

## **DOUBLE DARE™**

**For IBM PC and Compatibles, TANDY 1000, 2000, and 3000, with 256k & CGA**

GameTek's Double Dare combines the challenging questions of the TV game show with the fun of testing your skills on stunts to rack up money and prizes. Play with a friend or compete against the computer.

### **Setting Up the Game**

1. At the A> type DARE and press ENTER.
2. When the option to play against the computer comes on the screen, use the cursor arrow keys (← or →) to select YES or NO, then press ENTER.
3. Use the same procedure for selecting MALE/FEMALE. For choosing your player graphic, press ENTER while YES is on the screen until your choice appears. Then move the cursor to NO and press ENTER.
4. Type in your team name (8 letters maximum) and press ENTER.
5. Player 2 then follows steps 3 and 4.
6. If you have chosen to play against the computer, Team 2 appears, along with its computer-selected name.

### **Toss-Up Challenge**

The Toss-Up Challenge determines who will have control of the questions at the start of game play. The same Toss-Up Challenge is repeated at half time to determine control for the second half of the game.

1. The Green Team Player uses the LEFT SHIFT KEY to control the green color bar at the left.
2. The Red Team Player uses the RIGHT SHIFT KEY to control the red color bar at the right.
3. The vertical side of the bar controls height (force); the horizontal (bottom) side of the bar controls direction.
4. To control your player and start your color bar, press and *hold* your SHIFT KEY. When the vertical bar is at the height you want, release the KEY and the bar will descend. Once you reach the location you want on the horizontal bar, press your SHIFT KEY again to throw.

### **Playing the Game**

1. The team that wins the Toss-Up Challenge gets to answer the questions first. All questions are multiple choice.
2. To answer a question, select A, B, or C by moving the cursor arrow keys (↑ or ↓) up or down, then pressing ENTER when you decide on your selection. Questions must be answered before the timer runs out.
3. If Team 1 cannot or chooses not to answer the question, the player can DARE Team 2 to answer it by pressing the SPACE BAR. If Team 2 cannot or chooses not to answer the question, it can DOUBLE DARE Team 1 by pressing the SPACE BAR. If Team 1 still

cannot or still chooses not to answer the question, Team 1 can take the PHYSICAL CHALLENGE by pressing the SPACE BAR.

4. If at the end of the second half of the question round, both teams are tied, the Green Team is awarded the win and goes on to play the Obstacle Course.

### **Physical Challenge (for use with keyboard or joystick)**

All Physical Challenges must be played before the timer at the upper right-hand corner of the screen runs out.

1. If the Physical Challenge uses a power bar (only *one* appears for a Physical Challenge since only one team is attempting it), the bar is controlled the same way as in the Toss-Up Challenge, with the cursor arrow keys positioning the player, if necessary, and with the ENTER KEY replacing the SHIFT KEYS to fire. In the joystick mode, move the joystick to control your player and press the FIRE BUTTON to throw.

2. If the Physical Challenge does not use a power bar, use the cursor arrow keys to position your player and press the ENTER KEY as a throwing/firing key. In the joystick mode, move your joystick to control your player and use the FIRE BUTTON.

### **Final Round — Obstacle Course (for use with keyboard or joystick)**

1. There are 8 obstacles to go through to complete the Double Dare Obstacle Course, each worth a prize to the player who goes through the obstacle. The timer runs throughout the entire action.

2. Use the arrow cursor keys or joystick to move your player along the Obstacle Course. Your player must be in the correct position in front of an obstacle in order to jump into it.

3. The flag on top of or beyond the obstacle must be grabbed and passed off to your partner before you can continue on to the next obstacle.

4. Prizes are awarded for the obstacles accomplished, and these are listed on the screen along with their total dollar value.

5. The player's winnings are entered in the "Champs" list and stored for future game play.

### **Player Options**

1. To stop the game any time during play, press ESC, then ENTER.

2. To play the game with the sound off, press "=" during Setting-Up steps; to turn sound back on, press "+".

Although every attempt has been made to assure the accuracy of each question and answer, GameTek/IJE, Inc., and MTV Networks make no warranty as to the accuracy of same.

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to the world of fun and games for the whole family from GameTek™. Please take a few moments to complete the software registration form and mail to the address below.

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