# ATARI XE VIDEO GAME CARTRIDGE

## Game Manual



SUMMER GAMES

by Epyx

TM

# Summer Games™

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# 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 honor 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 compete and perhaps excel in a wide spectrum of sports events--track and field, swimming, diving, gymnastics, and skeet shooting.

Boldness, skill, strategy, determination. These are the marks of a true champion. If you are victorious, you'll receive the champion's prize--the coveted gold medal--before a cheering, adoring crowd of spectators. Your triumph might even be recorded in history as the greatest personal performance ever!

Summer Games offers a variety of sports competitions for one to three players. Represent one of nine countries as you compete in each event. Try to win the most medals for the whole lineup of events! Summer Games keeps scores, provides judges, and awards medals to the winners.

So get in shape and compete to beat the best. The whole world is watching you!

## System Components

- Atari XE console (or Atari XE or XL computer)
- Atari XE keyboard
- One or two Atari joysticks
- Color television or color monitor

# Getting Started

1. With your XE console turned off, insert the Summer Games cartridge into the cartridge slot.

2. Plug a joystick into controller port 1. For two-player simultaneous competition in 100-meter Dash and 100-meter Freestyle events, plug a second joystick into controller port 2.

3. Turn on your television or monitor, then press the **[Power]** key to turn on your console. The Summer Games title screen appears.

4. To restart Summer Games at any time, press the **[Reset]** key on your console.

# Number of Joysticks

Select this option to set the number of joysticks you'll use while playing the game.

Use the joystick handle to move the cursor to the number of joysticks selection. Press the fire button to select 1 or 2 joysticks.

With two joysticks, two players can compete head to head in the 100-meter Dash and 100-meter Freestyle events.

# SELECTING OPTIONS

A spectacular Opening Ceremony welcomes you to the international summer games. A runner arrives to light the traditional flame as white "peace doves" are released over the stadium.

After the ceremony, a menu screen offers you five options. Use the joystick handle to move the cursor to your choice or type the number (1 to 5) of the option you want. Then press the fire button or **[Return]** to select it.

# Compete in All Events

Select this option to compete in a complete series of events, in this order:

1. Pole Vault
2. Platform Diving
3. 4x400-Meter Relay
4. 100-Meter Dash

5. Gymnastics
6. Freestyle Relay
7. 100-Meter Freestyle
8. Skeet Shooting

Type in your name and press **[Return]**. Use the joystick handle to move the cursor to the flag of any country. Press **[S]** to hear the country's anthem. If you want to represent that country in the games, press the fire button to select it.

Repeat the name and country selection for each player, then press **[Return]**. A verification screen appears. If all names and countries are correct, press **[Y]** or select Yes and press the fire button. To change any selection, press **[N]** or select No and press the fire button. The selection screen reappears and all players choose again.

# Compete in One Event

Select this option to compete in only one event of your choice. Then use the joystick handle to move the cursor to the event you want, or type its number (1 to 8). Press the fire button to select the event.

# Practice One Event

Practice the event of your choice by selecting this option. Use the joystick handle to move the cursor to an event, or type its number (1 to 8). Then press the fire button to select it. No scoring records are kept during practice rounds.

# Opening Ceremonies

Choose this option to repeat the opening ceremonies.

# THE GAMES

## Pole Vault

You need agility and superb timing to perform well in this event. It takes sprinting, lifting, and gymnastic skills-- coordinated in split seconds of fluid movement!

A display along the bottom of the screen shows the competitors' names and countries, the bar height, and status messages. The bar height is initially set at four meters and a status message asks, "Try this jump?"

To compete at that bar height, push the joystick handle forward to answer "Yes." Or pull the handle back to answer "No" and press the fire button. The next player then gets the same option. If all players decide not to jump, the bar is raised and the question is asked again.

**Note**: Competition can begin at any bar height up to five meters. When the bar is raised to five meters, competition must begin before the height can be increased. Move the joystick handle forward or back to change the bar height.

After you accept a bar height, a status message asks you to select a pole grip. Move the joystick handle to mark a grip:

| Joystick Move | Grip |
|---|---|
| Handle forward and backward | Switches between high, medium, and low pole grips. Higher, for increased height in your jump. Lower, for easier pole-handling in low jumps. |

Press the fire button to select the marked grip.

When the status message reads "Ready to jump," press the fire button to start running towards the bar. Then pull the joystick handle back to plant your pole in the vault box (the dark notch in the landing pad). Push the handle forward to kick up and flip over the bar, and press the fire button to release the pole.

Timing is critical in this event. If you make the following errors you may fail to clear the bar:

• Plant the pole too soon or too late (miss the vault box).
• Kick up too soon (hit the bar) or too late (let the pole fall against the bar).
• Release the pole too soon (lose control) or too late (let the pole fall against the bar).

You get three attempts to make a successful vault at each bar height. Three successive failures eliminate you from competition in this event.

After each round, the bar height is increased. The winner of this event is the last player to be eliminated.

# Platform Diving

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 everything!

Press the fire button to take off from the diving board. Then use the joystick handle to control your body position and rotation speed:

| **Joystick Move** | | **Dive** |
|---|---|---|
| Handle right | | Full-tuck position, fastest rotation |
| Handle back | | Pike position, second fastest rotation |
| Handle left | | Half-pike position, slower rotation |
| Handle forward | | Layout position, slowest rotation |

After each dive, the judges' scores appear in boxes across the center of the screen. A dive is considered perfect (for a score of 10 points) if the diver's body enters the water vertically and fully extended, either head or feet first. Any deviation from this ideal entry position costs you points, with a minimum possible score of zero.

A second scoring factor is the difficulty rating, based on the number of rotations and different positions achieved in a dive. The 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 high and low judges' scores and multiplying by 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.

After each dive, 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.
- A Current Standings screen shows the total points won by all the competitors in this event.

Press the fire button to change screens.

The winner of this event is the competitor who scores the most points for the four dives.

# 4x400-Meter 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 drop the baton!

Press the fire button to set your first runner at the starting line. When both runners are in place, watch the countdown: "Mark...Set..." The starting gun fires. "...Go!"

Push the joystick handle to the right to start running. But don't go before the starting gun fires. A false start means the countdown begins again. Be careful--two false starts disqualify you.

Move the joystick handle to control your runner's speed:

| Joystick Move | Speed |
|---|---|
| Handle center | Normal running |
| Handle left | Coasting |
| Handle right | Sprinting |

Pacing is crucial in this event, so watch the gauge at the bottom 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 runner's energy is depleted. Control a runner's speed so he moves as fast as possible without becoming exhausted. Runners lose energy while sprinting and regain it while coasting.

If a runner tries to sprint with little or no energy left, his performance drops off sharply. Make the runner coast to reduce 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 best 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 as fast as runner four can, while runner two loses energy faster than runner three.

To pass the baton, press the fire button. Time the pass for the moment when both runners are close to each other; otherwise, you'll lose precious seconds while your progress stops.

When your fourth runner crosses the finish line, your race time appears in place of your name. The winner of this event is the team with the best time.

# 100-Meter Dash

In this event, all-out speed is the key to victory!

Press the fire button to set your runner at the starting line.
When the race begins, increase your speed by jiggling the
joystick handle as rapidly as you can, either side to side or
up and down.

The winner of this event is the runner who crosses the
finish line with the best time.

# 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 form.

Press the fire button to get set, and release it to start your
run. Then press the fire button again to jump onto the
springboard.

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

Hold the joystick handle right or left as you leave the
springboard to perform a 180-degree axial body twist.
This maneuver increases the difficulty of your performance
and makes a higher score possible (if you successfully
complete your attempt).

Press the fire button to push off the horse. The most
powerful push-off occurs when the gymnast's body is
nearly vertical.

In the air, move the joystick to control body position and rotation speed:

| Joystick Move | | Body Position |
|---|---|---|
| Handle forward | | Full-tuck, fastest rotation |
| Handle center | | Layout, medium rotation |
| Handle back | | Landing, slow rotation. You must be in this position for a correct landing |

Scoring is based on both execution and difficulty, and your score 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. When this happens, use the joystick handle to straighten up by pushing it in the opposite direction your gymnast is leaning. By making this last-second correction, the landing will be judged successful with only a slight penalty. If your gymnast falls, a greater score penalty is deducted.

Difficulty is judged by the number of different maneuvers performed in mid-air. Scores are lowered by poor landings, poor height off the horse, and vaults that involve few maneuvers.

The highest possible score is awarded for a perfect landing after a 180-degree twist, with maximum height from the horse, followed by a triple somersault.

The winner of this event is the competitor who scores the most combined points for two consecutive vaults.

# 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, coordination, and strategy to keep your four swimmers ahead!

Press the fire button to position your first swimmer at the starting block. When both swimmers are in place, watch the countdown: "Mark...Set...Go!"

Move the joystick handle to the right to jump into the water. Don't jump too soon—an early takeoff 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 floats, push the joystick handle left for a kick-turn. Turning at just the right time gives you the best headstart for your return lap.

As your swimmer completes the return lap, push the joystick handle right to start your next 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 lose precious time!

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. Note that each competitor's score is increased by approximately 4 seconds on the awards ceremony screen.

# 100-Meter Freestyle

In this race 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 in the same way as in the Freestyle Relay event. The race is over when your swimmer completes his return lap. The winner of this event is the swimmer with the best 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 handle 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 a 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 press it 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 center station. Pay attention to the order in which targets are thrown.

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 flag of
the gold medal winner's country appears at the top of the
screen, and his or her country's national anthem is played.

## Champion Ceremony

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

Gold medal .............................................................5 points
Silver medal .........................................................3 points
Bronze medal .......................................................1 point

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