

Dangerous Sports Deadly Sports

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A Commodore 64 game presented by Zaadii-Games

First Release: April 2018 – Manual for Release 1.0

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 than all other opponents or to score as high as possible (in one player mode).

System requirements

The game was developed for the real Commodore 64. The game was also tested on the emulator CCS 64 (V3.7) and the Turbo Chameleon.

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“,1.

To load the game on the Chameleon, first mount the dsds.d64-image and leave the menu then by pressing F1. Then load the game by typing „LOAD“*“,8“,1.

To load the game in the CCS 64 (V3.7), just drag&drop the dsds.d64-image on the emulator. Please take into account, that due to the fast loading you will not see the intro screen, while the game is loading.

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 team

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 (indicated by the color in which you player number is displayed).

Once the arrow is pointing to the team and the color you want to play, push the button to confirm your selection. After this, the next player continues in the same way.

After the fifth player has done his selection, the game starts. However, if less then five players want to play just select the start icon with the arrow instead of choosing another team 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 will be started. After the last challenge, you will see the final ranking. In multi player mode this will show up the final ranking. In single player mode you will see your ranking in the high scores and there is a chance for you to become part of it.

The Challenges

Each challenge is different in controlling and scoring as described in the following chapters. Also take into account that the order of the players is not always the same, but depends on the intermediate ranking so far. The player on rank one goes first and so on.

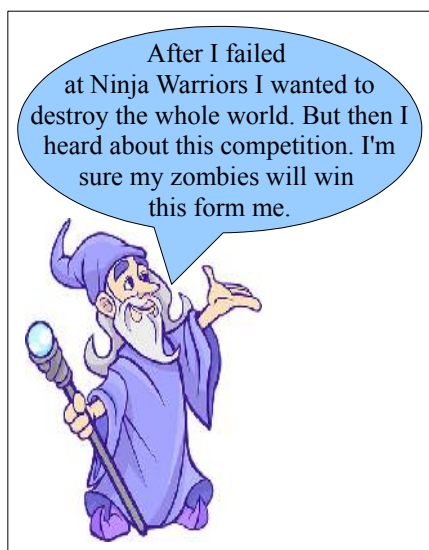
Base Jumping

The goal in this challenge is to stay as long as possible in the state of free falling. After you started your jump, by pressing the fire button the first time, you will continuously score points until you have released your parachute, 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 so to avoid penalty points, you need to arrive the save area on the right of the screen with the parachute opened. Please take into account that opening the parachute a few moments before you reach the ground, might not allow to give you a safe landing. Also, landing on the lava, even with open parachute, will lead to 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 skiing downwards. However, since this is not that spectacular, you will lose points as long as you are just skiing that way without being hunt by the avalanche. By hitting the fire button a second time, you can start the avalanche to change this situation. 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, the jury wants to see you to stay close with the avalanche, since this is in the spirit of DSDS, you will again lose points for the time you are already behind the safe goal while the avalanche is still moving. During skiing you can jump by moving the joystick up. This is important to avoid obstacles like ice spikes and ice holes, which will kill you if you hit them (penalty

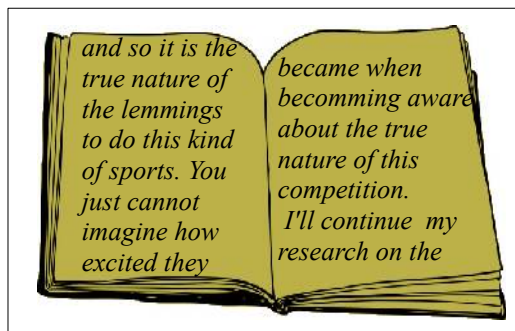
points again) and other obstacles like rocky surfaces that will slow you down. By moving the joystick left or right you will accelerate or decelerate, as long as you are in the air due to a jump.

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 rails. If you touch the first one you will start to score points. Touching the second rail will give you double points and touching the third even gives you triple points.

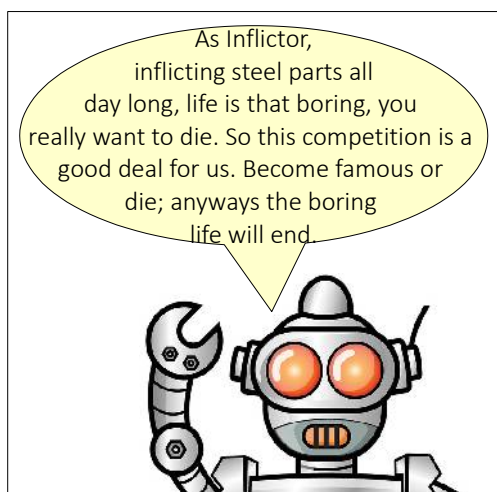
There is only one reason for moving back into the train. This is to avoid being smashed by the train tunnels, which will give you some penalty scoring. Fortunately, you can see the track of the train on the upper part of the screen. In the first perspective you can see the train from above with all the tunnels. In the second perspective you will see the trail from the side. Here you can see, when the train moves uphill, downhill or on an even ground, which makes the train moving at fast, slow or average speed.

Whenever you are ready, you can start your ride by pressing the fire button. By moving the joystick left and right, you will move accordingly 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 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 are, once you press the fire button. In a regular race the shark would catch you soon. 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 way 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 it less painful. Some teams can use the fire button during diving to influence the shark a few times.

As a living being you need air. For the sake of some aqua dynamics, you do not have some air packs with you. So do not forget to reach the surface from time to time to take a breath. Fortunately, when 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 inflated more and more with water. This will slow you down, and only on the surface you will be able to drop some water - 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 you are on the surface of the water or not. However, when playing as robot, please consider that collecting an elector token will give you a rust burst. Oh, just to be clear - if you are rusted completely during the challenge, you have lost the challenge, since you will be no more able to leave the water.

After all this information let's finally talk about the controls. Moving the joystick up and down lets you dive towards the ground or 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 otherwise. Pressing the fire button at the beginning will start the race. Later, however, depending on

Every year thousands of teddys lose their sens of life if a child no longer needs them. With this competition they get a new sense for their (possibly) short life.



your team, it might activate some special moves that will slow down the shark for a while.

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 accordingly. 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 corresponding hole. However, while flying towards the hole, you will score continuously 10% of the showed points as long as you are completely aligned with the hole. This will allow you to score some points even if you finally do not pass the wall. Fortunately, in this challenge there will be no negative scoring for dying.

Teams Specialties

Overview on the specialties of the factions.

Faction	Base Jump	Avalanche	Train	Shark Diving	Wing	General
Sportsbrain	-	-	-	-	-	-
It-Girl	Unbalanced Control	-		2 shoes to sacrifice and slow the shark down	-	
Zombie	Slow reaction	-	-	Slow reaction Does not need to breath	-	No points (positive and negative) for death
Lemming	-	-	-	3 sacrifice Lemmings for slowing down the shark	-	-
Teddy	Slow Falling	-	-	Slows down in water	-	-
Robot	Fast falling	-	-	3 electrical shoots to slow the shark down Rusts in water	-	-