

EPYXTM
COMPUTER SOFTWARE

SUMMER GAMES IITM

INSTRUCTION MANUAL

for the Commodore 64TM



Game Program Designed by Larry Clague, Jon Leupp, Scott Nelson, Kevin Norman, and Chuck Sommerville. Graphics by Michael Kosaka.

INTRODUCTION

A thousand athletes. A hundred countries. Billions watching around the world as you enter the stadium, marching confidently among your nation's strongest, fastest and boldest young men and women. Your gaze sweeps the crowd as you realize the scope of your achievement. You are walking in the footsteps of Jim Thorpe and Jesse Owens. In the footsteps of the ancient Greeks. You are about to compete against the world's best athletes in a 3,000-year-old competition. The pinnacle of athletic achievement. The Summer Games.

The majesty, scope and glory of the original SUMMER GAMES™ return in SUMMER GAMES II.™ 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 the 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. Break the world record, and your achievement will be heralded as the greatest performance ever!

There's plenty of time for practice, but you'd better be ready when the fanfare sounds the start of the opening ceremonies, because this is world class competition. This is SUMMER GAMES II.

OBJECTIVES

SUMMER GAMES II challenges your competitive skills with a series of athletic contests for 1 to 8 players. 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 sharpen your skills. Then choose from the 18 countries you can represent in the competition and let the Games begin!

Try to win the gold as you compete in each event. You'll get a silver medal if you finish second and a bronze medal if you come in third. Try to win the most medals as you compete in all the events. SUMMER GAMES II keeps scores, handles the judging, and awards medals to all of the winners.

If you break a "World Record," SUMMER GAMES II will save your name and display it on a special World Records screen.

So get ready to give it your best. The thrills and excitement of SUMMER GAMES II are about to begin.

GETTING STARTED

Loading Instructions:

- Set up your Commodore 64™ as shown in the Owner's Manual.
- Remove all disks from the drives.
- Plug your joystick into **Port #2** if you are using two joysticks, plug the second joystick into **Port #1**.
- Turn the computer and disk drive **ON**.
- Insert the SUMMER GAMES II disk into the disk drive, with the **Side 1** label facing UP, and the oval cutout pointing towards the back. (You will be prompted when to remove the disk to load Side 2.)
- Type **LOAD****,8,1** and press the **RETURN** key.

With the EPYX FAST LOAD Cartridge:

- Set up your Commodore 64 as shown in the Owner's Manual.
- Insert the FAST LOAD Cartridge into the cartridge slot of your computer.
- Plug your joystick into **Port #2** if using two joysticks, plug the second one into **Port #1**.
- Turn the computer and disk drive **ON**.
- Insert the SUMMER GAMES II disk into the disk drive, with the **Side 1** label facing UP, and the oval cutout pointing toward the back.
- Press the **C=** (Commodore) key and the **RUN/STOP** key to load the program.

STARTING PLAY

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

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 THE EVENTS

This option allows the players to compete in all eight (or sixteen if you own SUMMER GAMES I—see OPTION 6) of the events; while keeping a running tally of medals awarded to each player. You'll compete in the events in this order: **Triple Jump, Rowing, Javelin, Equestrian, High Jump, Fencing, Cycling, and Kayaking.**

- 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 enter.
- Use the joystick to move the cursor to the flag of your choice, then press the fire button to pick that country. (If you just want to listen to the anthem, type **S**.)

- Repeat the name and country selection for each additional player (up to eight). When all players' names and countries have been entered, press the **RETURN** key again.
- 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**.

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 events you select will be displayed in white.
- When you are finished selecting the events, move the cursor to the word **DONE** and press the fire button.

OPTION 3: COMPETE IN ONE EVENT

- Similar to OPTIONS 1 and 2, but you can compete in any single event of your choice.
- Select the event by typing the corresponding numbered key or by moving the joystick and pressing the fire button.

OPTION 4: PRACTICE ONE EVENT

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

OPTION 5: NUMBER OF JOYSTICKS (1 or 2)

- Select 1 or 2 by pressing the fire button or typing **1** or **2**.
- If you are using only one joystick, make sure it is plugged into **Port #2**, and select **1**.
- If you are using two joysticks, plug both of them in and select **2**. This will allow two players to compete "head-to-head" in cycling, rowing, and fencing.

OPTION 6: SUMMER GAMES I EVENTS (YES or NO)

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

OPTION 7: SEE WORLD RECORDS

- Displays the highest score recorded in all events, with the name and country of the player who achieved each world record.
- Press the fire button to return to the menu.

OPTION 8: OPENING CEREMONIES

- Allows you to view the opening ceremonies.

OPTION 9: CLOSING CEREMONIES

- Allows you to view the closing ceremonies.

THE GAMES



TRIPLE JUMP

The stadium is alive with excitement as the athletes prepare to compete in the first track and field event. The triple jump consists of three continuous, fluid actions: the hop, the step, and the jump. Victory in this event requires strength and coordinated, fluid movement!

- Press the fire button to start running down the track.



- When you reach the takeoff line, move the joystick to the **RIGHT** to begin the "hop."



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



- As you land from the step, move the joystick **LEFT** to begin the "jump."

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

- Timing is important in this event. You must move the joystick at just the right moment to perform each action correctly.
 - The right moment to move the joystick for the takeoff, or hop, is **just as** you reach the takeoff line.
 - The proper time to move the joystick for the step and the jump is **just as** you land from the previous jump.
- The judges will declare a fault if you move the joystick too late for any of the three actions.
- After each jump, press the fire button to continue play.
- You get three attempts in the triple jump.
- The longest of your three attempts becomes your final score.
- The winner is the player who achieves the greatest distance in a single attempt.



ROWING

Single sculls is the most demanding rowing event in the Games. Alone in your boat, you confront a single opponent in head-to-head competition. Be ready to bend to the oars when the countdown reaches "GO." Keep a steady rhythm going, because a single stroke can mean the difference between victory and defeat!

- 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. Then, the next player will be asked to do the same. This will begin the countdown.
- 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).
- Practice in order to get the best rhythm for the fastest movement through the water.
- Continue rowing by moving the joystick **LEFT** and then **RIGHT**, alternating the rhythm of the oars.

- After the end of the race, press the fire button to begin the next event.
- The winner is the rower with the fastest final time.

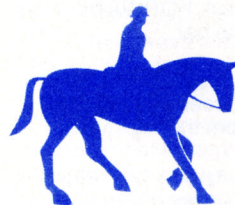


JAVELIN

Soaring in a long, graceful arc, the javelin brings appreciative cheers when thrown with power and precision. To win, you must build up speed on the runway and choose the right moment to throw. Strive to release the javelin at the best angle for distance in flight and you'll make a record-breaking throw!

- Press the fire button to start running down the track.
- Keep pressing the fire button to gain speed on the runway. The more times you press the button, the faster you will go.
- 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.
 - 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 practice.
- If you cross the throwing line, you will incur a fault.
 - 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.



EQUESTRIAN

This is the pinnacle of competition for horse and rider—a fierce test of skill and endurance. You must be prepared for anything, because even a champion thoroughbred can fall or refuse to jump. Keep a tight grip on the reins and watch out: stone walls can be dangerous!

- 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.
- 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.
 - If you move the joystick too early or too late, the horse may refuse the 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.
- 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 of 50 seconds.
- 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.



HIGH JUMP

A cheer wells up from the crowd as you approach the high-jump bar for your final attempt. Already you have shattered the record. Two and a half meters. Now you are striding toward a bar set even higher. Gather your strength and feel your legs explode as you soar over the bar!

- The display at the bottom of the screen shows the contestant's name and country, and the bar height. The bar begins at the minimum height.
 - If you wish to compete at that height, move joystick to the **RIGHT**. If not, then move the joystick to the **LEFT** to answer "NO." If all of the players decide not to jump, the bar is raised and the question is asked again.

- 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.
 - **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 penalty.
- 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

You need good strategy, flawless timing and lightning reflexes to capture the gold in this event. Try to stay on the attack, but don't ignore your defenses. En garde!

- 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 right.
- Press the fire button to salute your opponent and begin the bout.
- For defense, move the joystick to try to block your opponent's moves.
 - 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 posture.
 - **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 center 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 his opponent.
- 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.
- 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.
- 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 victory.

$$\frac{[(\text{Wins} - \text{losses}) \times 10,000] + [(\text{Hits made} - \text{Hits against}) \times 1,000]}{}$$



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 countdown reaches "**GO**," begin pedaling.
- To pedal your bicycle, rotate your joystick 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 pedaling!
 After completing the race, press the fire button to continue.
 The winner of this event is the player who finishes the race in the shortest time.



KAYAKING

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

Press the fire button when you are ready to begin. Each time you move the joystick, your kayaker will paddle once in the direction indicated:

- **FORWARD** to go forward.
- **BACK** to back up.
- **LEFT** to turn left.
- **RIGHT** to turn right.

For example, if you want to paddle forward twice, push the joystick **FORWARD** and release it. Your kayaker will paddle once. Now push the joystick **FORWARD** again. Your kayaker will paddle a second time.

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 joystick.

You must go through each gate properly to negotiate the course without incurring penalties. To go through a gate properly, you must *always keep the red marker on your left*.

There are three types of gates:

DOWNSTREAM NORMAL: This gate has a red marker on the left and a blue marker on the right. *Face forward* as you go through this gate.

DOWNSTREAM REVERSE: This gate has a yellow marker on the left and a red marker on the right. You must turn your kayak around and go through this gate *backwards*. (Red marker will be on your left as you

pass through.)

UPSTREAM: This gate has a blue marker on the left and a red marker on the right. 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 gate backwards or you will incur a penalty.

You receive a 20-second penalty each time you miss a gate or go through a gate 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 incur a penalty.)

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 button to advance to the next event. The winner of this event is the player who completes the course with the fastest time (including penalties).

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.

CHAMPION CEREMONY

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

Gold Medal = 5 points

Silver Medal = 3 points

Bronze Medal = 1 point

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

CLOSING CEREMONY

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 II.

WORLD RECORDS

If a world record is achieved in any event, the name of the record-breaking player 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.

CONTINUING PLAY

To restart SUMMER GAMES II at any time, press **RUN/STOP** and **RESTORE** at the same time. The program will return to the main menu. You may be instructed to change disks at this time.

EPYXTM
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SUMMER GAMES II

Joystick i uttak nr 2, hvis det er to spillere, skal joystick nr 2 i uttak nr 1.

Etter åpningssermonien, får du en rekke valgmuligheter, bruk joysticken og beveg cursoren opp og ned til du finner den valgmuligheten du ønsker:

VALG 1: DELTAGELSE I ALLE ØVELSENE

Først skriver du navnet ditt, Deretter velger du land (bruk joysticken). Gjenta dette for alle deltagerne (opp til 8). Trykk RETURN når du er ferdig. Skjermen viser deltagerne og land. Skriv Y (yes) hvis det er rett, N (no), hvis det er feil.

VALG 2: DELTAGELSE I NOEN AV ØVELSENE. Samme som i 1, men du velger øvelsene selv. Bruk joysticken og beveg cursoren. Beveg cursoren til DONE når du er ferdig.

VALG 3: DELTAGELSE I EN ØVELSE. Gå frem på samme måte som i 1 og 2.

Valg 4: TRENING I EN AV ØVELSENE

VALG 5 ANTALL JOYSTICK I BRUK (1 eller 2)

VALG 6: SUMMER GAMES 1 : Benyttes hvis du har disk og vil kjøre SUMMER GAMES 1 sammen med Summer Games 2.

VALG 7: SE VERDENSREKORDENE

VALG 8: ÅPNINGSSERMONIEN

VALG 9: AVSLUTNINGS-SERMONIEN



TRESTEG



Trykk knappen for å starte å løpe. Når du når listen beveger du joysticken til HØYRE for å starte det første steget. Når du lander, tar du joysticken til HØYRE igjen for det neste steget. Når du lander tar du joysticken til VENSTRE for å starte det siste hoppet. Tilslutt skyver du joysticken FOROVER for å få maks lengde på hoppet. Øvelsen krever stor presisjon.



ROING

Singel Sculler er den mest krevende øvelsen innen roing. Et feil åretak - og du har spolert seieren. Når "PRESS BUTTON" kommer på skjermen, trykker du inn knappen. Nedtellingen starter. Ved "GO" beveges joysticken til VENSTRE for å heve åren, deretter til HØYRE for å føre den gjennom vannet. Sørg for at du finner den riktige rytmen og takten i åretakene.



SPYDKAST

Trykk knappen for å begynne tilloppet. Hold knappen inne for å øke farten. Når du er nær enden av tilloppet, beveges joysticken til VENSTRE for å starte forberedelsen til kastet. Spydet hever seg så lenge du har joysticken til VENSTRE. Når du lærer ut joysticken, kastes spydet. Der er viktig å beregne den riktige vinkelen for spydet.



SYKLING

Trykk på knappen når "PRESS YOUR BUTTON" kommer på skjermen. Når nedtellingen når "GO" starter syklingen. Beveg joysticken i sirkler (med klokken). Legg merke til pedalene, du må bevege joysticken i samme retning. For å holde farten, er det viktig å rotere joysticken i takt med pedalene. Forsøk å øke farten. Øker du plutselig, risikerer du at sykkelisten stopper å sykle.



HINDER RIDNING

Vær forberedt på alt - selv en fullblodshest kan plutselig nekte å hoppe! Trykk knappen når du vil begynne. Nedtellingen begynner. Når den når "GO", beveger du joysticken FOROVER for å starte hesten. Hestens fart økes så lenge du har joysticken FOROVER. Når du når er hinder fører du joysticken til HØYRE for å få hesten til å hoppe. Skyv joysticken til VENSTRE når hesten lander for å hindre at den faller. Hvis hesten nekter å hoppe, føres joysticken BAKOVER for å få hesten til å ta ny fart. Joysticken FOROVER, vil sette hesten i gang igjen. Faller hesten, trykker du knappen for å komme i salen igjen Trykk knappen for å starte hesten.

Straffe poeng: Fall:6 Nekte å koppe:20 I straffe poeng for hvert sekund du overskrider tidsmarginen på 50 sek. Du kan bli diskvalifisert hvis du pådrar deg mer enn 99 straffepoeng.



HØYDEHOPP

Nederst ser du høyden som listen ligger på. Vil du hoppe på denne høyden, beveger du joysticken til HØYRE. Ønsker du en annen høyde, beveger du joysticken til VENSTRE. Når du aksepterer en høyde, får du tre forsøk. Benytt joysticken til å kontrollere hastighet og plassering av tilløpet. HØYRE: løp fortare FOROVER for å komme nærmere listen i tilløpet BAKOVER for å øke vinkelen mellom tilløpet og listen. Trykk knappen for å hoppe. Trykk joysticken FOROVER for å kaste deg over listen



FEKTING

Navnene på fekterne står nederst. Det første navnet er alltid navnet på fekteren til venstre. Trykk knappen for å hilse motstanderen og begynne. Du forsvarer deg ved å blokkere motstanderens bevegelser (bruk joysticken) OPP eller NED for å komme på nivå med motstanderen. VENSTRE eller HØYRE for å bevege seg til sidene. For angrep trykker du inn knappen og skyver joysticken FOROVER, BAKOVER eller til VENSTRE eller HØYRE. Du vil på den måten foreta stått med korden og kunne bevege deg på matta. OBS du må ha joysticken i senter-posisjon når du trykker inn knappen. Et vellykket støt vil gi poeng. Går du for langt ut til kanten på matta, vil du få et poeng mot deg. En omgang varer 3 minutter, eller til en av deltagerne har 5 treff på motstanderen. Strategi og teknikk er uhyre viktig i denne øvelsen.



KAJAKK

Trykk knappen når du er klar. Hver gang du beveger joysticken, padler du i samme retning: FOROVER, BAKOVER, VENSTRE, HØYRE. Hvis du padler forover, beveger du joysticken forover, utløser og presser den forover igjen og igjen. Husk at du skal padle slik at du har de røde merkene på venstre side. Det er tre porter: NEDOVER NORMAL: Rødt merke til venstre blått til høyre. Du padler gjennom i kjøreretningen. NEDOVER TILBAKE: Denne porten har gul markør til venstre og rød til høyre. For å komme gjennom, må du snu kajakken og gå gjennom borten på tilbakeveien. OPPOVER: Denne porten har blå markør til venstre og rød til høyre. Her må du gå rundt porten og gjennom den fra den motsatte siden MOT STRØMMEN. Deretter snur du igjen og går utenom porten tilbake. Du får 20 sekunder tilleggstid hver gang du bommer på en port. Du får også tillegg hvis du går gjennom en port fler enn en gang



**ELECTRONICS
SOFTWARE**

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