

Introduction

“Hey, thrasher! Donta cha ever wear knee pads?” *“’Didja see that? He caught some air on the half pipe! Radical!”*

Welcome to California. Home of the most radical sports in the world. Rad, bad and aggro. You’re about to hit the beaches, parks and streets of the Golden State to go for trophies in everything from surfing to bike racing. **CALIFORNIA GAMES™** gives you the hottest sports. And the most aggro competition. You even get to pick your own sponsor.

So pull on those knee pads. You’re about to get into the most fun you’ve had since Mom hid your skateboard. **CALIFORNIA GAMES™** is going to take you from the surf to the turf. From the pipe to the parks. Are you gonna love it, or what?

We’ll start you off in the heart of Hollywood, with skateboards in hot competition on the radical *Half Pipe*. Then we’ll rocket up to San Francisco for the high-flying *Foot Bag* and some really wild footwork. After that, it’s down to the beach for two of the coolest sports we’ve got in California. There’s an awesome *Roller Skating* obstacle course, followed by the king of coastal competition. *Surfing*. You’ll be shooting the tube and carving the biggest breakers around.

Over at the dirt track, you’ll pump the pedals of a *BMX* racing bike. And your moves had better be bad. For the grand finale, you’ll go to Yosemite where you’ll be flinging the fantastic *Flying Disk*. That’s six massive events. You’re gonna have your hands full. Not to mention your feet.

You’re about to get into the wildest games of them all...CALIFORNIA GAMES. It’s only, like, the most totally awesome game in the world.

Objectives

CALIFORNIA GAMES is a challenge of skills for one to eight players. The object of the games is to win trophies in each individual event. Players can also compete for the top trophy in overall competition.

CALIFORNIA GAMES includes six exciting events: *Half Pipe Skateboard*, *Foot Bag*, *Surfing*, *Skating*, *BMX Bike Racing* and *Flying Disk*. You can practice or compete in any single event, compete in all the events, or even set up your own competition using events that you choose yourself.

Each player chooses a sponsor for the competition. You are judged on each event and a record is kept of your score. Trophies are awarded to the top scoring competitors.

If you break an event record, CALIFORNIA GAMES will save your name and display it on a special high score screen. Improve your skills in each event, compete with your family and friends and become a California Champion.

Getting Started

CALIFORNIA GAMES: Loading Instructions.

CBM 64/128 Disk: Type LOAD****, 8,1 and press RETURN. Plug joystick into Port 2.

With the EPYX FAST LOAD Cartridge™: Insert disk. Press and hold C = (Commodore) key and the RUN/STOP key to load the program.

CBM 64/128 Cassette: Press SHIFT and RUN/STOP keys together and press PLAY on the cassette recorder. The cassette is recorded with three events on side 1 and three events on side 2. The cassette files are sequential, if you want to load and play an event which is before the point where you are on the tape, you must rewind the tape before attempting to load it. E.G. If you have loaded and played FootBag and you want to play Half Pipe Skateboarding, the cassette must be rewound to a position before Half Pipe Skateboarding. The order of events is in the options menu. It may help on positioning the tape if you zero the tape counter after loading the main menu and make a note of the counter reading after each event.

After completing event no. 3 insert cassette side 2, rewind and press PLAY.

To abort any event whether competing or practicing press RUN/STOP and hit RESTORE. The menu will automatically be reloaded from cassette.

SPECTRUM CASSETTE: Type LOAD**** and press ENTER. Press PLAY on the cassette recorder.

SPECTRUM +3: Turn on computer, insert disk and press ENTER. Game will load and run automatically.

AMSTRAD Cassette: Press CTRL and SMALL ENTER. Press PLAY on the cassette recorder.

AMSTRAD Disk: Type RUN**DISK and press ENTER. Game will load and run automatically.

Starting Play

When the CALIFORNIA GAMES title screen appears, press the **FIRE BUTTON** on your joystick to continue to the menu screen. The CALIFORNIA GAMES menu offers a choice of six options on the CBM64 and seven on the Spectrum and Amstrad. To make a selection, use your joystick to move the cursor to your choice, then press the **FIRE BUTTON**. You may also select an option by typing the corresponding numbered key.

- OPTION 1: Compete in All the Events**
Compete in all six events. The number of trophies awarded to each player is tallied as you compete, and a special trophy is awarded to the overall champion at the conclusion of the last event. You’ll compete in the events in this order: Half Pipe Skateboard, Foot Bag, Surfing, Skating, BMX Bike Racing and Flying Disk.
 - You’ll first be asked to enter your name and pick a sponsor.
 - Type your name on the keyboard and press the RETURN/ENTER key.
 - Use the joystick (CBM 64)/cursor keys (Spectrum/Amstrad) to move the cursor to the sponsor of your choice, then press the FIRE button to pick that sponsor.
 - Repeat the name and sponsor selection for each additional player up to eight (CBM 64)/four (Spectrum/Amstrad). When all players’ names and sponsors have been entered, press the RETURN/ENTER key again.
 - A verification screen will appear. If all the names are correct, select YES or NO with the control keys. CBM 64: Joystick — select YES and press the FIRE button or type A. If you need to make any changes select NO or type B.

- OPTION 2: Compete in Some Events**
Similar to Option 1, but you compete in the events of your choice.
 - Choose the event(s)
 - CBM 64 — type the corresponding numbered key or move your joystick and press the FIRE button.
 - SPECTRUM/AMSTRAD — move your control keys and press the FIRE button.
 - The events you choose will be displayed in purple (CBM 64)/yellow (Spectrum/Amstrad).
 - When you are finished choosing the events move the cursor to the word DONE and press the FIRE button. Spectrum/Amstrad: You will then be asked to enter your name and pick a sponsor.

- OPTION 3: Compete in One Event**
Similar to Options 1 and 2 but you compete in any single event of your choice.
 - CBM 64 — Choose the event by typing the corresponding numbered key or by moving your joystick and press the FIRE button.
 - Spectrum/Amstrad: Choose the event by moving your control keys and pressing the FIRE button. You will then be asked to enter your name and pick a sponsor.

- OPTION 4: Practice One Event**
No scores are kept during practice rounds.
 - CBM 64 — Choose the event by typing the corresponding numbered key or by moving your joystick by pressing the FIRE button.
 - Spectrum/Amstrad — Choose the event by moving your control keys and pressing the FIRE button.

- OPTION 5: View High Scores**
 - Display the highest score recorded in all events, with the name of the player who achieved each record.
 - Press the FIRE button to return to the menu.

- OPTION 6: View Title Screen CBM 64 ONLY**
 - Displays the title screen and credits.
 - Press the FIRE button to return to the menu.

- OPTION 6: Define Controls Spectrum/ Amstrad**
A new options menu will appear (selected by UP or DOWN or FIRE)
OPTION 1) Define set one
This allows you to select your first set of keys in this order:
FIRE, UP, DOWN, RIGHT, LEFT
After you have finished redefining the keys it will return to the main menu.

- OPTION 2) Define set two
This allows you to select your second set of keys in this order:
FIRE, UP, DOWN, RIGHT, LEFT
After you have finished redefining the keys it will return to the main menu.

- OPTION 3) Define both sets
This allows you to select keys for both sets.

- OPTION 4) Default both sets
This is preset keys
Set 1 UP = Q, DOWN = A, LEFT = O, RIGHT = P, FIRE = SPACE
Set 2 Sinclair control

- OPTION 5) Main Menu
Returns you to the main menu.

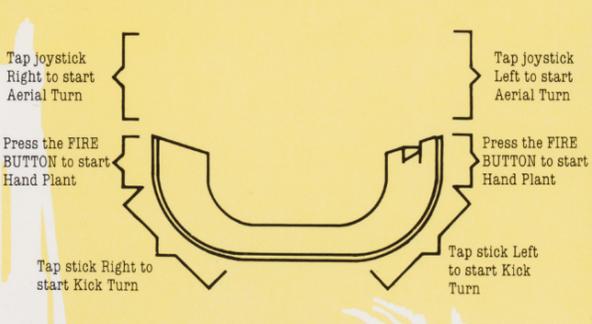
- OPTION 7: Load/Save Records
New Options Menu
 - 7:1 Save high scores
Allows you to save high scores to tape
 - 7:2 Load high score
Allows you to load high score from tape
 - 7:3 Main Menu
Returns you to main menu

The Games

Half Pipe Skateboarding

 It’s time to get air on the half pipe. Skateboarding is definitely an awesome event, combining strength and coordination — often with amazing results. You’ll be riding a skateboard in a specially built half-pipe. You’ll have a **1:15** minute time period, or three falls, to build up speed and successfully complete stunts. Points are awarded for each stunt, and the highest score wins the event.

- OBJECT:** The object of the half-pipe event is to ride the board back and forth on the ramp, performing stunts with proper timing and execution.
 - Press the **FIRE BUTTON** to launch your board and start the event.
 - To gain speed, move the joystick **UP** when the skater is going up the side of the ramp, then move the stick **DOWN** when the skater is going down.
 - To perform a stunt, move the joystick as shown in the diagram. Pay attention to timing, because you’ll fall if you move the stick too soon, too late, or if you hold it too long. After three falls, the event is over.



- To start a kick turn, move the joystick as indicated on the diagram above. Earn maximum points by waiting until the last moment to start the turn, and holding the joystick until the moment before you’d wipe out.
- To start an aerial turn, tap the joystick in the direction indicated above. To perform this move successfully, you must be in the air off the edge of the ramp before tapping the joystick.
- To perform a hand plant, press and hold the **FIRE BUTTON** just as you reach the top of the ramp. The skater will plant his hands and flip the board over his head. Wait to release the button until the board ares over and returns to the ramp. Earn maximum points for pressing the button at the last moment, and releasing it at the last moment.

SCORING: You score points for each stunt completed successfully. Your score increases with the amount of risk you take. For example, if you hold a turn until the last moment, you get more points than if you pull out early when it’s safer. Some stunts are more difficult and earn higher scores than others.

Stunt	Minimum	Maximum
Kick Turns	100	300
Hand Plants	400	700
Aerial Turns	400	999

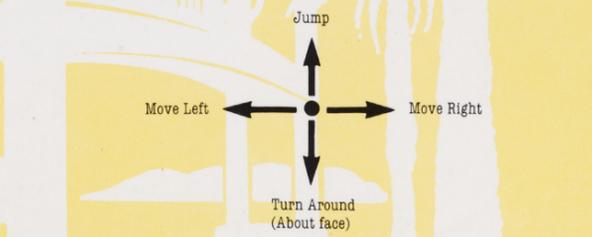
STRATEGY: It’s important to build up the right amount of speed before trying a stunt. You can gain speed by doing a “fakie”. To fakie, hold the joystick up or down for the full duration of the ramp (from top to bottom). Remember that you’ll wipe out if you go too fast. Above all, be sure to get plenty of practice on the half pipe. This event takes experience to get the timing down just right.

Foot Bag

 This is probably the most laid back event, but don’t lose your cool, it isn’t easy. The Foot Bag event is like juggling with your feet. In this event, you have to keep a juggling bag in the air for 1:15 minutes, without using your hands. Success is all in the timing. If you time your kicks correctly, you’ll keep the bag bouncing high in the air. Score extra points by performing stunts. The highest score wins the event.

OBJECT: Hacking at the sack with your feet, knees and head, you must try to make as many kicks as you can before time runs out. And remember, you get extra points for every stunt you perform.

- Press the **FIRE BUTTON** to kick the bag into the air and start the event.
- As the bag falls back toward the ground, press the **FIRE BUTTON** to kick again just before the bag reaches your foot.
- To perform a head butt, press the **FIRE BUTTON** just before the bag drops below the level of your head.
- Move the joystick as indicated in the diagram to control other movements.



- Several types of kicks are possible, including inside kicks, outside kicks, jumping reverse kicks, knee kicks and back kicks.
- To perform different types of kicks, move to new positions underneath the bag while it’s in the air. For example, move to the right so the bag will drop next to you (but not too far). Now press the **FIRE BUTTON** when the bag approaches and you’ll perform an outside kick.
- Other kicks are performed by positioning yourself in different ways. Discover the ways to perform all the kicks by trying various movements during practice.

SCORING: You earn points for each stunt or kick performed successfully. More difficult stunts, like turning around while the bag is in the air, earn higher scores. You lose time if you drop the bag or kick it off the screen. You also earn points for consecutive kicks completed without allowing the bag to touch the ground. Earn bonus for catching the sack when thrown from offscreen. Here are some stunts to try by combining different kicks and moves:

Any Kick: (10 pts.)
Half Axle: (250 pts.) Any two kicks with a half spin in between.
Full Axle: (500 pts.) Any two kicks with a full spin in between.
Horseshoe: (800 pts.) Left back kick + right back kick.
Jester: (2000 pts.) Left jumping kick or right jumping kick.
Double arch: (2800 pts.) Left outside kick + right outside kick + left outside kick.
Doda: (5000 pts.) Left outside kick + head butt + right outside kick.
Off Screen Catch: (16000 pts.)

STRATEGY: The more complicated kicks and stunts you can complete before time runs out, the higher your score will be. Special bonus points are awarded for variety, so use as many different stunts as you can.

Surfing

 Surfing began as the sport of Hawaiian kings; now it rules the California coastline. From Santa Cruz to Rincon Point, surfers and their colorful boards dot the miles of sun-splashed beaches. And you’re about to join them. You’ll shoot the curl, shred the tube and probably even eat a little sand (when you wipe out). It’s going to be hot. You’ll be there. And you’ll be awesome.

OBJECT: Competition surfing is a game of staying near the curl of the wave and maneuvering your board smoothly at high speeds. Ride the face of the wave, moving back and forth, in and out of the tube. “Use” as much of the wave as you can before your ride comes to an end.

- Press the **FIRE BUTTON** to catch a wave and start the event.
- Hold the joystick **LEFT** to avoid wiping out at the beginning of your ride.
- To steer the board to the surfer’s left, move the joystick **LEFT**.
- To steer the board to the surfer’s right, move the joystick **RIGHT**.
- Hold the **FIRE BUTTON** down to make sharper turns. Note that sharp turns slow you down.
- If you go too close to the bottom of the wave, you’ll either wipe out or end your ride by leaving the wave.
- To end your ride cleanly, go over the top of the wave.
- If you go over the top of the wave and turn your board around in the air, you can catch the wave again (but you’ll wipe out if you come back down at a bad angle).
- You’ll get **1:30** minutes for the event or 4 wipeouts. You earn more points for longer rides, so try to ride each wave as long as you possibly can.

SCORING: You’re scored for the length of your ride, the number of turns you make and your speed each time you turn. You also earn high points from the judges for riding in the tube (underneath the curl of the wave), and riding near the break. “Catching air” scores extra points: ride up to the top of the wave until the end of your board clears the crest, then turn and continue your ride.

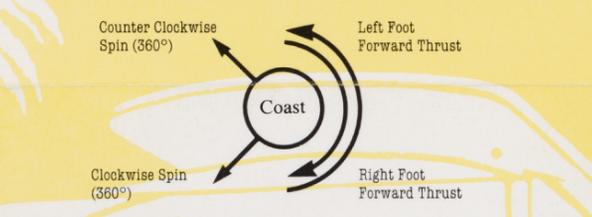
STRATEGY: Your final score is based on how well you “use” the wave. Riding along straight, far out in front of the break counts for very little. Take risks. The more risks you take to do your stunts, the more points you will earn. Making outbacks (180-degree turns), moving up and down the wave and doing 360’s (complete circles) all earn high scores. Earn maximum points for high speed turns, especially if you complete them near the top of the wave or near the break.

Roller Skating

 Roller skating is hot. Anyone can skate and almost everyone does, with a feeling of freedom unlike any other sport. And CALIFORNIA GAMES skating is as radical as you can get. The trick is to skate down a beach boardwalk without falling. You’ll have to avoid cracks in the sidewalk, grass, sand, puddles of water, shoes lying in your path and more. You’ll have to squat to miss flying beach balls. You’ll even have to jump over missing pieces of the sidewalk!

OBJECT: The object in roller skating is to avoid the obstacles and cover the course in the best possible time, with as many stunts as you can perform during the event.

- Press the **FIRE BUTTON** to start the event.
- To begin skating, roll the joystick to the **UP** position. Then roll the joystick to the **DOWN** position. Continue rolling between these two positions to gain speed.
- Move the joystick as shown in the diagram to perform other skating moves.



- To squat, press and hold the **FIRE BUTTON**.
- To jump, release the **FIRE BUTTON**.
- Try to avoid all the obstacles. You’re allowed three falls. On the third fall you are disqualified and your race is over.

SCORING: Score points for each obstacle you avoid. Earn double points for jumping over obstacles. Earn the highest scores for 360’s while jumping obstacles.

Avoiding Obstacles: 10-30 points
Jumping Over Obstacles: 20-60 points
Spinning Jump Over Obstacles: 40-120 points

STRATEGY: You’ll score points for each object you successfully avoid or jump over, so be careful — speed is less important than staying on your feet. Remember that you earn points for spinning jumps over obstacles (jumping and spinning at the same time). Complicated moves lead to high scores. But be careful not to fall more than twice, or you’ll be out of the competition.

BMX Bike Racing

 *BMX* stands for Bicycle Motocross. It also stands for radical action and challenging competition. In this event, riders use strong, lightweight bicycles to race on an action-packed course in the California desert. There are plenty of jumps, bumps and dips. (Rows of low bumps are called “Whoop-ti-dos”). You’ll need speed, a good sense of timing and a heavy dose of endurance.

OBJECT: The object is to cover the course in the fastest possible time, performing stunts and avoiding or jumping over obstacles. The fastest dare-devil rider will win the event.

- Move the joystick **RIGHT** to start the event.
- Move the joystick **UP** to steer left.
- Move the joystick **DOWN** to steer right.
- Move the joystick **RIGHT** repeatedly to increase your speed.
- Press the **FIRE BUTTON** to jump.
- Move the joystick **LEFT** to do a wheelie.

- To begin a jump, move the joystick **LEFT** as you ride onto a hill or ramp.
- When you’re in the air, use the joystick to perform stunts:
 - Move the stick **UP** to do a table top. Hold the stick as long as possible then release the joystick to put the bike down.
 - Move the stick **DOWN** to do a 360-degree turn.
 - Move the stick **LEFT** to do a backward flip.
 - Move the stick **RIGHT** to do a forward flip.
- Timing is important to perform stunts and jumps. You must time the start and finish of each move to complete it successfully. If you’re not back in a “centered” position by the time you land or complete your stunt, you will crash.
- You’re allowed one “serious” fall or three “easy” falls before you’re out of the race. If you flip and fall on your head, it’s a serious fall.
- At the end of the course, press the **FIRE BUTTON** to stop. You earn bonus points for stopping on the finishing pad.

SCORING: Try to complete the course within the 2:00 minute time limit. The faster your time, the higher your score will be. You also get points for each stunt, with bonus points for holding stunts as long as possible. Here’s a table of the minimum and maximum points awarded for each stunt:

Stunt	Minimum	Maximum
Wheelie	100	200
Jump	200	400
Table Top	600	1000
360 Turn	1000	2000
Backward Flip	1500	3000
Forward Flip	3000	6000

STRATEGY: When you complete the course, you get 60 points for each second left in the time limit. So finishing the course in the fastest possible time is important, but the highest scores go to the riders who perform the most daring stunts. Make a 6000-point forward flip, and you’ve probably got a lock on the first place trophy.

Flying Disk

To serious competitors, the plastic saucer invented by two Californians in 1947 is called a “flying disk”. Of course, you may know it by another name. Originally spelled Frisbie, the disk’s most popular name originated at Yale University, where students first started tossing empty pie plates made by the Frisbie Pie Company one hundred years ago. Now molded from light and flexible plastic, the flying disk is a common sight whirling through the air at beaches and parks everywhere in California, and it’s the perfect challenge of skill and timing to wind up the competition in CALIFORNIA GAMES.

OBJECT: The object of the *Flying Disk* is to throw accurately to the catcher at the other end of the field. Score extra points for difficult catches.

- Press the **FIRE BUTTON** to start the event.
- You get three attempts to throw and catch the disk.
- Try to throw the disk far enough to reach the catcher standing at the other end of the field.
- Use the **bar** at the bottom of the screen to make your throw. The bar has three colors: red, yellow and green. Use the green area for the most powerful throw.
- Tap the joystick **LEFT** to start swinging your arm back. When the needle reaches the green section of the bar, tap the stick **RIGHT**. When the needle reaches the green section on the right side of the bar, tap the stick **LEFT** again to release the disk.
- The display at the top of the screen helps you move the catcher to intercept the disk after it has been thrown.
- As the disk flies across the field, move the joystick **LEFT** or **RIGHT** to ruq toward the point where you think the disk will land.
- To catch the disk, you must meet it with your hands. *Note* that your hands are extended only when you’re running or diving.
- To attempt an overhead standing catch, hold the joystick **UP** to reach up for the disk.
- To dive after the disk, press the **FIRE BUTTON**.

SCORING: Points are awarded for the throw and the catch. For the throw, score points with the accuracy and height of the toss. The fewer steps the catcher has to run to meet the disk, the more points are awarded for the throw. Points are scored for catching the disk as follows:

- 150 pts. for a catch while running right.
- 250 pts. for a catch while running left.
- 250 pts. for a catch while diving right.
- 350 pts. for a catch while diving left.
- 350 pts. for a catch over your head.

California Spoken Here

AGGRO (a-gro) *adj.* if you’re a dare-devilly dude you’ll go “*way aggro*”, executing aggressive moves on the ramps and waves of California.

AWESOME (ah-sum) *adj.* awe-inspiring. ie. That’s one *awesome* dude.

BIO (bi-o) *adj.* short for bionic. You’ve got to be superhuman with aggro moves to be known as *bio*.

DUDE (dyud) *noun.* buddy; can be used to express disbelief as in “DUDE!”, or surprise, as in “DUDE!” or as a friendly greeting, as in “*Hey DUDE!*” Say while laughing for an attention-getting effect. ie. Duhuhuhude!

GNARLY (narly) *adj.* mind and body bendingly difficult. Waves, ramps and aggro moves can be gnarly. Then there are gnarly tests, gnarly prom dates, gnarly curfews, etc...

LIKE (lik) *prep.* insert anywhere you like, like, in any sentence, in, like, any context. Used most effectively when upset. “*it’s, like, geez...*” Or the coolest way to use “like” is with “all” (for more description) “*It’s, like - I’m all - Duuude you’ve got sand in your jammz*”.

RADICAL (raa-di-cul) *adj.* 1) outrageous: “*Radical* moves, dude!” 2) cool: “It’d be *radical* if you could cruise to the ramp around 5 o’clock”.

TOTALLY (toh-tul-ly) *adv.* completely, entirely, something or someone is totally awesome, radical, or aggro. In California everything is totally something. (companion word: see Tubular)

TUBULAR (tyu-byu-lar) *adj.* an adjective that came from the sea and has evolved into an everyday term. Parties, concerts, etc. can be totally *tubular*. Its use is endangered by the word “awesome”. (companion word: see Totally).



Credits

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