GOLD, SILVER, BRONZE™ C64 CASSETTE ADDENDUM

Dû a un changement de programming, tous les événements de Summer Games se trouvent sur la cassette 1, côté A. Tous les événements de Summer Games II se trouvent sur la cassette 1, côté B.

Veuillez notez que option 6 n'est valable que pour la version disquette.

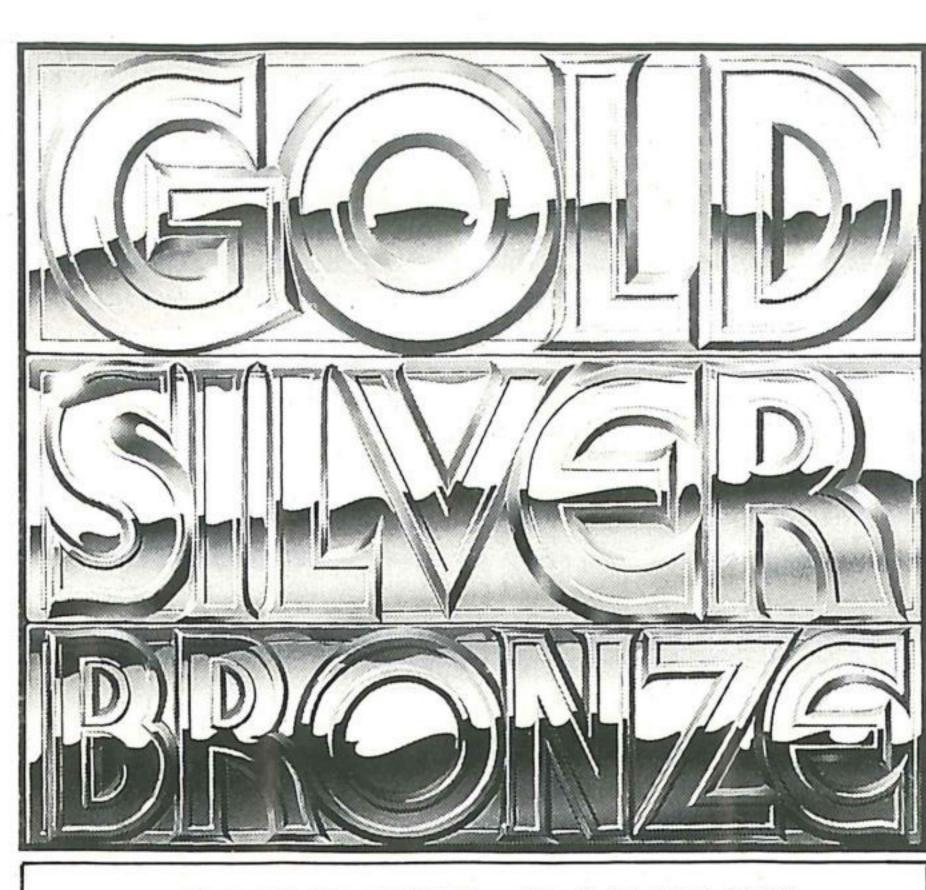
Dovuto ad un cambiamento di programmazione, tutte le gare di Summer Games si trovano sulla cassetta 1, lato A. Tutti le gare di Summer Games II si trovano sulla cassetta 1, lato B. Nota bene: Opzione 6 funziona soltanto en disco.

Due to a programming change, Summer Games and all of its events are on tape 1, side 1. Summer Games II and all of its events are on tape 1, side 2.

Also, please note that option 6 is for disk based products only.

Auf Frund eines Progrämmanderung, sind die Summer Games und all die anderen gehörigen Spiele auf Seite 1, Kassette 1. Summer Games II und all die anderen gehörigen Spiele sind auf Seite 2, Kassette 1.

Weiterhin, beachten Sie bitte daß die Wahlmöglichkeit 6 nur für die Diskette geht.



SUMMER GAMES™

INTRODUCTION

Experience the power, the glory, the thrill and the challenge of the world's greatest athletic competition: the SUMMER GAMES!

The awe-inspiring OPENING CEREMONY focuses on 3,000 years of noble tradition as you proudly look on, ready to give your very best to honour your country.

This is the moment you've worked and trained so long to achieve, to test your skill under pressure against the best of the world's athletes. You will try to excel in the whole spectrum of sports events - in track and field, swimming and diving, gymnastics and skeet

Boldness. Skill. Strategy. Determination. The marks of the true champion. If you are victorious you'll receive the champion's prizethe coveted GOLD MEDAL - before the cheering multitude. Your triumph might even go down in history as the greatest personal performance ever!

OBJECTIVES

SUMMER GAMES offers a variety of sports competitions for 1 to 8 players. It challenges you with eight realistic events in swimming track, gymnastics, skeet shooting, pole vault and diving.

Represent one of 18 countries as you compete in each event. Try to win the most medals for the whole line-up of events! SUMMER GAMES keeps scores, provides judges, and awards medals to the

As you get better, try to break "World Records" and set new performance standards. SUMMER GAMES also saves the names of record holders and displays them on a special screen.

GETTING STARTED

LOADING INSTRUCTIONS CBM 64/128 CASSETTE

The cassette is recorded with all events on side one.

The cassette files are sequential if you want to load an event which is before the point you are at on the tape you must rewind the tape before attempting to load it. For example: if you have loaded and played the 100-Metre Dash then to load and play the Pole Vault the cassette must be rewound and positioned before the Pole Vault. It may help on positioning the tape if you zeriose your tape counter after leadir a the main menu and males a note of the cour or

readings for each event on the tape. The order of events on the tape is as shown on the main menu. To load the cassette: Insert the cassette label side up, rewind and press SHIFT and RUN/STOP keys together. Press PLAY on the cassette player.

CBM 64/128 DISK Turn the computer and disk drive ON. Insert disk.

Type LOAD""",8,1 and press RETURN key

Cassette and disk. Plug joystick into Port #12. If you are using two joysticks, plug second joystick into Port #1.

SPECTRUM 48/128K, +2 CASSETTE

Type LOAD"" and press ENTER. Press PLAY on the cassette recorder. The Opening Ceremony and Pole Vault appear on side one with the remaining 7 events on side two. Diving, 4 x 400 Metre Relay, 100 Metre Dash, Gymnastics, Freestyle Relay, 100 Metre Freestyle Swim and Skeet Shooting.

SPECTRUM +3 DISK

Turn on computer, insert disk and press ENTER. Game will load and run automatically. Recorded on side one are the Opening Ceremony, Pole Vault and Diving with the remaining events on side two.

AMSTRAD CPC CASSETTE

Press CTRL and small ENTER keys. Press PLAY on the cassette player. Recorded on side one is the Opening Ceremony, Pole Vault and Diving. On side two is the 4 x 400 Metres Relay, 100 Metre Dash, Gymnastics, Freestyle Relay, 100 Metre Freestyle Swim and Skeet

AMSTRAD CPC DISK: Type RUN"DISK and press ENTER. Game will load and run automatically See menu for options available.

STARTING PLAY

A spectacular opening ceremony welcomes you to the International SUMMER GAMES. A runner arrives to light the traditional flame and white "peace doves" are released over the stadium

After the opening ceremony a menu screen offers you a choice of six

CBM 64/128

To make your selection, use your joystick to move the cursor to your choice, then press the FIRE button. Or type the number key of the

option you want. SPECTRUM/AMSTRAD

To make a selection, use UP and DOWN to move to one of the options and press FIRE.

OPTION 1: COMPETE IN ALL THE EVENTS

Players compete in the complete series of events, in this order: Pole Vault, Diving, 4 x 400 Metre Relay, 100-Metre Dash, Gymnastics, Freestyle Relay, 100-Metre Freestyle, and Skeet Shooting.

- Players will first be asked to enter their names and pick their
- Type in your name on the keyboard and press RETURN/ENTER
- Push the joystick to move the cursor to one of the flags, then press the FIRE button to pick that country. (If you just want to hear the anthem type S. C64/128 only).
- Repeat name and country selection for each player. When all competitors are finished, press RETURN/ENTER.
- A verification screen will appear. If all names and countries are correct, select YES with the joystick and press the FIRE button, or type Y. To delete names and start again select NO or type N.

OPTION 2: COMPETE IN ONE EVENT

Similar to Option 1, but you only compete in the event you pick.

CBM 64/128 • Use the joystick to choose the event, then press the FIRE button

or just type the key matching the number of the event (1-8). SPECTRUM/AMSTRAD

OPTION 3: PRACTICE ONE EVENT

DONE when ready to continue.

 Use the joystick to choose the event, the press the FIRE button or just type the key matching the number of the event (1-8). NO SCORING RECORDS ARE KEPT DURING PRACTICE ROUNDS

OPTION 4: NUMBER OF JOYSTICKS (1 or 2)

- Select 1 or 2 by pressing the FIRE button or type 4.
- If you only have 1 JOYSTICK, plug it into Port #12 and select 1.
- If you have 2 JOYSTICKS, plug them both in and select 2. This will let two players compete head to head in the swimming and running

OPTION 5: SEE WORLD RECORDS

 Displays the highest score recorded in all events, with the name and country of the player who achieved it.

OPTION 6: OPENING CEREMONIES

Repeats the opening ceremonies.

NOTE - SPECTRUM AND AMSTRAD USERS: Use UP and DOWN to move cursor where joystick movement is indicated for CBM

Due to changes on memory configurations, the order of options for the Spectrum and Amstrad versions have been changed and the following options are applicable:-

OPTION 1

As CBM 64/128

OPTION 2 : PLAY SOME EVENTS

Similar to Option 1 but you choose which events you compete in.

OPTION 3: PLAY ONE EVENT

As CBM 64/128 Option 1

OPTION 4: PRACTICE ONE EVENT

As CBM 64/128 Option 3.

OPTION 5: SEE WORLD RECORDS

As CBM 64/128.

OPTION 6: DEFINE CONTROLS

Use this to change one of the sets of controls or both. To use a joystick, press the appropriate direction on the joystick when the program prompts for a key: i.e. If the program asks "Press key for up" then press joystick UP etc.

OPTION 7: OPENING CEREMONIES

As Option 6 on CBM 64/128 THE GAMES

POLE VAULT

You need agility and superb timing to perform well in this event. It takes sprinting, lifting and gymnastics skills - co-ordinated in split seconds of fluid

- The display along the bottom of the screen shows the competitor's name and country, the bar height, and status messages.
- The bar height is initially set at 4 metres. A status message will ask: "TRY THIS JUMP?"
- If you wish to compete at that height, push the joystick FORWARD to answer "YES" or pull the joystick BACK to answer "NO". The next player then gets the same option. If all the players decide not to jump, the bar is raised and the question is asked again.

NOTE: Competition CAN begin at any height up to 5 metres. When the bar is raised to 5 metres, competition MUST begin before the height is increased.

- After you accept a bar height, a status message asks you to "SELECT POLE GRIP". Use the joystick to select your grip.
- FORWARD for HIGH.
- LEFT or RIGHT for MEDIUM BACK for LOW.

Push the stick:

(The high grip can give you more height, but low grip is easier to use for low jumps.)

When the status message says, "READY TO JUMP":

- Press the FIRE button to start running towards the bar.
- Pull the joystick BACK to plant the pole in the vault box (which appears as a dark notch in the landing pad).
- Push the joystick FORWARD to kick up and flip over the bar.
- Press the FIRE button to release the pole.
- Timing is critical in this event. You can fail to clear the bar if you:
- Plant the pole too soon or too late (missing the vault box).
- Kick up too soon (hitting the bar) or too late (letting the pole fall against the bar) Release the pole too soon (losing control) or too late (letting the
- pole fall against the bar). You get three attempts to make a successful vault at each height.
- Three successive failures eliminate you from competition in this
- After each round, the bar height is raised. • The winner of this event is the last player to be eliminated.

Use the joystick to control your body position and rotation speed.

After every dive, the judges' scores appear in boxes across the

either head- or feet-first. Any deviation from this ideal entry

A second scoring factor is the Difficulty Rating, based on the

position costs you points, with a minimum score of zero.

centre of the screen. A dive is considered perfect (for a score of

10 points) if the body enters the water vertically and fully extended,

number of rotations and different positions achieved in a dive. This

DIVING

• The winner of this event is the competitor who scores the most Stand on a platform 30 feet above the water. Feel the tension rise as the crowd watches your every move. It's time to show your "best stuff" with four tricky dives: forward, backward, reverse and inward. As you take the plunge, remember: Form is Press the FIRE button to take off from the diving board.

RIGHT for a full-tuck position, and the fastest

BACK for a pike position, and the second-fastest

LEFT for a half-pike position, and slower rotation.

FORWARD for a layout position, and the slowest

FREESTYLE RELAY

Be ready to spring from your starting block when the countdown reaches. "GO". Just a fraction of a second can decide this furious swimming race. It takes power, co-ordination, and strategy to keep your four swimmers ahead!

- Press the FIRE button to position your first swimmer at the starting When both swimmers are in place, watch the countdown:
- "MARK... SET... GO!"
- Move the joystick to the RIGHT to jump into the water. Don't jump too soon - an early take-off is a false start, and the countdown will begin again. Three false starts disqualify you from the race.
- Press the FIRE button every time your swimmer's arm enters the water. This gives you a "power stroke", and more speed.
- When your swimmer reaches the far end of the pool, about half way through the section marked with red floats, lean the joystick LEFT for a kick-turn. Turning at just the right time gives you the best head start for your return lap.

RIGHT to start your next relay racer. The new swimmer should leave the starting block just as his teammate reaches the end of the pool. If you make this move too early or too late, the action stops and you'll lose precious time!

As your swimmer completes the return lap, lean the joystick

- When your fourth swimmer completes his return lap, the clock
- displays your final time for the race.

• The winner of this event is the team with the best final time.



100-METRE FREESTYLE This race is like the Freestyle Relay, except that a single swimmer completes

just two lengths of the pool. To win this 'swimming sprint', concentrate on getting a good start and keeping a strong power stroke. Just a split second can be the margin of victory!

- The start, kick-turn and power stroke are controlled the same way as in the Relay event.
- This race is over when your swimmer completes his return lap.
- The winner of this event is the swimmer with the best final time.

SKEET SHOOTING

Out on the SUMMER GAMES skeet range you need steady nerves, an eagle's eye, and lightning reflexes to win this supreme test of marksmanship. Learn the patterns of the clay pigeons, focus your attention, and keep your sights steady as you fire away!.

- Move the joystick to aim your gunsight.
- Remember, gravity slowly but constantly pulls the sight downward, so your aim won't stay fixed unless you keep correcting it. This means you can't just set your aim and wait for the target. If you follow a target, the gravity effect is very minor.
- Press the FIRE button to release the targets from the trap houses at the sides of the range, and again to shoot. You get only one shot for a single target and two shots for a double target. Make them count! One point is scored for each hit.
- Each round of shooting consists of 25 targets. They appear in a standard sequence as you move through eight shooting positions Positions start from the left, move to the right, and finish at the centre station. Pay attention to the order in which targets are
- The winner of this event is the shooter who scores the most hits in a round of 25 targets.

SCORING

AWARDS CEREMONY

After every event the names, countries and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen, and his or her country's national anthem is played (CBM version only).

CHAMPION CEREMONY

If players compete in all SUMMER GAMES events, a Grand Champion is selected based on the number of medals awarded.

Gold Medal 5 points Silver Medal 3 points **Bronze Medal**

When all the events have been decided the points are totalled and the player with the most points is honoured as Grand Champion. This occurs after the Awards Ceremony for the final event.

WORLD RECORDS

The nignest score achieved in each event, the name of the player scoring it and his or her country are saved by the SUMMER GAMES program. These records are displayed on the World Records screen If a new record is set for an event, the previous record is deleted and the new information appears in its place.

When all the events have been decided the points are totalled and the player with the most points is honoured as Grand Champion. This occurs after the Awards Ceremony for the final event.

WORLD RECORDS

The highest score achieved in each event, the name of the player scoring it and his or her country are saved by the SUMMER GAMES program (CBM disk only). These records are displayed on the World Records screen. If a new record is set for an event, the previous record is deleted and the new information appears in its place.

CONTINUING PLAY (CBM 64/128 DISK ONLY) To restart SUMMER GAMES at any time, press RUN/STOP and RESTORE at the same time. The program will return to the main

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SUMMER GAMES II™

INTRODUCTION

The majesty, scope and glory of the original SUMMER GAMES™ return in SUMMER GAMES IITM. Now you can explore the thrill of the world's greatest athletic competition with eight brand new events. Challenge your timing in the triple jump. Test your endurance in the equestrian arena. From fencing to kayaking, you'll be at the heart of the action as you "go for gold". Strategy, skill and determination are the qualities you'll need to succeed. Give your best in every event. Nothing can be held back. Not if you want to be a champion. Strive for victory - if you win, the gold medal will be yours

OBJECTIVES

SUMMER GAMES II ™ challenges your competitive skills with a series of athletic contests for 1 to 8 players (CBM 64/128) 1 or 2 players (Spectrum/Amstrad). Experience the excitement and realism of eight different events - cycling, equestrian, fencing, high jump, javelin, kayaking, rowing, and triple jump. Practice each event first to sharper your skills. Then choose from the 18 countries you can represent and let the Games begin! Try to win GOLD, SILVER or BRONZE. SUMMER GAMES IITM

keeps scores, handles the judging, and awards medals to all of the winners. If you break a "World Record", SUMMERGAMES IITM will save your name and display it on a special World Records screen.

GETTING STARTED

on side two. You will be prompted when to load side two. Because the cassette files are sequential if you want to load an event which is before the point you are at on the tape you must rewind the tape before attempting to load it. For example: If you have loaded and played the Javelin Event then to load and play the Triple Jump the cassette must be rewound and positioned before the Triple Jump. It

nay help on positioning the tape if you zeroise your tape counter after loading the main menu and make a note of the counter readings for each event on both sides of the tape. The order of the events on he tape is as shown on the main menu. To load the cassette: Insert he cassette label side up, rewind and Press SHIFT and RUN/STOP keys together. Press PLAY on the cassette player. MPORTANT!

When you have played the closing ceremony the tape must be loaded again from the beginning of side one (i.e. label-side)

CBM 64/128 DISK

Plug joystick into Port # 2. If you are using two joysticks, plug second oystick into Port 1. Turn the computer and disk drive ON. Insert disk. You will be prompted when to remove the disk to load Side 2.) Type OAD "*",8,1 and press RETURN key.

SPECTRUM 48/128, +2 CASSETTE

Type LOAD"" and press ENTER. Press PLAY on the cassette ecorder. The Opening Ceremony, Triple Jump, Rowing, Javelin and Equestrian events are on side one with the remaining events on side wo. After each event has loaded stop the tape.

SPECTRUM +3 DISK furn on computer, insert disk and press ENTER. Game will load and

un automatically. The Opening Ceremony, Triple Jump, Rowing, Javelin and Equestrian events are on side one with the remaining events on side two.

AMSTRAD CPC CASSETTE

Press CTRL and small ENTER keys. Press PLAY on the cassette player. The Opening Ceremony, Triple Jump, Rowing, Javelin and Equestrian events are on side one with the remaining events on side wo. After each event has loaded stop the tape.

AMSTRAD CPC DISK

STARTING PLAY

A spectacular opening ceremony welcomes you to SUMMER GAMES ITM. The lighting of the flame marks the start of the international competition. White doves are released over the stadium - a traditional

Once the opening ceremony concludes, a menu screen offers you a choice of nine options. 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 EVENTS**

This option allows the players to compete in all eight (or sixteen if you own SUMMER GAMES ITM - see OPTION 6) of the events: while

Use the joystick to move the cursor to the flag of your choice then press the FIRE button to pick that country. (If you want to listen

Equestrian, High Jump, Fencing, Cycling and Kayaking.

- to the anthem, type S) Repeat the name and country selection for each additional player (up to eight). When all player's names and countries have been
- A verification screen will appear. If all names and countries are correct, select YES with the joystick and press the FIRE button, or type Y if you need to make any changes, select NO or type N PECTRUM/AMSTRAD

You will first be asked to enter your name and pick your country. Enter your name using the scrolling letter bar. Press FIRE on the 'En" Prompt to enter it. Press FIRE on the arrow to delete the last haracter. Use the joystick to move the cursor to the country of your hoice, then press FIRE. You may repeat the name and country election for Player 2. When you have finished, move the letter bar

are En prompt and pross FIRE . OPTION 2: COMPETE IN SOME EVENTS

Similar to OPTION 1; however, you can compete in any number of the listed events for this round of international competition. Select the event(s) by typing the corresponding numbered key or

by moving your joystick and pressing the FIRE button.

the word DONE and press the FIRE button.

OPTION 3: COMPETE IN ONE EVENT

event of your choice. Select the event by typing the corresponding numbered key or by

moving the joystick and pressing the FIRE button.

Use the joystick to select the event, then press the FIRE butto or type the corresponding lettered key. No scoring records are kept during practice rounds.

OPTION 5: NUMBER OF JOYSTICKS (1 or 2).

If you are using only one joystick make sure it is plugged into Port

The following are option changes for Spectrum/Amstrad Versions

CBM 64/128

If you are using two joysticks, plug both of them in and select This will allow two players to compete "head-to-head" in cycling, rowing, and fencing.

See Option 7 follows. (CBM 64/128)

OPTION 6 - OPENING CEREMONIES

OPTION 7 CLOSING CEREMONIES

See Option 8 follows (CBM 64/128)

OPTION 8 - DEFINE KEYS

OPTION 6: SUMMER GAMES I (DISK) EVENTS

Allows you to define keys to be used to emulate joystick operation

(YES or NO)

Only functions with U.S. Gold version)

press the FIRE button to select YES. This will allow you to compete in 16 different events. The program will prompt you when to insert the SUMMER GAMES 1 disk.

OPTION 7: SEE WORLD RECORDS

and country of the player who achieved each world record. New records set on cassette will be lost on power off. Press the FIRE button to return to the menu.

OPTION 8: OPENING CEREMONIES

OPTION 9: CLOSING CEREMONIES

(CBM 64/128)

Allows you to view the closing ceremonies.

THE GAMES



TRIPLE JUMP

The triple jump consists of three continuous, fluid actions: the hop, the step, and the jump. Victory in this event requires strength and co-ordinated, fluid

Press the FIRE button to start running down the track.

to the RIGHT to begin the "hop".

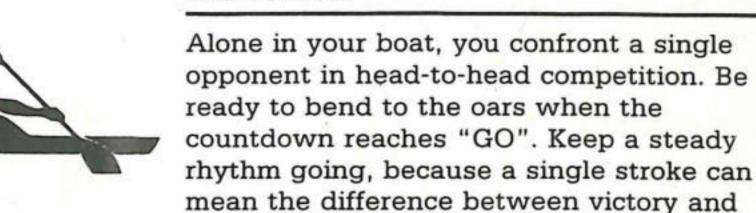
As you land from the step, move the joystick LEFT

• Finally, push the joystick FORWARD to give yourself a final boost as you fly through the air into the landing pit.

Note: The joystick movements correspond to the movements of your

- Timing is important in this event. You must move the joystick at just the right moment to perform each action correctly.
- just as you reach the take-off line.
- The judges will declare a fault if you move the joystick too late for any of the three actions.
- You get three attempts in the triple jump.
- The longest of your three attempts becomes your final score.

single attempt. ROWING



 When "Press Your button" appears on either half of the screen, the player whose name coincides with that part of the screen must press the FIRE button on his or her joystick. The next player will

When the countdown reaches "GO", begin rowing by moving the

- joystick to the LEFT to pick up your oars, and then to the RIGHT to push them through the water (the stroke).
- Continue rowing by moving the joystick LEFT and then RIGHT, alternating the rhythm of the oars.

• The winner is the rower with the fastest final time.

direction indicated:

on your left (CBM 64/128 only).

Kayaking involves speed, determination, and planning. Handling your boat properly throughout the course is going to take your last ounce

- Press the FIRE button when you are ready to begin. Each time you move the joystick, your kayaker will paddle once in the
- RIGHT to turn right For example, if you want to paddle forward twice, push the joystick

Note: If you hold the joystick in one direction, your kayaker will not keep paddling. You will paddle only once each time you push the

You must go through each gate properly to negotiate the course without incurring penalties.

DOWNSTREAM NORMAL: This gate has a red (CBM 64/128) marker or a D (Spectrum/Amstrad) on the left (and a blue on the right -CBM 64/128 only). Face forward as you go through this gate.

DOWNSTREAM REVERSE: This gate has a yellow R marker on the

left. The red marker is on the right (CBM 64/128). You must turn your

To go through a gate properly, you must always keep the red marker

You recieve a penalty each time you miss a gate of go through a gate

When you complete the course, a recap screen will display the gates you missed, completed, or went through incorrectly, as well as your total time. To improve your score, try to anticipate each gate and position your kayak accordingly. Always be thinking a gate or two ahead and don't be afraid to paddle backwards to get into position (a missed gate is worse than a couple of seconds of lost time).

After completing the course, press the fire buton to advance to the

next event. The winner of this event is the player who completes

JAVELIN

gate backwards or you will incur a penalty.

the course with the fastest time (including penalties).

 Press the FIRE button to start running down the track. Keep pressing the FIRE button to gain speed on the runway. The

you'll make a record-breaking throw!

the javelin at the best angle for distance in flight and

 As you near the end of the runway, move the joystick LEFT to break stride and begin your throw.

As you hold the joystick to the LEFT, the javelin will continue to rise. When you release the joystick it will "lock in" the angle and begin the throw.

When you reach the take-off line, move the joystick

 As you land after the hop, move the joystick to the RIGHT again to initiate the "step".

to begin the "jump".

feet. (i.e. Move the joystick RIGHT to jump off from the right foot).

The right moment to move the joystick for the take-off, or hop, is

 The proper time to move the joystick for the step and the jump is just as you land from the previous jump.

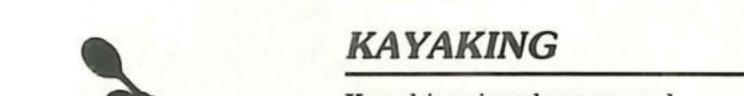
After each jump, press the FIRE button to continue play.

• The winner is the player who achieves the greatest distance in a



be asked to do the same. This will begin the countdown.

 Practice in order to get the best rhythm for the fastest movement through the water.



After the end of the race, press the FIRE button to begin the next

 FORWARD to go forward BACK to back up

FORWARD and release it. Your kayaker will paddle once. Now push the joystick FORWARD again. Your kayaker will paddle a second

There are three types of gates:

kayak around and go through this gate backwards. (Red marker will be on your left as you pass through)(CBM 64/128 UPSTREAM: This gate has a blue U marker on the left. The red marker on the right (CBM 64/128). Go around this gate and pass through it in the opposite direction facing upstream. Then turn your

kayak around, go around the markers (don't go through them again)

and continue to the next set of gates. Do not paddle through the

the wrong way. Penalties are also assessed if you go through the same gate more than once. (You will hear a beeping noise each time you nincur a penalty).

To win, you must build up speed on the runway and choose the right moment to throw. Strive to release

more times you press the button, the faster you will go.

Rating starts at 1.0, and can go as high as 4.1, increasing with the complexity of the dive. • The total points for each dive are calculated by eliminating the Use UP, DOWN and FIRE to select which events you wish to play. Pressing FIRE on an already selected event will deselect it. Select

high and low judges' scores and multiplying the Difficulty Rating. To get a high score, attempt the most difficult dive you can successfully perform. Easy dives get low Difficulty Ratings; complex dives may earn low scores if they are executed poorly.

Remember both of the factors used in scoring this event.

A CURRENT STANDINGS screen shows the total points won by

all the competitors in this event. Press the FIRE button to change

• The winner of this event is the competitor who scores the most

Press the FIRE button to set your first runner at the starting line.

 Three status displays give you this information. A DESCRIPTION screen names the next dive you are to perform. A DIVE RATING screen indicates the score for your performance.

points for the four dives. 4 x 400 METRE RELAY

It takes speed, pacing AND perfect teamwork from all four runners on your relay team to win this exciting race. Be sure to watch their vital signs closely - a collapse could be a disaster. And remember, don't fumble the baton!

When both runners are in place, watch the countdown: "MARK... SET..." The starting gun fires "...GO!"

- Move the joystick to the RIGHT to start running. A false start means the countdown begins again. Be careful – two false starts disqualify you.
- Move the joystick to control your runner's speed. CENTRE for normal running.
- of the screen to monitor your runner's energy reserves. When the bar is long and white, your runner has plenty of energy. As the bar disappears your energy is depleted. Control your runners' speed to move them as fast as possible

Pacing is crucial in this event, so watch the gauge at the bottom

without becoming exhausted. They lose energy while sprinting and regain it while "coasting". • If a runner tries to sprint with little or no energy left, his

performance will drop off sharply. Make the runner coast to reduce

as fast as runner four can, while runner two loses energy faster

• To pass the baton, press the FIRE button. Time the pass for the

moment when both runners are close to each other, otherwise,

his speed and regain energy (but don't let him fall too far behind!)

- Each of your runners has a different amount of stamina. Learn their individual traits in order to decide how to control their pace. All runners tire more quickly in the first part of their "leg" (or turn) than they do in the second part. Runner one can't regain his energy
- you'll lose precious seconds while your progress stops. When your fourth runner crosses the finish line, your race time

The winner of this event is the runner who crosses the finish line

• The winner of this event is the team with the best time. 100-METRE DASH All out SPEED is the key to winning this race! • The Start procedure is the same as the 4 x 400-Metre Relay. When the race begins, increase your running

with the best time.

Press the FIRE button to get set.

RELEASE the button to start your run.

Press the button again to jump onto the springboard.

(if you successfully complete your attempt).

than runner three.

will appear in place of your name.

• LEFT for "coasting"

GYMNASTICS This is the supreme test of grace and precision. Strive for a performance of athletic artistry as you vault from a springboard to the horse, then to the floor.

The crowd will really appreciate your attention to

speed by jiggling the joystick as rapidly as you

can, either SIDE-TO-SIDE or UP and DOWN.

 You will get a more powerful vault nearer the edge of the board jumping too soon or too late will make you miss the board entirely, and you will have to start again. A second miss will disqualify you from the round.

perform a 180® axial body twist. The manoeuvre increases the

difficulty of your performance and makes a higher score possible

Hold the joystick RIGHT or LEFT as you leave the springboard to

Press the FIRE button to push off the horse. The most powerful push-off occurs when the body is nearly vertical. • In the air, move the joystick to control body position and rotation FORWARD for a full-tuck position, at fast rotation.

 CENTRE for a layout position, at medium rotation. • BACK for a landing position, at slow rotation. You must be in this position for a correct landing. • The scoring is based on both execution and difficulty, and is displayed after your landing.

EXECUTION is considered perfect if you land completely upright

on your feet. In a near-perfect landing, you take a step. Use the

joystick to straighten up, by pushing it in the opposite direction

that your gynmast is leaning. By making this last-second correction

the landing will be judged successful, with only a slight penalty.

performed in mid-air. Scores are lowered by poor landings, poor

height off the horse and vaults that involve few manoeuvres. The highest possible score is awarded for a perfect landing after a 180° twist, with maximum height from the horse, followed by a triple somersault

combined points for two consecutive vaults.

If your gymnast falls there will be a greater score penalty.

DIFFICULTY is judged by the number of different manoeuvres

LOADING INSTRUCTIONS: CBM 64/128 CASSETTE The cassette is recorded with four events on side one and four events

Allows you to view the opening ceremonies.

Type RUN"DISK and press ENTER. Game will load and run automatically. See menu for options available.

keeping a running tally of medals awarded to each player. You'll compete in the events in this order: Triple Jump, Rowing, Javelin,

You will first be asked to enter your name and pick your country. Type your name on the keyboard and press the RETURN key to

entered, press the RETURN key again.

The events you select will be displayed in white. LEFT to turn left. When you are finished selecting the events, move the cursor to

Similar to OPTIONS 1 and 2, but you can compete in any single

OPTION 4: PRACTICE ONE EVENT

Select 1 or 2 by pressing the FIRE button or typing 1 or 2.

and select 1.

OPTION 5 - SEE WORLD RECORDS

See Option 9 follows (CBM 64/128)

If you own SUMMER GAMES I, move the cursor to this option and

Displays the highest score recorded in all events, with the name

CBM 64/128)

- If you release the javelin too low, your throw will have a low arc.
- Releasing the javelin too high will result in a high throw and a disappointing performance.
- The best angle to release the javelin at will be discovered through
- You get three attempts to throw the javelin. Your longest throw will be recorded as your final score.
- Press the FIRE button to continue after each throw.

The winner is the player with the longest throw.

If you cross the throwing line, you will incur a fault.

• The display at the bottom of the screen shows the contestants name and country, and the bar height. The bar begins at the minimum height.

(CBM 64/128)

• If you wish to compete at that height move the joystick to the **RIGHT.** If not, then move the joystick to the left to answer "NO". If all the players decide not to jump, the bar is raised and the question is asked again.

SPECTRUM/AMSTRAD

If you wish to compete at that height, press FIRE. If not, you may change the bar height by moving the joystick either LEFT or RIGHT.

- After you accept a bar height, the display will read "FIRST ATTEMPT" "SECOND ATTEMPT" or "THIRD ATTEMPT".
- You will now be running toward the high jump on your approach.
- As you make your approach, move the joystick to control your position and speed:
- RIGHT to run faster.
- LEFT to run slower
- FORWARD to approach closer to the bar. BACK to widen the angle of your approach to the bar.
- Press the FIRE button to jump. If you do not press the FIRE button you will run past the bar. You may then repeat the attempt without
- Push the joystick FORWARD to flip up and over the bar.
- You get three attempts to clear each height. Three successive failures eliminate you from the high jump competition.
- You may refuse a jump even after you have made one or two attempts at a given height. You will then be able to compete at the next height.
- The bar height is raised after each round
- The winner of this event is the last player to be eliminated.



FENCING

 The fencing competition is a "round-robin" tournament. The names of the first two contestants are displayed on the scoreboard at the bottom of the screen. • The first player named on the scoreboard is always the fencer on

- the left of the screen, and the second player is the fencer on the
- Press the FIRE button to salute your opponent and begin the bout. For defence, move the joystick to try to block your opponent's
- To block (parry) your opponent: • Move the joystick UP or DOWN to position your foil at the same level as your opponent's foil.
- Move your joystick LEFT or RIGHT to position your foil to the extreme left or right
- Now make a sweeping motion with your foil by moving your joystick in the other direction. If your foil was positioned correctly, you will block your opponent's foil, immobilizing it for a brief
- moment. You can now thrust to score a hit on your opponent • For attacking moves, and to control your fencer's movement on the field of play, press and hold the FIRE button and then move the joystick:
- FORWARD to thrust with your foil and recover to a defensive
- BACK to thrust and advance.
- LEFT to move left on the playing field, or "fencing piste".

• RIGHT to move right on the fencing piste.

Note: You must return the joystick to the CENTRE position before pressing the FIRE button, or your move will not be recognized.

- A successful thrust scores a hit against your opponent.
- Retreating too close to the edge of the fencing piste will score a hit against you.
- The scoreboard displays the number of hits scored against each fencer.
- The winner of a bout is the player who scores the most hits against
- A bout lasts until three minutes have elapsed, or until five hits are made against a fencer.
- If a score is tied at the end of three minutes, a one-minute "sudden death" fence-off begins. The first player to score a hit is declared the winner. If neither player scores a hit during the fence-off, both players are assessed a loss. (For SPECTRUM/AMSTRAD another
- Strategy is crucial in this event. You must try to catch your opponent off guard, parrying and feinting (by pulling back) before thrusting for a hit.
- If your blade is parried, you are temporarily defenseless and the only possible move is retreat.
- After completing a bout, press the FIRE button on the joystick in Port 2 to continue (CBM 64/128).
- The winner of the fencing competition is usually the player who wins the most bouts in the tournament. The actual rankings are determined by the number of points awarded for the margin of

 $[(Wins - losses) \times 1,000] +$ [(Hits made - Hits against)×1,000]

bout is played if the score is tied).



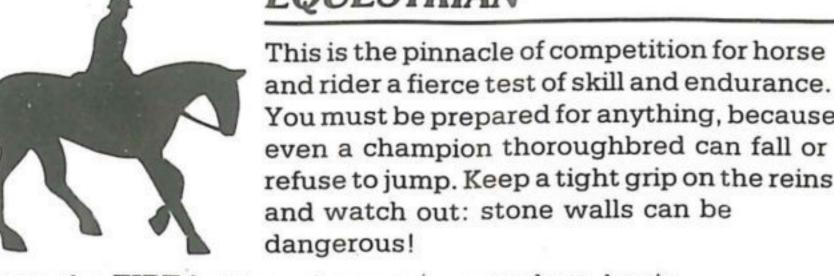
CYCLING This is an all-out sprint for the finish line. You

can't let up even for a moment. Because the margin of victory can be a fraction of a second! When "PRESS YOUR BUTTON" appears on either half of the

- screen, the player whose name coincides with that part of the screen must press the FIRE button on their joystick. Then the next player will be asked to do the same. This will begin the countdown. When the coundown reachs "GO", begin pedalling.
- To pedal your bicycle, rotate your joystick in a clockwise circular motion (CBM 64/128). Press UP, RIGHT, DOWN, LEFT keys in a clockwise circular motion.
- Watch the pedals of your bicycle. You must move the joystick in the same direction.
- A rotating arrow display also indicates the direction in which you should be moving the joystick at all times.
- To maintain speed, match the position of your pedals (or the arrow

display) as you rotate the joystick.

- To go faster, lead the pedals (or the arrow) with your joystick. Be careful - if you lead too far, your cyclist may stop pedalling!
- After completing the race, press the FIRE button to continue.
- The winner of this event is the player who finishes the race in the **EQUESTRIAN**



- Press the FIRE button when you are ready to begin. · Watch the countdown at the bottom of the screen. When it reaches
- "GO", push the joystick FORWARD to start the horse (CBM 64/128
- Your horse's speed will increase each time you push the joystick FORWARD.
- As you arrive at each barrier, move the joystick to the RIGHT to make the horse jump.
- As your horse lands, push the joystick to the LEFT to prevent him from falling.
- If your horse stops in front of a barrier, he has refused to jump. • Pull the joystick BACK to make the horse turn around.
- Go back far enough from the barrier to build up speed for the jump, then push the joystick FORWARD to turn the horse around again and continue on the course.
- If your horse falls, press the FIRE button once to get back in the saddle and then press it again to start the horse (For SPECTRUM) AMSTRAD press FORWARD to start the horse).
- Penalties are assessed for refusals and falls. You are also penalized for exceeding the time limit for the course.
- 6 points for each time you fall.
- 20 points for each refusal to jump.
- 1 point for every second that your time exceeds the optimal time
- You can be disqualified if:
- Your total points from faults and refusals exceeds 99.
- Your total time exceeds 100 seconds.
- This is a very difficult event. Success requires practice and concentration. Try to anticipate the next obstacle and strive for a smooth transition from one jump to the next.
- The winner of this event is the contestant with the lowest score.

SCORING

AWARDS CEREMONY

After every event the names, countries, and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen.

CHAMPION CEREMONY (CBM 64/128 only)

If players compete in all SUMMER GAMES IITM events, a Grand Champion of the games is selected based on the number of medals

awarded. **Gold Medal** 5 points Silver Medal 3 points 1 points **Bronze Medal**

The points are totalled after all events have been completed, and the player with the most points is honoured as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event.

CLUDING CEREINUNY

Following the awards ceremony for the final event, a thrilling Closing Ceremony brings the games to an end. Daredevil jet rocket flyers zoom across the arena, fireworks light up the sky, and the famous EPYX blimp flies across the stadium, closing out another exciting edition of SUMMER GAMES ITM I

WORLD RECORDS

If a world record is achieved in any event, the name of the record breaker is saved by the SUMMER GAMES II™ program. The records are displayed on the World Records screen. If a new record is set for an event, the previous record is erased and the new information appears in its place. On disk this will be saved permanently for your next game. On cassette the record is only saved in memory and will be erased when the computer is switched off.

change disks at this time.

CONTINUING PLAY To restart at any time, press RUN/STOP and, RESTORE (CBM 64/128), press BREAK (Spectrum/Amstrad), at the same time. The program will return to the main menu. You may be instructed to

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WINTER GAMES"

MOMENT OF TRUTH

You're an athlete at the 1988 Winter Games at Calgary, Alberta, Canada. This is the winter portion of the world's foremost amateur sports competition. You'll match your skills against the top athletes from a hundred countries.

OBJECTIVES

WINTER GAMES challenges your competitive skills with a series of athletic contests for 1-4 (1-8 CBM 64/128) players. You can compet in seven events - Ski Jump, Bobsled, Figure Skating, Freestyle Skating, Hot Dog Aerials, Speed Skating and Biathlon (cross country skiing and rifle shooting). Practice each event to hone your skills. WINTER GAMES provides judges, keeps scores and awards medals to the winners - GOLD, SILVER and BRONZE. If you break a "World Record" your name will be saved to be displayed on the World Record

GETTING STARTED

CBM 64/128 CASSETTE: All events are on one side with a duplicate on side 2. Press FIRE BUTTON when the title screen has loaded to load the Opening Ceremony. Press FIRE BUTTON to exit the Opening Ceremony. Leave PLAY button depressed on cassette recorder during play. Events cannot be loaded separately, but must be loaded in sequence.

Loading: Press SHIFT and RUN/STOP keys together. Press PLAY on the cassette recorder. Press RUN/STOP keys together. Press PLAY on the cassette recorder. Press RUN/STOP and RESTORE keys at any time to abort game and return to menu screen. Rewind the tape before entering option 1 or 2.

CBM 64/128 DISK: Type LOAD"",8,1 and press RETURN. Game will load and run automatically. On CBM 128 play in CBM 64 mode.

SPECTRUM 48/128K, +2 CASSETTE: There are 3 events on side 1 and 4 events on side 2. Each side scores independently and the scores on either side are not carried forward. When competing with your friends you will need to make a note of the scores before loading the second side. Press FIRE BUTTON when the title screen has loaded to load the Opening Ceremony. Press FIRE BUTTON to exit the Opening Ceremony. Leave PLAY button depressed on the cassette recorder during play.

Events cannot be loaded separately but must be loaded in sequence. Loading: Type LOAD"" and press ENTER. Press PLAY on the cassette recorder. Kempston, Cursor and Sinclair Interface II joystick interfaces are compatible with this version. Joystick recommended. SPECTRUM +3 DISK: Turn on computer, insert disk and press ENTER. Game will load and run automatically. Joystick interfaces as

AMSTRAD CPC CASSETTE: All sides load individually of each other with two events on each of the sides except for side four which only contains one event. 1. Bobsleigh and Hotdog, 2. Speed Skating and Ski Jump, 3. Figure Skating and Free Skating, 4. Biathlon. Place the desired cassette into the tape recorder and press CTRL and small ENTER. Press PLAY on the cassette recorder.

AMSTRAD CPC DISK: Type RUN"DISK and press ENTER. Game will load and run automatically.

STARTING PLAY

cassette. Joystick recommended.

The menu offers you a selection of options. 4 on the CBM 64/128 and Spectrum cassette versions and 6 on the CBM 64/128 and Amstrad CPC disk versions.

To make a selection:

CBM 64/128: Use Joystick to move cursor to your choice then press the FIRE BUTTON.

press ENTER AMSTRAD: Use SPACE BAR to move cursor to your choice then press ENTER, or simply press the number corresponding with your

SPECTRUM: Use SPACE key to move cursor to your choice then

OPTION 1 – COMPETE IN ALL EVENTS

CBM 64/128 CASSETTE/DISK: The computer keeps a running tally of medals awarded to each player. Enter your name by typing on keyboard and press RETURN. Choose your country moving joystick to move the cursor to the flag of the country and press FIRE BUTTON. (To listen to the country's anthem, type S).

Repeat name and country for each additional player (up to eight) and when all names and countries have been entered press RETURN. A verification screen appears. If all countries and names are correct select YES with the joystick and press FIRE BUTTON, or type Y. To delete names and start again, select NO or type N.

SPECTRUM 48/128K, +2, +3: The computer keeps a running tally of medals awarded to each player. Type your name on the keyboard and press ENTER. Repeat name selection for each individual player (up to 4). When all players' names are entered, press ENTER. AMSTRAD CPC: As SPECTRUM.

OPTION 2: COMPETE IN ONE EVENT

Similar to Option 1, but you only compete in the event you select Use joystick (CBM 64/128) SPACE key (Spectrum) SPACE BAR (Amstrad) to move the cursor to your choice then press FIRE (CBM 64/128) ENTER (Spectrum/Amstrad).

Note for CBM 64/128 and Spectrum Cassette Users:

OPTION 2: PRACTICE ALL EVENTS

If you choose Option 1 then after choosing the number of players and cou tries, etc., you will then load and play each event in sequence by pressing the FIRE BUTTON and to load/exit each event. If Option 2 is chosen, it will be the same as Option 1 but no scores are recorded and no country is represented.

OPTION 3: PRACTICE ONE EVENT

No scores or records are kept during practice rounds. Use joystick (CBM 64/128) SPACE key (Spectrum) SPACE BAR (Amstrad) to move the cursor to your choice then press FIRE (CBM 64/128) ENTER (Spectrum/Amstrad).

OPTION 3: NUMBER OF JOYSTICKS

Note for CBM 64/128 and Spectrum Cassette Users:

CBM 64/128: Player 1 - Joystick port 1 and select 1. Player 2 - Joystick port 2 and select 2

Press FIRE BUTTON to select 1 or 2. SPECTRUM: If a one player game is selected the player may use any joystick. If two or more players wish to play then they cannot select the same joystick interface. Each player must select a different

interface. Any number of players can select to use the keyboard

OPTION 4: NUMBER OF JOYSTICKS (CBM 64/128 Disk)

See Option 3 CBM 64/128 Cassette.

OPTION 4: JOYSTICKS (Spectrum)

See Option 3 Spectrum Cassette.

OPTION 4: SELECT NUMBER OF PLAYERS (Amstrad)

To select, press SPACE BAR to option 4 and press ENTER.

OPTION 4: SEE WORLD RECORDS (Spectrum) See Option 5

OPTION 5: SEE WORLD RECORDS (CBM 64/128 Disk, Spectrum)

Display the highest score recorded in all events, with the name of the player who achieved each world record. Press FIRE BUTTON to return to menu.

OPTION 5: CHANGE GAME CONTROL (Amstrad CPC)

Select this option if you do not wish to play with the joystick. You will be prompted to enter the keys you wish to use for LEFT, RIGHT, DOWN, UP and FIRE.

If more than one player is competing in Winter Games you will be

asked to define a second set of keys. Players 1 and 3 will use the keys selected for Player 1 and Players 2 and 4 will use the keys selected for Player 2. Initially the controls are set for joystick, if you should select keyboard

control and then decide to use a joystick simply select Option 5 and

push the joystick LEFT, RIGHT, etc. in response to the prompts.

IMPORTANT:

If there is more than one competitor it is important to select different controls for each player since problems will arise if the same controls are used for the speed skating where players can compete against each other.

THE GAMES

The instructions for playing the following 7 events assume the use of a joystick. We strongly advise that this game is played with a joystick, but if you wish you may adopt the keyboard. Should you select the keyboard it will be necessary to interpret the joystick movements in the instructions and translate them to the appropriate keys.

If the keys are selected you will be asked to choose left, right, up, down and fire. To select certain of the controls for these events it will be necessary to press two keys simultaneously. The following example refers to the Figure Skating. To select the "Camel Spin" press up and left simultaneously.

FIGURE SKATING

Figure Skating (Short Program) is a one-minute. timed exercise of seven compulsory movements: Camel Spin, Sit Spin, Double Axel Jump, Triple Axel Jump, Double Lutz Jump, Triple Lutz Jump, and Camel into Sit Spin. You can perform the seven

skating that count!

Press the FIRE BUTTON to start Figure Skating.

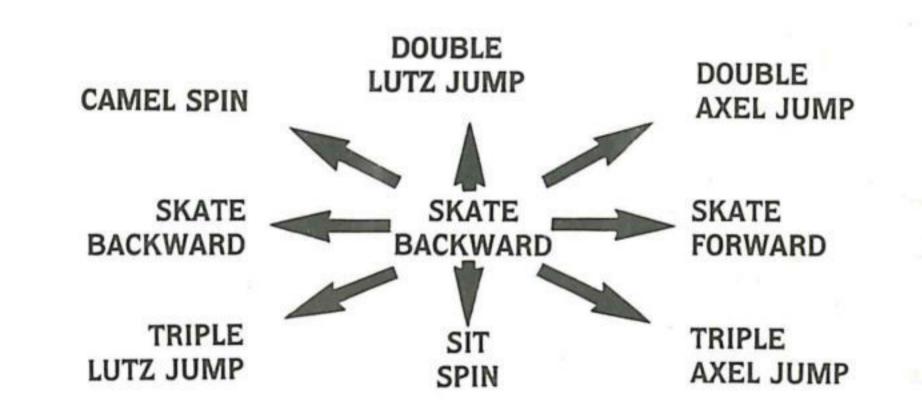
Joystick Controls: Figure Skating and Free Skating:

 To begin a movement, point the joystick in the direction of the movement you want to make and press the FIRE BUTTON.

movements in any order you choose. It's the grace and form of your

- To complete a movement, centre the joystick and press the FIRE BUTTON.
- To SKATE BACKWARD, centre the joystick and press the FIRE

These are the key Figure Skating movements, in their relative joystick positions:



Note: Amstrad users - Camel Spin is Double Lutz Jump and Double Lutz Jump is Camel Spin.

FIGURE SKATING TIPS

Awkward: A movement will be judged as elegant or awkward, depending on when you press the FIRE BUTTON. If you're skating forward and "trigger" a jump when the skater's legs are in open stride, the jump will be perfect. If the skater's legs are closed, the jump will be awkward. The opposite is true if you're skating backwards: trigger the jump when the skater's legs are closed and the jump will be perfect. Practice makes perfect, so keep trying!

Forward Skating performers can do a Double or Triple Axel Jump or turn around and begin skating backwards. Remember: Be skating forwards when time runs out - if you're skating backwards you'll fall

Backward Skating athletes can do a Double or Triple Lutz Jump, a Camel or Sit Spin, or turn around and begin skating forward. When you do Spins, try to make six rotations. If you turn fewer than six times, your exit will be awkward; more than six turns will make you so dizzy that you'll fall down.

DON'T FALL DOWN!

You'll fall down if you try to move directly from a jump to a spin, a spin to a jump, a jump to another jump, or a Sit Spin to Camel Spin, Skate backwards in between movements; skate forwards before you do an Axel Jump.

Camel into Sit Spin: You can move directly from a Camel Spin to a Sit Spin – a very elegant combination worth 1.2 points!

score is added like this:

FIGURE SKATING SCORES You begin with a score of 0.0. The best score is 6 points. All scores are displayed in tenths. And don't worry - your score can't go below 0.

After you successfully complete each Figure Skating Movement, your

POINTS MOVEMENT

Camel Spin Sit Spin Double Axel Jump Triple Axel Jump Double Lutz Triple Lutz Camel into Sit Spin

Total Score Penalties

.7 Point penalty for each fall. .2 Point penalty for each awkward movement.

CREDITS: (Spectrum/Amstrad) Only the first attempt at each movement completed within the one minute is scored.

Total

FREE SKATING In Free Skating competition, you choose the jumps

FREE SKATING SCORES In Free Skating, you try to make three successful attempts of the seven Figure Skating movements: Camel Spin, Sit Spin, Double and Triple Axel, Double and Triple Lutz and Camel into Sit Spin. The Judges will watch you closely in this event and calculate your maximum score based upon the number of falls and awkward movements in your routine. A smart performer will complete three attemps of as many difficult movements as possible within the two minute limit, to get the highest possible score. You begin with 0 points. The maximum score (ceiling) you can get is 6.0 - no matter how high your total score. All controls are identical to Figure Skating.

and spins, inventing your own choreography to

music. You have two minutes to complete the

Note: If you successfully complete a fourth attempt at a movement the Judges will not credit your score.

FREE SKATING SCORES POINTS EACH ATTEMPT MOVEMENT (1.8 points maximum) Camel into Sit Spin (1.5 points maximum) Double Lutz Jump Double Axel Jump (1.2 points maximum) Triple Axel Jump Triple Lutz Jump (2.4 points maximum) (6.0 Maximum Ceiling)

Total and Maximum Score Penalties

PENALTY	TOTAL	MUMIKAM
Fall	- .5	2
Awkward	2	05

Note: No penalty for failing to attempt all seven movements.

EXAMPLE:			
Your Total Score	6.9	Maximum:	6.0
·1 Fall	5		2
2 Awkwards	4		1
		Your Final	
Total	6.0	Score	5.7

CREDITS: Only the movements completed within the two minutes

Movement attempts will be added to your score only if they're successfully completed.

SPEED SKATING

Speed Skaters can move at 30 miles per hour - much faster than athletic track runners. In fact, Speed Skating champions are the fastest self-propelled human beings over level earth!

In Speed Skating, two racers skate side-by-side, in separate lanes, as fast as they can go!

When "PRESS YOUR BUTTON" appears on either half of the

must press the joystick FIRE BUTTON. The next player does the same. This begins the countdown. When the countdown reaches "GO" begin skating by moving the

joystick to the LEFT and RIGHT to move your skater's legs. The

trick is to make the skater's legs move back and forth in rhythm

screen, the player whose names appears on that half of the screen

Continue skating by moving the joystick BACK and FORTH in rhythmic strokes to move your racer's legs. Build your natural skating rhythm faster to get up to speed - and GO FOR IT!

The skater with the fastest time wins the race. When the race is over, press the FIRE BUTTON to begin the next

as in real skating

HOT DOG AERIALS

This demonstration sport tests your guts, grace and precision on skis. Strive for performance of athletic artistry as you flip through the air in a dazzling series

Push the FIRE BUTTON to start a jump.

of daredevil moves.

Push the joystick in one of these six directions to begin a

To do one movement after another, move the joystick when the Hot Dog Skier is in mid-air - timing is crucial.

To get out of a move or begin another move, push the joystick to the centre (LAND) position.

Go into the landing position before you hit the ground, or you'll fall.

Hold each movement (except Flips) until you choose a different

SCORES The score is based on both style and difficulty, and is displayed after you land. The maximum is 10 points.

DIFFICULTY is judged by the number of different manoeuvres performed in mid-air. Any combination of movements can be mixed together for a total maximum score of 10. Combinations of different movements count for the most points. Points will be deducted for awkward movements. Watch your landing! If you fall, you won't receive a score.

STUNTS	POINTS
1 Stunt	6.3
1 Flip	7.2
2 Stunts (Same)	8.7
2 Flips (Same)	9.2
? Stunts (Different)	9.6
1 Stunt and 1 Flip	10.0
2 Flips (Different)	10.0

1.4 point penalty for each awkward movement. Creates: Only the first attempt at each movement completed within one minute is scored.

SKI JUMP

Every gust of wind chills your body as you look down from the top of the jump tower to the runway far below. The judges and spectators look like insects from this height. GO! Your coiled body lurches forward and suddenly you're into another world!

You crouch down low, in a tuck position, to accumulate as much speed as possible. At the take-off, you leap out, push out, and lean forward, over the edge of your skis, to reduce wind resistance and

- Press the FIRE BUTTON to begin your approach.
- When you reach the take off point, press the FIRE BUTTON.
- faults. Correct faults quickly to get maximum style points and
- If your knees are BENT, move the joystick UP to correct.
- TOO FAR BACK, move the joystick RIGHT.

Ski Jump scores are based on distance and form:

aerodynamics of the Jumper in the air.

STYLE POINTS. A Respectable Ski Jump score would be a flight of 60 metres and 20 style points for a total of 200 points.

Press the FIRE BUTTON to start cross-country skiing.

steady, rhythmic kicks and glides.

Move your joystick LEFT and RIGHT to move your skier's legs in

- For UPHILL terrain, move the joystick faster to increase speed.
- SHOOTING You are issued five cartridges to shoot at five targets. and every miss is a 5-second penalty. The gun must be loaded and the shell ejected after each shot. Pull the joystick BACK to open the gun chamber. Push the joystick FORWARD to load the shell. Push the FIRE BUTTON to shoot. Repeat for the next shot. The
- The winner or high score is the skier with the fastest total time.



Bobsled

Prepare to career down a track of solid ice - while you crouch in a precision-built machine of steel and aluminium. You'll fly around hair-raising turns, then

how fast you're going. The faster you go, the harder you have to

steer to keep plummetting toward the finish. Learn the course! An intimate knowledge of the course is important, so you must learn the best position to take at each corner.

through the tracks.

SCORING

AWARDS CEREMONY

If players compete in all WINTER GAMES events, a Grand Champion of the games is selected based on the number of points awarded.

The points are totalled after all events have been completed, and the player with the most points is honoured as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event WORLD RECORDS

information appears in its place.

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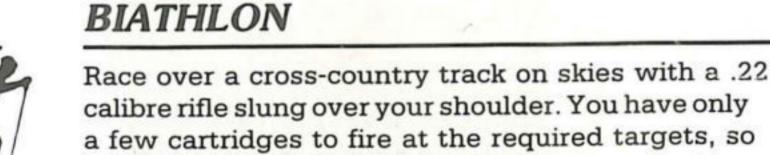
manner is strictly prohibited.

increase the length of your jump.

- In the air, watch the upper right-hand corner of the screen for
- If you're TOO FAR FORWARD, move the joystick LEFT.
- If you don't correct your faults in time, your Ski Jumper's wild

DISTANCE: is based on the timing of the takeoff, and the

STYLE: You'll get more points if you recover quickly from faults and



calibre rifle slung over your shoulder. You have only a few cartridges to fire at the required targets, so steady your sights and develop an eagle eye before you fire away!

 On LEVEL GROUND, keep up a steady pace by moving your joystick BACK and FORTH.

 DOWNHILL stretches go fastest if you use the double-pole technique. Pull the joystick DOWN when the skier's hands are in front, to get the maximum push down the slope.

skier's heart rate affects accuracy - so cool down, and take careful aim before you fire!

plummet down the bumpy straightaways at speeds exceeding 90 miles per hour!

Press the FIRE BUTTON to begin the race.

 Move the joystick LEFT and RIGHT to guide your sled. HINTS: Steer hard! To avoid capsizing at the turns, try to anticipate the pull of centrifugal force, and steer hard in the opposite direction. Watch your speed! The power bar at the bottom of the screen shows

The winning bobsled's score is based upon the fastest time

CHAMPION CEREMONY

After every event, the names, countries and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen, and his or her country's national anthem is played.

Gold Medal -5 points -3 points Silver Medal **Bronze Medal** -1 point

If a world record is achieved in any event, the name of the recordbreaking player is saved by the WINTER GAMES program. The records are displayed on the World Records screen. If a new record is set for an event, the previous record is erased and the new

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SKIS CROSSED, move joystick DOWN

antics will cause wind resistance and lose style points.

Your maximum is tallied by multiplying your DISTANCE (×) 3 (+)