After the game is loaded, it will automatically switch to the faction selection screen.

## Selecting your faction

In the faction selection screen you will see all the possible factions. By moving the Joystick left and right, you can move a little arrow pointing to one of the factions. By moving the joystick up and down you can change the color you want to play.

Once the arrow is pointing to the faction you want to play and the color you want to play, indicated by the color in which you player number is displayed, is as you wish push the button to take your selection. After this, the next player continues in the same way.

Take into account that more players may play the same faction (representing different teams of the same faction), but a color already chosen is no longer selectable (and in fact will no longer be suggested).

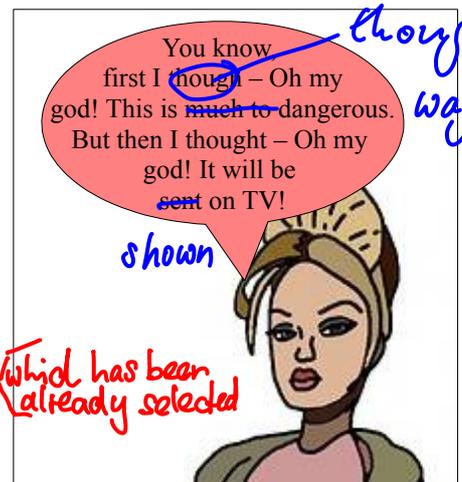
After the fifth player has done his selection, the game starts.

However, if less than 5 players want to play, just select the start icon with the arrow, instead of choosing another faction in order to start the game. Selecting only one player will bring you automatically to the single player mode.

## General Game Flow

The competition holds several challenges. A challenge is played by each player, one after the other. After all players have had their turn, you will see the intermediate result. Then the next challenge is

will be



Complicated!

confirm other (and)

five available

started <sup>the winner of</sup> After the last challenge, you will see the final ranking. In ~~the multilayer~~ <sup>multi player</sup> mode, this will show up, ~~who has won~~ the competition. In ~~the~~ single player mode, you will see your ranking in relation to the high scores and there is a chance for you to become part of it. <sup>your</sup>

## The Challenges

Each challenge is different in controlling and scoring, as described in the following chapters. Also take into account ~~the~~ <sup>that</sup> the order in ~~which~~ <sup>which</sup> the players will ~~play~~ <sup>compete against other in</sup> the competition, is not always the same, but depends on the intermediate ranking ~~so far~~, where the player, ~~on rank one~~ <sup>achieved</sup> goes first and so on. <sup>(with the highest ranking will start.)</sup>

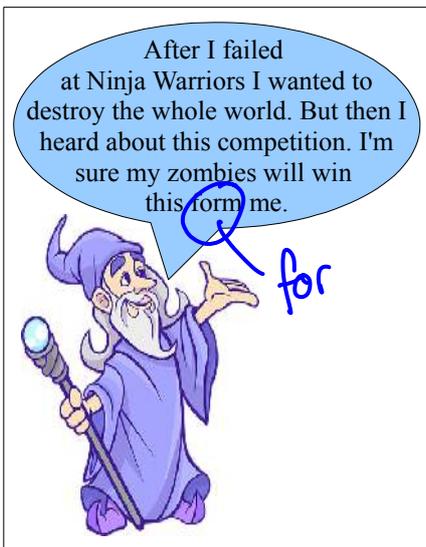
### Base Jumping

The goal in this challenge is to stay as long as possible in the state of free falling. After you ~~have~~ <sup>your</sup> jumped ~~started your jump~~, by pressing the fire button the first time, you will continuously score points until you ~~have~~ released ~~your~~ <sup>your</sup> parachute. <sup>for parachute release.</sup> by ~~pressing~~ the fire button a second time. During your flight, you can rotate your body by moving the joystick up and down. Use this to improve your aerodynamic resistance and to control the direction in which you are falling. In order to survive, and to get ~~around some~~ <sup>to avoid</sup> penalty points, you need to arrive ~~at the~~ <sup>to</sup> safe area on the right of the screen with ~~an~~ <sup>go</sup> opened parachute. <sup>safe</sup> Please take into account that opening the parachute a few moments before you reach ~~to~~ <sup>time allow</sup> ground, might not be enough to ~~give~~ <sup>safe</sup> you a safe landing. Also, landing on the lava, even with opened parachute, will lead to ~~death~~ <sup>the</sup> death.



### Avalanche Skiing

In the challenge Avalanche Skiing, you need to show how you play with the avalanche in the most risky way you can, in order to impress the jury. In this challenge you are already starting with some points. By pressing the fire button you will start ~~to ski~~ <sup>skiing</sup> downwards. However, since this is not that spectacular, you will ~~lose~~ <sup>lose</sup> points as long as you are just ~~ski~~ <sup>that</sup> in this way without being hunted by the avalanche. By hitting the fire button a second time, you can start the avalanche to change this situation<sup>1</sup>. As long as you and the avalanche are on their way, you will score additional points. Of course the challenge will end if you are hit by the avalanche, which also will give you some penalty points. You will only be safe once you have reached the goal, which builds a safe barrier against the Avalanche.



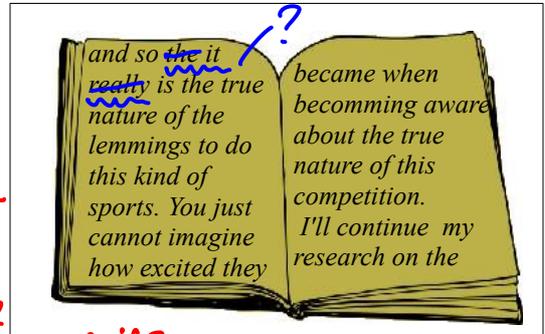
However, ~~since~~ <sup>lose</sup> the jury wants to see you to stay close <sup>with</sup> by the avalanche, since this is just more aligned with the spirit of DS DS, you will ~~again~~ <sup>lose</sup> points, for the time you are already behind the safe goal and the avalanche is still ~~going~~ <sup>moving</sup> on. During skiing you can jump by ~~pressing~~ <sup>while</sup> the joystick up. This is important <sup>directing</sup> because there are obstacles like ice spikes and ice holes, which will kill you if you hit them (penalty points again), and other obstacles like rocky surfaces ~~that~~ will slow you down if you ~~sk~~ <sup>move</sup> over them. By pressing left or right you will accelerate or decelerate. However, take into account that this ~~will not work~~ <sup>is not possible</sup> as long as you are in the air ~~due to a jump~~ <sup>(jumped on)</sup>.

<sup>that</sup> 1 What happened then in reality is, the the originators of DS DS will launch the avalanche by an explosion based on <sup>a</sup> sign ~~signs~~ given by you.

sign ~~signs~~ ?

## Train Surfing

Your task in the challenge Trains Surfing is pretty easy. You will score points as long as you are located outside of the train, while it is moving. On the top of the train you will see three hand bars. If you touch the first one you will start to score points. Touching the second <sup>will</sup> give you double points and touching the third <sup>even gives</sup> you triple points. As soon as you move below the position of a given hand bar, you will fall back to the scoring ~~of the scoring that is valid~~ for the next smaller hand bar. ~~(only for the points counted from now on, you will keep what you have scored so far).~~ <sup>will be for the smaller hand bar, but</sup>

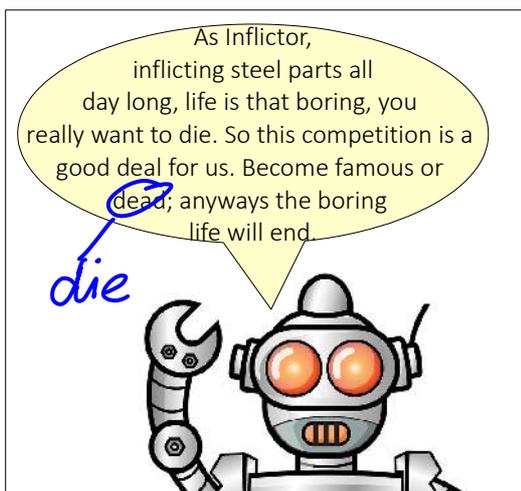


There is only one reason for moving back into the train. This is, ~~that~~ you want to avoid being smashed by ~~these~~ train tunnels, which ~~would~~ give you some penalty scoring. Fortunately, you can see the ~~trail~~ of the train on the upper part of the screen. In the first perspective you can see the train from above <sup>including</sup> all the tunnels. ~~So~~ you will know when a new tunnels is close by. In the second perspective you will see the trail from the side. ~~Here~~ you can see, when the train moves <sup>uphill</sup> ~~hill up~~, <sup>downhill</sup> ~~hill down~~ or on an average level, which makes the train moving at fast, slow or average speed. This might be an additional help <sup>for</sup> you.

~~So~~, whenever you are ready, you can start your ride by pressing the fire button. By moving the joystick left and right, you will move <sup>accordingly</sup> ~~into that direction~~ on the top of the train. Moving all the way left will let you enter the train where you are safe from the tunnels. Moving right while being inside ~~of~~ the train, will make you climb back on the top of the train.

## Shark Diving

In this challenge you have to speed dive against a shark. Fortunately the shark starts in some distance behind you. ~~Unfortunately~~, the shark starts at the same time as you, once you ~~have~~ pressed the fire button. In a regular race, the shark would ~~your~~ catch you soon. ~~In order~~ to avoid this, there are some electrical charges you can collect to stop the shark for a while. In addition, there are some



point tokens that you can collect in order to score points in this challenge. Collecting the point tokens ~~and~~ surviving the challenge is the only <sup>option</sup> ~~possibility~~ to score points in this challenge. On the other hand, this time, there is no penalty for being eaten by the shark, which should make the pain less. Some factions can use the fire button during diving to influence the shark a few times.

~~And as a~~ last thing to mention ~~there is~~ <sup>(thing - lets call it</sup> air. As a living being, ~~of course~~ you need <sup>air</sup> ~~air~~. Since, <sup>for</sup> the sake of some aqua dynamics, you do not have <sup>some any</sup> ~~some~~ air packs with you. So do not forget to ~~reach~~ the surface from time to time to take a breath. Fortunately, ~~if~~ playing as zombie, teddy or robot, the lack of air is not a problem for you. As teddy however, be aware that you will get

<sup>suck</sup> ~~suck~~ more and more with water. This will slow you down, and only <sup>when surfacing</sup> ~~on the surface~~ you will be able to <sup>get rid of a part</sup> ~~get rid of a part~~ of the water - <sup>giving you back</sup> ~~giving you back~~ some speed again. As robot you will start to rust in the water. The good news is that there is no difference in your diving speed as well as in your rusting speed - no matter <sup>whether</sup> ~~if~~ you are on the surface of the water or not. However, when <sup>playing</sup> ~~playing~~ as

drop some

whether

regaining

playing

What is meant here?  
hand rails?

hah?

Will be for the smaller hand bar, but

Fail?

option

are

painful

this important

when

when surfacing

just to be

robot, please consider that collecting an elector token will give you a rust burst. Oh, ~~and since it might be not that clear~~ - if you are rusted completely during the challenge, ~~the challenge~~ you have lost the challenge, since you will no more be able to leave the water.

After all this information lets finally talk about the controls which ~~is~~ very simple. Moving the joystick up and down lets you dive to the ground and ~~to~~ the surface. Moving the joystick to the right increases your speed to the turbo mode. Using it might be not a bad idea, when you are hunt by a shark. However, by moving the joystick to the left, you are back in a normal slower mode. Although this does not slow down the shark, it might help you to collect a token you might have missed ~~other wise~~. Pressing the fire button at the ~~begin~~ will start the race. ~~Later, however,~~ depending on your faction, it might activate some special moves that might slow down the shark for a while.



~~beginning~~ ~~which will~~ ~~beginning~~ ~~otherwise~~

### Wing Suiting

In the challenge Wing Suiting the only thing you have to do is to glide through a hole in the rocky wall. Moving the Joystick in a direction will move you ~~in that direction~~. However, take into account that some wind might ~~disturb~~ your control a little.

On the wall you will see ~~written~~ the points ~~that you score by passing the hole the scores are pointing to~~. However, while flying towards the hole, you will ~~already~~ score continuously 10% of the showed points as long as you are completely aligned with the hole. This will ~~enable~~ you to score some points even if you finally do not pass the wall. ~~because, fortunately,~~ in this challenge there will be no negative scoring for dying.

### Beware of the Ranks

One special difference to other ~~“Whatever”~~-sports games you might know, is that there is a correlation between the competitions. You might have noticed that some challenges are more difficult the earlier ~~it is your turn~~. For example, the trail in the Avalanche and the Train challenge is not changed for each player. For this reason the order in which the player plays ~~the challenge~~ is based on the ranking ~~so far, beginning~~ which the player on the first rank.

Also within some challenges there are some dependencies. For example ~~a~~ shark ~~that~~ has eaten a zombie, becomes a zombie shark ~~himself~~ - and ~~as sow as a zombie~~, for the rest of the challenge, including for the turns of the other players.

This ~~enables~~ the players on the lower ranks to catch up. On the other hand, you might want to make it a part of your strategy, when to advance from the lower ranks to the upper ~~one~~.

ones

# Character?

## Faction Specialties — specialities

Overview on the specialties of the factions.

Faction	Base Jump	Avalanche	Train	Shark Diving	Wing	General
Sportsbrain	-	-	-	-	-	-
It-Girls	Unbalanced Control			2 shoes to sacrifice and slow the shark down		Additional 40 points if starts from rank 1 <sup>1</sup> <i>first rank</i>
Zombie	Slow Control			Slow control Does not need to breath Being eaten transforms the shark <i>in</i> to a zombie shark		No point (positive and negative) for death
Lemming	-	-		3 sacrifice Lemmings for slowing down the shark		-
Teddy	Slow Falling	-	-	Sucks and slows down in water		Additional 50 points if starts from last rank <sup>1,2</sup>
Robot	Fast falling	Hitter ice peak vanishes for remaining challenge	-	3 electrical shocks to slow the shark down Rusts in water		-

1: Only after the first challenge

2: Not in single Player mode