SUMMER OLYMPIAD -

LOADING - Insert Disk A into the drive and Switch ON.

Option I - On loading you will be asked whether you already have saved records YES or NO. IF YES insert your Records Disk before continuing - load in your records then return to Disk A. If NO leave Disk A in the drive and continue.

Option 2 - Input the name of the players then press Return. Select the Country you wish to compete for with your Joystick and Fire Button. Having selected your players press Return to continue.

Option 3 - To select Events move pointer over the TV Monitor screens and switch on the Events you wish to compete in, then move pointer to start games to continue.

The Opening Ceremonies will then declare the Games Open and take you into the first Event.

SKEET
Select Mouse or Joystick
Left hand mouse button for Mouse Option or Joystick button for Joystick Option.

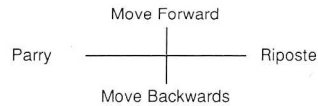|		
Mouse	-	Left Hand to release a Clay
		Right Hand to Fire
Joystick	-	Up to release Clay
		Fire button to fire.

TRIPLE JUMP
Left and Right in a quick rhythm. When optimum speed is reached press Fire Button, this transfers Joystick to Angle Meter controller. Press Joystick UP to increase angle or DOWN to decrease angle. On reaching take-off board press Fire. Whilst in the air you can still control angle to gain maximum jump with Joystick.

FENCING
Competitor Player is 1, Computer is 2
Fire Button to start Bout.

```
                    Move Forward
                         |
      Parry ─────────────┼───────────── Riposte
                         |
                   Move Backwards
```

Fire Button = Lunge
1st Round
3 Points to win a Bout in 60 seconds
2nd Round
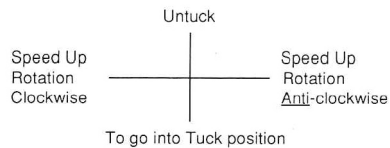4 Points to win a Bout in 75 seconds.
3rd Round
5 Points to win a Bout in 90 seconds
Final score is based on your full performance and time it took to achieve this.

DIVING
Joystick to start Dive

```
                       Untuck
                         |
      Speed Up           |           Speed Up
      Rotation ──────────┼────────── Rotation
      Clockwise          |           Anti-clockwise
                         |
                To go into Tuck position
```

Fire Button to Pike
Pike can only be accomplished when not in a Tuck position.
Scoring is dependent on style, entry into water and complexity of dive. Pressing 'R' key whilst on Score Screen will give you a replay of your last dive.

HURDLES
Fire to start game and Fire to start run.
Left and Right in a quick rhythm to gain speed
Fire to Jump
Press Joystick forward to dip for the line on the run in to the finish
Score is based on time only.

TIGER TRAINING

A large cage is placed in the centre of the Ring - the door opens and in bound three great Bengal tigers. You, as the Trainer, have to get all three big cats to perform a series of tricks, jump through a flaming hoop, jump onto a podium and walk through a tube on the obstacle course without being devoured by the magnificent animals.

Select Mouse 'M' or Joystick 'J'.

Pressing Fire Button opens the door to the tigers and starts the performance.

The Trainer holds a chair in his left hand to defend himself and calm the tiger if he is put under threat. The chair is operated by left hand mouse button or Space Bar.

In the Trainer's right hand is a whip, this is used to move the animals to your selected position. The whip is controlled by right mouse button or Joystick Fire Button.

The Tiger Head Cursor is controlled with Joystick or Mouse movement. This is used to show the direction that the whip is directed. If the Tiger's Head Cursor enlarges it indicates a direct hit on the animal. This is dangerous and unnecessary as it will only annoy the big cat and cause a threat or major threat and eventually an attack.

DISPLAY METERS

At the bottom of the screen are three rectangular Threat Meters, one for each tiger.

Half filled meter = Threat
Full meter = Major Threat

The 'Threat' can be reduced by correctly using the chair, otherwise an attack will take place.

A two minute timer is displayed at bottom right of the screen.

TO GAIN MAXIMUM SCORE

To achieve the maximum score get all three tigers to complete the full obstacle course within two minutes without incurring penalty points.

SCORING:

You start with a 50 points base score
Then 10 points for each tiger that completes the full obstacle course.
Minus 1 point for an ineffective whip command
Minus 4 points for hitting the tiger with the whip
Minus 5 points if a tiger threatens you
Minus 10 points if a major threat occurs.
A bonus is awarded if all the tricks are completed within full time.

Once you have completed the International Competition and your High Scores are higher than the present scores in the Hall of Fame, you will be honoured by a rendition of "He's a Very Good Fellow". To save this High Score press Fire Button on Joystick and wait a few moments for saving to be completed to the disk.

FORMULA 1 GRAND PRIX

LOADING: Place Disk in drive and switch on machine.

CONTROLS: Joystick only.

ON MENU SCREEN: Move pointer Up/Down with Joystick, use Fire Button to choose.

SELECT TRACK: Move stick left/right to choose then fire when finished. Tracks follow layout of the real ones and are to an approximate scale length.

SELECT CAR:
Move stick Up/Down to choose, Fire when finished. Cars each have different performance characteristics relating to speed and handling but are all competitive.

NUMBER OF LAPS:
Press fire to select, applies only to race options.

TIME PRACTICE:
One lap of the circuit with no opposition. Use this mode to achieve familiarity with circuits as well as to set lap records. Time within 2 seconds of lap record will give you pole position in subsequent races on this course, within four seconds - front row, otherwise second row.

ONE RACE:
Race against opposition. Avoid collisions and overtake as many cars as possible.

COMPLETE SEASON:
Six races. Circuits are raced in order for the World Championship.

SCORING:
In race modes points are scored for distance covered and for cars overtaken, points are deducted for being overtaken. Over-revving the engine causes rev counter to flash, persistent over-revving causes car to explode. After five collisions or engine failures (explosions) you may be black flagged for dangerous driving.

CHANGING GEAR: Press Fire, pushing forward on stick changes up, pulling back changes down.

CIRCUS GAMES

LOADING: Insert Disk 1 into drive and switch ON the computer.

Once the Opening Screen has loaded press the Fire Button to advance to the Options Screen. Select Number of Players by moving Joystick Left or Right over the number of players required. This will then be highlighted. Follow the same procedure for Players 1 -4.

When completed press Fire Button on "Done" and type in name, then press Return, then the same for City. Once the names and cities have been selected highlight "Done" or you may change your selected players by highlighting "Reselect". This will take you back to the start of the Options Screen.

Events Screen - Move Joystick backwards or forwards to select events. You can compete or practice the four major events individually or enter the International Competition where the judges will assess your performances to go into the prestigious "Hall of Fame".

TIGHTROPE

The walker must perform a series of tricks on the high wire, including handstands, cartwheels and flips before mounting the silver unicycle to conclude the performance.

To commence walk press Fire Button then push joystick forward whilst at the same time keeping the walker's balance with his pole by moving joystick right or left. There are two views of the action - one overhead, the other from the side. The overhead view is omitted whilst in the replay or computer player mode. The Event is split into two sub-events.

First Part - The walker must cross the wire performing as many tricks as possible, i.e. Handstands, Cartwheels (180° spin) and somersaults. Each trick must only be performed once to count. Having reached the other side the walker may return aided by the computer or take a special Bonus Score and walk backwards to the Start.

Second Part - The walker mounts the gleaming silver unicycle and with the aid of his balancing pole traverses the wire, again with the option of returning unaided for a Bonus Score.

CONTROLS:
To perform a somersault push Joystick forward and press Fire Button.

A Handstand	= Joystick Left and Fire Button
A Cartwheel	= Joystick Down and Fire Button
A 180° spin	= Joystick Right and Fire Button

When landing on the wire after performing a trick, press the Fire Button instantly otherwise a loss of balance will occur and result in a fall to the sawdust below.

SCORING: You start with 50 Points.
> You gain 10 points for each trick
> You gain 25 points for crossing on the unicycle
> 15 Bonus Points for returning to Start Platforms unaided
> Minus 2 points for losing balance.
> No points for a fall.

TRICK HORSE RIDING

The rider must perform a series of tricks whilst mounted on the horse cantering around the ring. The display at the top of the screen shows the rider's balance. To stay on the horse keep the arrows in the centre of the display. The display at the bottom of the screen depicts the position of the horse as it circles the Ring.

Press Fire Button to start the action. Whilst the rider walks on, hold the Fire Button down to commence the jump onto the back of the horse.

The event is split into two sub-events of competition:

First Part - From the saddle position jump either side of the horse, stand on saddle, perform a son ersault.

Second Part - Perform a Handstand and a 180° spin.

CONTROLS:
To keep your balance move joystick Left and Right in line with Balance Display Meter.

Joystick UP	= To Stand
Joystick DOWN	= To Sit
Joystick DOWN + FIRE BUTTON whilst seated	= Handstand
Joystick LEFT + FIRE BUTTON whilst seated	= Jump to Left
Joystick RIGHT + FIRE BUTTON whilst seated	= Jump to Right
Joystick UP + FIRE BUTTON whilst standing	= Somersault
Joystick LEFT + FIRE BUTTON whilst standing	= Left Spin
Joystick RIGHT + FIRE BUTTON whilst standing	= Right Spin

SCORING:
> You start Event with 50 points
> Events 1 & 2 - 15 points for each correct trick performed in correct Event.
> 10 points if correct trick is performed in the wrong sub-event.
> Minus 1 point for balancing problems.
> No score in a sub-event if you fall off the horse.

TRAPEZE

The action takes place high up above the ring without a safety net. The crowd is captivated by their every action.

The flyer has to perform crosses and recrosses across the Arena before being joined by another flyer as the catcher.

A sequence of tricks, double or triple somersaults, mid-air somersaults and corkscrews have to be carried out under the watchful eye of the Judges, for a good score.

After the flyer has climbed the ladder to the platform, pressing the Fire Button releases the trapeze to be caught by the flyer as it passes the platform. Moving the joystick Left or Right speeds up the flyer giving him more height. Press the Fire Button to release the flyer from the trapeze whilst judging the other trapeze's swing from the display at the bottom of the screen.

The event is split into 3 sub-events:
1. Swing back and forth between the two platforms.
2. Whilst flying from the trapeze perform a corkscrew and a single somersault.
3. Flying from trapeze perform a double or triple somersault whilst being caught on the other trapeze by a fellow flyer.

CONTROLS:

Joystick Left	- Moves flyer's legs back
Joystick Right	- Moves flyer's legs forward
Fire Button	- Release from Trapeze
To perform Somersault	- Joystick Right and Fire Button
To perform Corkscrew	- Joystick Left and Fire Button.

SCORING:
> You start with 50 points
> Gain 10 Points - Completing Sub Event 1
> Gain 15 Points - Completing Sub Event 2
> Gain 15 Points - Completing a Double Somersault
> Gain 25 Points - Completing a Triple Somersault
> Lose 6 Points - First fall from trapeze
> Lose 11 Points - Each additional fall
> Lose 3 Points - A bad platform landing.

A flyer can only be credited with either a double or a triple somersault but not both.

ELF

LOADING:

Insert the Disk into the drive and switch on computer. The program will now load automatically.

CONTROLS:

Q	-	Quit game
P	-	Pause
H	-	Help
S	-	Sound ON/OFF
T	-	Tunes ON/OFF
Z	-	Fire
X	-	Swap/Change current Spell
C	-	Cast a Spell
G	-	Game with Dice
N	-	New Password

Arrow/Cursor

UP	-	Jump
DOWN	-	Duck
LEFT	-	Left
RIGHT	-	Right
# (HASH KEY)	-	Stop
or Joystick.		

GAME PLAY

Elf is a clever mixture of Arcade and Arcade Adventure.

The object of the game is to search for two halves of a giant Golden Pumpkin within 24 hours.

The game is split between two games, the main game and a dice game similar to a snakes and ladders concept.

The Elf, having been banished to the King's Castle for his sins, has been left un-armed, apart from an arrowless bow/arrow and without food/water.

His quest is to be able to sustain his life whilst searching for the pumpkin.

To guard him against the hordes of bad tempered monsters, Elf must collect his weapons and use them wisely.

The King has given Elf temporary magical powers which amongst other things will allow him to teleport to the Dice game. The King has placed these Dice throughout his Castle and by accumulating these Dice points will allow the Elf to start the game at a higher level. You can enter the Dice game at any time (G) using an accumulated Dice. He can progress up the screen for bonus points.

A Password Scheme allows you to start the main game at later sections of the game at any time.

MAN FROM THE COUNCIL

There is a problem on Rockpile 9, everything has gone haywire and hygiene as we know it is in danger of going down the drain. The answer, get somebody from the Council to fix it.

You, as the Man from the Council, are transported to the asteroid to tackle the problem as it hurtles through deep space.

The task will not be easy, however, because all of the robot and auto defence systems are not exactly on speaking terms plus there are a lot of genetically accelerated germs and organisms who won't be interested in a chat.

There are several areas to be reached to shut down the plant before the second largest and probably the messiest big bang in history occurs, the first being the creation of the universe. These are reached by subterranean tunnels and jet pack treks across the asteroid's surface.

There is a cargo hold where you have to blast blocks away to provide access for you to get through to the next part. This isn't as easy as you would think because you have to do it in the right order otherwise your way will be blocked.

In other locations you will encounter mutated organisms which you will have to eradicate to gain access to further levels also you will have to pick up electronic keys to get through the security barriers. Data packets found at the start of various systems will tell you the difficulty level and various other information. One of the key parts of the system is the Dropball Zone where you must guide your Dropball through the caverns, shooting the guard robots and auto defence systems to gain access to the fuse caps to start the detonation process which will blow the whole lot out into space.

CONTROL INSTRUCTIONS

The joystick moves the Council Man left and right, up and down and the fire button fires, in some parts such as the cargo hold, pressing up makes him jump and pressing down makes him sit. In the Dropball Section you point the gun in the direction you wish to move and press fire to thrust. To fire at the defence pods you point the gun towards the target and push the joystick in the direction of fire.

UP / FIRE	JUMP / THRUST	UP	Pushing Joystick in direction of movement causes gun to fire.
LEFT — RIGHT	LEFT — RIGHT	LEFT — RIGHT	
DOWN	CROUCH	DOWN	