

# CALIFORNIA GAMESTM

## **Objectives**

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

CALIFORNIA GAMES includes six exciting events: Half Pipe Skateboard. Foot Bag, Surfing, Skating, BMX Bike Racing and Flying Disk. You can practice or compete in any single event, compete in all the events, or even set up your own competition using events that you choose yourself. Each player chooses a sponsor for the competition. You are judged on each event and a record is kept of your score. Trophies are awarded to the

If you break an event record., CALIFORNIA GAMES will save your name

and display it on a special high score screen. Improve your skills in each event, compete with your family and friends and become a California Champion.

### LOADING INSTRUCTIONS AMIGA/ST/PC Commodore - AMIGA

- Plug your joystick into joystick port 2.
   Insert the California Games program disk into drive and turn on
- NOTE: The AMIGA 1000 must be booted with Kickstart before you insert the program disk. Turn on the system with Kickstart version 1.2 in the drive. (Kickstart version 1.1 may cause graphics to flicker during gameplay.) When prompted to insert the Workbench disk, insert the California Games program disk instead.
- 3. When the title screen appears, press SPACEBAR or the joystick FIRE When the line screen appears, press SPACEDAR of the Joystick FIRE BUTTON to begin play.
   When prompted, remove the California Games program disk from the drive and insert the California Games data disk.
- ATARI ST

TO LOAD: Insert disk 1 into drive and switch on the computer.

# LOADING INSTRUCTIONS FOR THE PC

- Set up your IBM PC or compatible computer as shown in the user's
- Plug in your joystick (optional).
- Turn on your computer.
  Boot your copy of DOS (2.0 or greater).
  Insert your CALIFORNIA GAMES disk into drive A, label side up.

Insert your CALIFORNIA GAMES disk into drive A, label side up.
Log onto drive A by typing A: and pressing the ENTER key.
Type CALGAMES and press the ENTER key.
NOTE: The first time you play CALIFORNIA GAMES, the program checks your system for CGA, EGA and Tandy 1000 graphic modes. You are then presented with the opportunity to choose which one of your system's graphics modes your would like to use. Choose your graphics mode by the pumber grace intend with it. You can save your chaire to disk (see graphics modes your would like to use. Choose your graphics mode by typing the number associated with it. You can save your choice to disk (see Option 8 below) so that you won't have to do this every time you play. You can change this later by using the "Configure" menu selection (see Option 7 below). If you have a joystick, you will next be prompted through the calibration process. When this is done, the game begins and the next ready for some awesome fun!

# **GRAPHICS ADAPTORS**

CALIFORNIA GAMES is configurable to the following graphics adapter/

- CGA with RGB monitor (4 colours)
  CGA with RGB monitor (more colours)
  An Epyx exclusive a software innovation that lets many CGA compatible boards display more than 4 colours at once. Try this if you have CGA. Then check out the Footbag event. If you don't like
- you have CGA. Then check out the Footbag event. If you don't have what you see, just reconfigure to the 4 colour mode above. (See Option 7 below).
  CGA with Composite monitor or VCR/TV (16 colours). Believe it or not, this mode looks the best! If you don't have a composite monitor you can still use this mode if you have a VCR and colour TV. Just connect the composite Video Out jack on your CGA card to the Video In jack on your VCR. Then switch your VCR to Camera mode. You may need to adjust your TV's HUE control to get the proper colours. If you get a black and white picture instead of colour on your monitor or TV, a qualified service technician can adjust your computer system's video
- oscillator to fix the problem. Don't attempt to do it yoursel
- MCGA with RGB monitor (4 colours).
   Tandy 1000 with RGB or composite monitor (16 colours).
   EGA or VGA with RGB monitor (16 colours).

# NOTES:

CALIFORNIA GAMES is designed to work well on systems with an 8 MHz 8088 or better. If your system has a lower clock speed, the games may run somewhat slower. However, if your system is more powerful, the games will not run too fast to play.

Press CTRL-S at any time to toggle the sound on an off.

Pressing CTRL-ESC while in an event will return you to the main menu.

CALIFORNIA GAMES works with both joystick and keyboard. The manual describes the joystick controls. Use the keyboard to emulate the joystick as follows:

## KEYPAD

789 456

123



JOYSTICK

The SPACE BAR and keypad 0 key - FIRE BUTTON.

# **COPY PROTECTION**

CALIFORNIA GAMES uses a copy-protection scheme that lets you copy the original disk to hard disk (or RAM disk) for speed and convenience or to another floppy disk for backup purposes. We have included the program INSTALL, on the disk to help you do this. Some examples follow:
To install CALIFORNIA GAMES on hard disk C:

Log onto the drive with the original California Games disk (A: or B:).
Type INSTALL C: followed by the ENTER key.
If your hard disk is not called C: just substitute its real name in the

above.

To backup CALIFORNIA GAMES onto a floppy disk in drive B:

Log onto drive A: (by typing A: followed by the ENTER key).

Insert the original California Games disk into drive A:

 Type INSTALL B: followed by ENTER key.
Then when you want to play California Games, you can log onto the hard disk (or backup disk) and you must insert your original disk into drive A: or B: for the copy protection check. Run CALGAMES as described above in the Lordina Instruction. After the tribe corporate your property. **OPTION 7: CONFIGURE** 

**Compete in Some Events** 

**Compete in One Event** 

No scores are kept during practice rounds.

Displays the title screen and credits.

Half Pipe Skateboarding

**Practice One Event** 

**View High Scores** 

**View Title Screen** 

THE GAMES

Tap Right

press fire to

tap Right to star

Kick Turns

Aerial Turns

**Foot Bag** 

400 400

g down just right.

Similar to Option 1, but you compete in the events of your choice

Similar to Options 1 and 2 but you compete in any single event of your

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

It's time to get air on the half pipe. Skateboarding is definitely an awesome event, combining strength and coordination - often with amazing results. You'll be riding a skateboard in a specially built half-pipe. You'll have a 1:15 minute time period, or three falls, to build up a treat of the pipe. You'll have a 1:15 minute time period, or three falls, to build up and the period to the pipe.

and the highest score wins the event.

OBJECT: The object of the half-pipe even is to ride the board back and forth on the ramp, performing stunts with proper timing and execution.

Press FIRE to launch your board and start the event.

To gain speed, move UP when the skater is going up the side of the ramp, then move DOWN when the skater is going down.

To perform a stunt, move as shown in the diagram. Pay attention to

timing, because you'll fall if you move too soon, too late, or if you hold it too long. After three falls, the event is over.

To start a kick turn, move as indicated on the diagram. Earn maximum points by waiting until the last moment to start the turn, and holding until the moment before you'd wipe out.
 To start an aerial turn, tap the direction indicated above. To perform

triss move succession, 7,500 messages to the top of the ramp. The skater will plant his hands and flip the board over his head. Wait to release until the board arcs over and returns to the ramp. Earn maximum points for pressing the button at the last moment, and releasing it at the last moment.

SCORING: You score points for each stunt completed successfully. Your score increases with the amount of risk you take. For example, if you hold

a turn until the last moment, you get more points than if you pull out early when it's safer. Some stunts are more difficult and earn higher scores that

300

999

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

This is probably the most laid back event, but don't lose your cool, it isn't

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

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

Press FIRE to kick the bag into the air and start the event.

As the bag falls back toward the ground, press FIRE to kick again just before the bag reaches your foot.

before the bag reaches your foot. To perform a head butt, press FIRE just before the bag drops below the

Turn Around (About face)

To perform a nead buff, press rike just before the bag grops believel of your head.
 Move as indicated in the diagram to control other movements.

this move successfully, you must be in the air off the edge of the ramp

ed and successfully complete stunts. Points are awarded for each stunt,

Choose this option to do the following:

Choose graphics mode. (See Graphics Adaptor above).

Clear High Scores.

Toggle sound default on or off

More difficult stunts, like turning around while the bag is in the air, earn higher scores. You lose time if you drop the bag or kick it off the screen. You also earn points for consecutive kicks completed without allowing the bag to touch the ground. Earns bonus for catching the sack when thrown Choose this option to quit the program and return to DOS. Your choice of graphics mode is not saved to disk until you choose this option. offscreen. Here are some stunts to try by combining different kicks

> Any Kick: Half Axle: Horseshoe: Double arch:

(250 pts) Any two kicks with a half spin in between. (500 pts) Any two kicks with a full spin in between. (500 pts) Left back kicks + right back kick. (2000 pts) Left jumping kick or right jumping kick. (250 pts) Left outside kick + right outside kick + left

Several types of kicks are possible, including inside kicks, outside kicks, jumping reverse kick, knee kicks and back kicks. To perform different types of kicks, move to new positions underneath the bag while it's in the air. For example, move to the right so the bag will drop next to you (but not too far). Now press FIRE when the bag

approaches and you'll perform an outside kick.

Other kicks are performed by positioning yourself in different ways.

Discover the ways to perform all the kicks by trying various movement

SCORING: You earn points for each stunt or kick performed successfully.

(5000 pts) Left outside kick + head butt + right outside

Off Screen Catch: (1500 pts). STRATEGY: The more complicated kicks and stunts you can complete before time runs out, the higher your score will be. Special bonus points are awarded for variety, so use as many different stunts as you can.

## **Roller Skating**

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

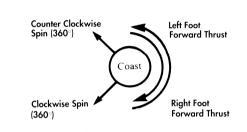
OBJECT: The object in roller skating is to avoid the obstacles and cover the

course in the best possible time, with as many stunts as you can perform

Press FIRE to start the event.

To begin skating, move to the UP position. Then move to the DOWN position. Continue rolling between these two positions to gain speed.

Move as shown in the diagram to perform other skating moves.



To squat, press and hold FIRE.

Tap left

to start

Tap left to start

To jump, release FIRE.
Try to avoid all the obstacles. You're allowed three falls. On the third fall you are disqualified and your race is over.

SCORING: Score points for each obstacle you avoid. Earn double points for jumping over obstacles. Earn the highest score for 360's while jumping over obstacles. Avoiding Obstacles: Jumping Over Obstacles : Spinning Jump Over Obstacles:

40 - 120 points STRATEGY: You'll score points for each object you successfully avoid or jump over, so be careful - speed is less important than staying on your teet. Remember that you earn points for spinning jumps over obstacles (jumping and spinning at the same time). Complicated moves lead to high scores. But be careful not to fall more than twice or you'll be out of the

20 - 60 points

# **BMX Bike Racing**

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

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

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

- To begin a jump, move LEFT as you ride onto a hill or ramp.

  When you're in the air, perform stunts:

  Move UP to do a table top. Hold as long as possible then release to put
- the bike down. Move DOWN to do a 360 degree turn. Move LEFT to do a backward flip.
- Move RIGHT to do a forward flip
- Timing is important to perform stunts and jumps. You must time the start and finish of each move to complete it successfully. If you're not back in a "centred" position by the time you land or complete your
- stunt, you will crash.
  You're allowed one "serious" fall or three "easy" falls before you're out of the race. If you flip and fall on your head, it's a serious fall.
  At the end of the course, press FIRE to stop. You earn bonus points for stopping on the finishing pad.

SCORING: Try to complete the course within the 2.00 minute time limit. The 

200 500 Jump Table To Backward Flip 1500 **3000** Forward Flip

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

# Flying Disk

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

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

You get three attempts to throw and catch the disk.
Try to throw the disk far enough to reach the catcher standing at the other end of the field.

Use the bar at the bottom of the screen to make your throw. The bar has three colors: red, yellow and green. Use the green area for the most powerful throw.

Tap LETT to start swinging your arm back. When the needle reaches the green section of the bar, tap RIGHT. When the needle reaches the green section on the right side of the bar, tap LEFT again to release the The display at the top of the screen helps you move the catch to

The display at the top of the screen nelps you move the catch to intercept the disk after it has been thrown.
As the disk files across the field, move LEFT or RIGHT to run toward the point where you think the disk will land.
To catch the disk, you must meet it with your hands. Note that your hands are extended only when you're running or diving.

• To attempt an overhead standing catch, hold UP to reach up for the

SCORING: Points are awarded for the throw and the catch. For the throw,

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

150 pts. for a catch while running right.

250 pts. for a catch while running left.

Surfing began as the sport of Hawaiian kings; now it rules the California coastline. From Santa Cruz to Rincon Point, surfers and their colorful boards do the miles of sun-splashed beaches, and you're about to join, them. You'll shoot the curl, shred the tube and probably even eat a little

sand (when you wipe out). It's going to be hot. You'll be there. And you'll

OBJECT: Competition surfing is a game of staying near the curl of the wave and manoeuvring your board smoothly at high speeds. Ride the face of the wave, moving back and forth, in and out of the tube. "Use" as much

To steer the board to the surfer's right, move RIGHT. Hold FIRE down to make sharper turns. Note that sharp turns slow you

If you go too close to the button of the wave, you'll either wipe out or

end your ride by leaving the wave.
If you go over the top of the wave and turn your board around in the air, you can catch the wave again (but you'll wipe out if you come back down at a bad angle).
You'll get 1:30 minutes for the event or 4 wipeouts. You earn more points for longer rides, so try ride each wave as long as you possibly

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

continue your ride.

STRATEGY: Your final score is based on how well you "use" the wave.

Riding along straight, far out in front of the break counts for very little.

Take risks. The more risks you take to do your stunts, the more points you will earn. Making cutbacks (180-degree turns), moving up and down the wave and doing 360's (complete circles) all earn high scores. Earn maximum points for high speed turns, especially if you complete them near the top of the wave or near the break.

THE GAMES

SUMMER EDITION TM

• CBM Amiga • 512K RAM

Colour System

One or two joysticks

MCGA/VGA mode (IBM PS/2)

Hercules Compatible Monochrom

**ATARI ST/AMIGA SYSTEM REQUIREMENTS** 

LOADING THE GAME (ATARI ST & AMIGA)

Reset your machine by switching it off and then on.
 Insert disk a into drive A. The games will auto boot.
 THE GAMES - SUMMER EDITION loads. You see a series of

**IBM PC Component requirements:** 

One floppy disk drive.
 One of the following graphics adapter cards.
CGA 4 colour mode RGB monitor
 MCGA/VGA

IBM PC, PS/2, XT, AT, or compatible

**Changing Graphics Adapters** 

Two Floppy Disk Drives

**Keyboard and Joystick Moves** 

Z. ENTER, INSERT, or SPACEBAR - Joystick button 1

A, Q, DELETE - Joystick Button 2

ENTER or INSERT - Joystick Button 1 DELETE - Joystick Button 2

7. Press F2 to pause/resume play

**Copying the Game Disks** 

(IBM Only)

789

4 5 6

1 2 3

Player No.1

Loading the Program

andy 1000 16 colour mode

EGA or VGA with RGB monitor

colourful illustrations giving you the flavour of South Korea and the stadiums where the games are to be held. You then see the

We recommend the use of two floppy disk drives or a hard disk drive.

If your system has two floppy disk drives you can use them both to run, The Games Summer Edition. To load the program, insert your DOS disk into drive A and insert The Games Summer Edition label side up into drive

B. Turn on your system. At the system prompt, type B: and press ENTER. Then type THEGAMES and press ENTER.

When you are asked to insert a different disk during game play, remove your DOS disk from drive A and insert the requested disk into that drive. Doing this lets you use both disk drives and reduces the number of times you will switch disks during the game.

3 1/2 • Inch Disks If your version of The Games: Summer Edition is on 3

1/2 inch floppy disk, make sure the write protect tab on Disk A is closed This lets you save your confirguration changes and high scores.

Make sure the write protect tab on Disk B is open. This protects you from

Keypad Joystick Keyboard (IBM only)

For the two player event (Cycling). Player 1 uses the keypad keys 1 to 9 or joystick, while player 2 uses the keyboard letter keys. In the same event, other keyboard and joystick equivalents are:

1. Set up your system. Plug in your joystick if available.
2. Insert your DOS disk into drive A and turn on system.
3. When DOS is loaded, insert disk A into drive A, label side up. If your system boots from a floppy drive, type THEGAMES and press ENTER. If your system boots from a hard drive, type A: THEGAMES and press ENTER.

4. The group that leads and the title system appears.

enter.

4. The program then loads and the title screen appears.

5. Press SPACEBAR to begin.

6. Toggle sound on/off by pressing F1.

Note: If you do not hear sound effects during game play after pressing F1.

check if the sound default is on, use SPACEBAR or RETURN in this case.

You can copy the original disks to hard disk. The program Install on disk B helps you to do this. To install The Games Summer Edition on hard disk C, follow these steps:

(Cursor Keys)

画

Player No.2 Z. SPACEBAR - Joystick Button 1 A, Q - Joystick Button 2

WER

SDF

x c v

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512K RAM Colour System

One or two joystick

of the wave as you can before your ride comes to an end.

Press FIRE to catch a wave and start the event.

Hold LEFT to avoid wiping out at the beginning of your ride.

To steer the board to the surfer's left, move LEFT.

To dive after the disk, press FIRE.

Surfing

250 pts. for a catch while diving right
250 pts. for a catch while diving left.

Insert original disk B into drive A. Type A: and press ENTER. Type install C: and press ENTER. Then follow the on-screen prompts to complete the operation. Note: If your hard disk is not called C, substitute the correct letter.

Pre-Game Screens (IBM ONLY)

When the game starts, you see a series of colourful illustrations giving you a flavour of the stadiums where the games are to be held. Then you will see the title screen. Press SPACEBAR for the next screen, which asks you whether you will be using a joystick.

If your answer if NO, highlight this with your UP or DOWN ARROW key, then press ENTER. If YES, check that your joystick is connected. The screen asks you to move your joystick to the upper left and press a joystick button. After this, the screen asks you to move the joystick to the lower right and press a joystick button. The village map appears: now make a

### **GAME SELECTION**

Nine choices appear on the village map. They are:



### **Practice Play**

o practice an event highlight the appropriate game event icon on the

village map.

Press the SPACEBAR (or joystick button) to practice that event again. Select

PES to return to the same event. Selecting NO will return you to the village

Other Options Menu select Other Options and you will then be presented with six choices:

 Change Configuration
 Return to Village Map
 Return to DOS (IBM) Type in the name of a contestant and then press RETURN. Use DELETE

Type in the name of a contestant and then press RETURN. Use DELETE to delete the character of the cursor. The screen shows you the flags of three of the twenty four countries with the centre flag being displayed by the contestant's name. Move the joystick left or right to select your chosen country. Press the joystick button to hear the national anthem for the flag. Press the joystick button to enter the next contestant's name. When you have finished entering all the contestants, press the

When you have finished entering all the contestants, press the RETURN key.
NOTE: You can have team play by selecting the same flag for more

than one contestant.
You are then presented with screen displaying the player's name and countries together with the following two or three options.

 Done
 Delete Name ete Name
'Done' when you are happy with the names, select this.
'Delete Names' the arrow moves to the side of the names allowing you to select a name to delete.
'Add Name' repeat steps 1 and 2 to add on extra player.

The village map appears. For each event you want to compete in, move the highlight box to the appropriate game icon. Then press the The icon then begins to animate and moves down to the bottom of the

screen. To cancel a selected icon, move the highlight box to the appropriate animating icon at the bottom of the screen and press the joystick button.

When all the events you wish to compete in are animating at the bottom of the screen, select the other options icon to begin the

bottom or me screen, sold competition. Once you've played a competitive event, the score board appears listing the names of the gold, silver and bronze medal winners, along with their countries. The score board automatically appears listing world records if a new record has been set.

with their countries. The score board automatically appears listing previous and current world records if a new record has been set.

10. After all competitive events have been played the score boards appears showing the name of each contestant, the flag of his or her country and the number of medals won.

11. Press the joystick button to see the closing ceremonies for the games.

## VIEW THE WORLD RECORDS (ST & AMIGA) When you select this option, you see the world records for all the events.

RETURN TO VILLAGE MAP

Select this option to return to the village map. CHANCE CONFIGURATION

Select this option to see the following choices.

Number of Jovsticks

4. Video System (Atari ST only) Return to Village Map

Reset World Records **NUMBER OF JOYSTICKS** 

Select between one or two joysticks. RESET WORLD RECORDS

If you've configured your program for a particular graphics adapter, the program may not load when you use the game disks in another system or with another system or system or with another system or with an This option lets you reset the world records to the default values. MUSIC

Select between: 'OFF' No Music 'HALF' No music during play 'ON' Music plays cont Sound effects are always on.

# VIDEO SYSTEM (ATARIAST ONLY)

This option allows you to toggle between PAL (50Hz) and NTSC (60Hz) video systems. It automatically defaults to whatever your system is, on

# RETURN TO VILLAGE MAP

Select this to return to the village map.

In this event you control the pull of the bow while compensating for wind speed and direction as indicated by the windsock. You'll shoot three arrows at a target 90 metres away. You will have 1 1/2 minutes for the Either the keyboard or the joystick can be used. When playing one-player games use either the number keys in the numeric keypad, letter keys on the keyboard, or the joystick to play the game. The keyboard and joystick



# **KEYBOARD AND JOYSTICK CONTROLS**

Press the LEFT arrow key (or pull joystick to left) to pull back on the bow.
 Press the RIGHT arrow key (or pull joystick to right) to release the strain

on the bow.

2. Press SPACE BAR (or press the joystick button). This brings up a close-up window giving you the bow sight in relationship to the target.

Compensate for the wind factor as indicated by the windsock.

3. Line up your arrow with the target by pressing the keyboard or keypad keys (or by moving the joystick).
4. When you're ready to release the arrow, press the SPACE BAR (or a joystick button). NOTE: After you shoot an arrow, a close-up of the target appears,

showing you where you shot your arrow

# SCORING

ONE PLAYER GAME

The illustration of the target describes the scoring. Arrows landing on the dividing line between the two colour zones earn the higher score. Failing to shoot all your arrows in the allotted time means that you will only score

# **VELODROME CYCLING**

This event if a 1000 metres sprint; two riders starting on a 3331/3 metre track. At the starting gun the competitors go slowly through the first two aps, jockeying for trailing position. Then at the sound of a bell marking the beginning of the third lap they break away and race to the finish. The first competitor carcos the lips is the winner.

You can choose to play either against the computer or a friend. You'll require a second joystick to compete against a friend. **KEYBOARD AND JOYSTICK CONTROLS** 

# 1. The opening screen asks you to select an opponent. Press the UP or DOWN arrow key (or move the joystick UP or DOWN). 2. If you're in competition play, a screen gives you the names of the

competitors and indicates which competitor will be racing next. Press SPACEBAR or a joystick button.

3. This brings up a split screen that shows an aerial view of the track on the right, with dots showing the relative positions of the two cyclists (yo and your computer opponent) on the track. The left portion of the split screen shows a view of the track as you would see it if you were the cyclist. You're positioned on the right side of the track with an outside lane position, while your computer opponent has the inside lane

beginning of this event after you select an opponent.

4. To start press SPACE BAR or a joystick button. A gun appears in the upper right portion of the screen, and seconds later it fires. You and

5. To increase your speed, repeatedly press either the UP or DOWN arrokeys or move the joystick UP and DOWN.
6. Move to the left of the track by pressing the LEFT arrow key (or by moving the joystick to the left). Move to the right of the track by pressing the RIGHT arrow key (or by moving the joystick to the right).

Your opening screen asks you to select your opponent. Press the UP or DOWN arrow key (or move the joystick up or down) and choose the name of your competitor. Then press INSERT or ENTER (or press joystick button 1).

If you age in competition plays the following screen shows you the

positions of the two cyclists (you and your opponent).

On the left side of your screen are two smaller sections.

The one on the top shows your (Player 1's) view of the track, and the bottom one shows your opponent's (Player 2's) view of the track. Player 1 is positioned on the right side of the track, with an outside lane position. Player 2 has the

Note: If you are in practice play, the split screen comes on at the beginning of this event after you select an opponent.
Players 1 and 2 start the game. Player 1 presses joystick 1 to start the race. Player 2 presses the SPACE BAR or joystick button 2 start.
Player 1 increases his speed by repeatedly moving joystick 1 up and down. Player 2 increases his speed by repeatedly pressing the UP and DOWN arrows or moving joystick 2 up and down.
Player 1 moves to the left of the track by moving the joystick to the left. Move to the right of the track by moving the joystick to the right.
Player 2 moves left by pressing the LEFT arrow key or pushing joystick 2 to the left and moves right by pressing the RIGHT arrow key or pushing joystick 2 to the right.

## **MEDAL WINNING MOVES**

When each cyclist starts tiring, an icon appears of a 'sad face', indicating that he is fatigued. To compensate for the greater fatigue,

increase your speed.

2. A picture of a bell comes up (as well as the sound) when one lap remains. This warns you that contestants should plan for a burst of speed before they get to the finish line.

The event begins with the diver on the board ready to start the first of three dives. Each dive will be scored by five judges. The more difficult dives are worth points. During practice plays, your dives are evaluated wheel is located under the diving board. The closer this wheel is to the more spring he can get out of the board, and the higher he can jump.

## MOVING THE DIVING WHEEL

Press and hold the joystick button while moving the joystick to the right to stay away from the pool, or to the left it closer to the pool. FORWARD DIVES

Select the joystick sequence you need for the dive you want as follows:

Type of Dive Swan Dive Joystick Control

enter the water. Move the joystick left and release just before **Forward Somersault** 

down to enter the water. Move the joystick up while pressing the Forward Twist

Move the joystick right then pull down as the diver enters the dive. Then pull the joystick Normal Reverse down to enter the water.

to stop sequence for the dive you wish to perform:
Type of Dive Joystick Control
Back Layout Move the joystick up, t Outside Dive Inside Dive

Quickly move the joystick left and release it just before the diver completes one revolution. Then quickly pull down to enter the water. Move the joystick right while pressing the joystick button. Then pull the joystick down to enter the water. Back Somersault Inward Back Pike

er the water. Outside Back Pike

**Inward Somersault** etes one revolution. Then pull the

DIFFERENT VARIATIONS OF A DIVE

Forward Somersa Outside Dive Inside Dive Forward Quadruple Twist Forward Pike

# **Backward Dives:**

Ferward Reverse Dive Outside Dive Inside Dive Outside Somersaul Inside Somersault Outside Pike

Try combining dives by quickly activating a second dive after you've started the first. For example, you can combine a back twist that changes into a back somersault by moving the joystick down, and then quickly moving it up at the same time that you press the joystick button. Then as

Note: If you are in practice play, the split screen comes on at the

your computer opponent start racing.

5. To increase your speed, repeatedly press either the UP or DOWN arrow

# TWO PLAYER GAME

ioystick button 1).
 If you are in competition play, the following screen shows you the
names of the competitors and indicates which competitor will be racing
next. Press SPACE BAR or a joystick button. This brings up a free chart
that shows the name of each cyclist who is matched against another

for the elimination race.

3. Press SPACE BAR or a joystick button to bring up a screen split into three sections. The sections on the right of the screen is an aerial view of the track, with dots showing the relative

Note: If you are in practice play, the split screen comes on at the

SCORING The cyclist who finishes first in a single heat wins the race. However in the case of multiple player and computer opponent competitions, the time of the final lap is used as a tie breaker.

Start your dive by moving the joystick to the left. After several steps the diver will begin his jump to spring off the board. Hold the joystick down prior to the diver landing on the board and you will get added height to the dive. The longer you hold, the higher the jump.

Move the joystick up and then down to enter the water.

Move the joystick to the left until the diver enters the dive. Then pull the joystick down to

> the diver makes a complete somersault. Then pull the joystick down to enter the water Move the joystick left and at the same time press the joystick button. Then pull the joystick

joystick button but release after the diver completes a half twist. Then pull the joystick down to enter the water.

Move the joystick right and release just before he diver makes a complete somersault. Then pull the joystick down to enter the water. Move the joystick right while pressing the joystick button. Then pull the joystick down to

# **BACKWARD DIVES**

Tap the joystick to the right. The diver will then walk to the end of the ard. As he nears the end of the board, pull the joystick down and hold

Move the joystick up, then pull down to ente Move the joystick left and release it just before move the joystick left and release it just befor the diver starts a somersault. Then pull the joystick down to enter the water. Move the joystick right releasing it just before the diver starts a somersault. Then pull the

enter the water.

Move the joystick down and quickly move it to
the left while pressing the joystick button. Then
pull the joystick down to enter the water.

Press the joystick button at the same time that
you move the joystick up. Then pull the
joystick down to enter the water.

Move the joystick right and release before the
diver completes one revolution. Then pull the

You may want to try different ways of making the same dive. You need to practise your timing on releasing the joystick movements. The table below shows some of the types of dive that are possible: Forward Dives:

Forward Dive

**DIFFERENT DIVE COMBINATIONS** 

the diver goes into his twist, quickly move the joystick to the left. It will take practice for you to get the coordination and timing to work well

### SCORING

Each judge assigns a figure from 0.0 to 10.0 to your dive, 10 being the highest possible score. The ratings are awarded for:

- Quality of dive execution.
   The number of combinations in a single dive.
   The height of a dive.
- The quality of the diver's entry into the water.

## **HAMMER THROW**

In this event the computer swings a 'hammer', a heavy solid ball attached to steel chain over a metre in length. Standing in a circle a little more than two metres in diameter, he first warms up, rocking the hammer to get the rhythm of the swing. Then he goes into his wind-up, spinning the hammer above his head. Finally, he makes four of five body turns, moving forward the edge of the circle before releasing the hammer. The distance the hammer trayels is the competitor's score and the best of three throws the edge of the circle before releasing the hammer. The distance the nammer travels is the competitor's score and the best of three throws represent his top score for the event.

### CONTROLS

Press the joystick button to enter the spin phase at any time during the warm up sequence. Increase the hammer travel during the spin phase by moving the joystick in a circular anticlockwise direction.

Press the joystick button again to enter the revolve stage, where the competitor rotates his body as he revolves the hammer above his shoulders. When the competitor has reached his top spin speed, press the joystick button to release the hammer

# SCORING

The longest of three throws score.

- Three Faults are as follows:
- Press the joystick button too late for the release and the hammer will make a hole in the fence. Press the joystick button too early and the hammer will appear to be coming out forwards you instead of down the field.
- If you don't press the joystick before the thrower steps out of the circle,
- If the thrower spins too closely during the revolve stage, he will wrap the hammer around himself.

## HURDLES

This event requires the competitor to run 400 metres and clear ten 1.067 metre high barriers. Each runner runs in his own lane during the race. Although you are running against computer competitors, what counts is not whether you or your computer competitor crossed the winning line first, but your time relative to that of the other athletes in the race.

## CONTROLS

- 1. Press the SPACE BAR (or a joystick button) to start the game.
  2. Press and hold down the SPACE BAR (or a joystick button) to go into a 'get set' position. An official's arm with his gun ready to fire appears.
  3. Release SPACE BAR (or joystick button) when the starting gun fire. If you release too soon, you commit a 'false start'. After three false starts you gre out of the
- 4. To increase your speed, press the LEFT and RIGHT arrow keys (or move the joystick left and right) as fast as possible. The faster you alternate the keys (or the joystick), the faster you will run and the further you can jump.

  5. When you approach the hurdle, press the SPACE BAR (or a joystick
- Note: If you jump too soon or too late, the runner will stumble over the hurdle and be disqualified if he falls down. If you hold down the SPACE to the state of BAR (or joystick button), you'll get a longer jump, but you'll fire more
- 6. After you jump all of the hurdles, you dash through the finish line. SCORING

The competitors with the lowest time is the winner. During a race, you may knock down on unlimited number of hurdles without disqualification although your time will be increase. You are disqualified if you trip and fall over a hurdle.

# **POLE VAULT**

A field event in which the athlete uses a flexible pole to enable him to veult over a crossbar supported by two uprights. The crossbar is raised after each round and competitors remain within the contest until they fail to vault over the crossbar at a particular height ofter three consecutive tries. The athlete runs with the pole for about 45 metres and places the pole on the box at the end of the track. His momentum vaults him upwards as lifts his feet towards the crossbar and turns his body to clear the bar.

# **CONTROLS**

- Your opening screen will show a pale vault mat. The height you are attempting in your vault appears on the score board. Press the UP or DOWN arrow key (or move the joystick handle up or down) to move the bar to the proper height.
- 2. If you're in practice play, raise or lower the bar height to any level you want. If you're in competition play, you cannot place the bar lower than the height of the last successful record. During competition, you'll have three attempts to make the height you've selected and you cannot select a lower height during those three attempts.

  Note: If you've made a successful vault on one of your attempts, you want he positive the successful vault on one of your attempts, you
- won't be entitled to any more attempts for that round.

  3. Press SPACE BAR (or a joystick button) to race towards the uprights.

  4. Press the LEFT and RIGHT arrow keys (or move the joystick handle left and right) in time with the contestant's feet in order to increase his
- As the contestants gets nearer to the uprights, press the DOWN arrow key (or move the joystick down). This lowers the pole into the ground and causes the contestant to be lifted toward the top of the uprights. Don't hold DOWN too long as this will cause the pole to snap.
- As the pole bends and lifts your contestants over the bar, press the UP arrow key (or move the joystick up) to lift his feet over the bar. arrow key for move me joystick up to first instead over the basis.

  Lift and twist your contestant's body over the bar by pressing the RIGHT arrow key (or by moving the joystick to the right). He will fall to the mat, either cleaning the bar, or knocking it off, depending on how
- successfully you executed these steps.

  8. Press SPACE BAR (or a joystick button) to clear the screen and bring up Note: If you're in competition play, the next competitor will be prepared to jump. Repeat steps 1 through 8. Competition will continue until all but one of the contestants have failed to clear the bar during

# SCORING

In order to win you must achieve the greatest height. It is deemed a failt if the competitor knocks the crossbar down, fails to leap over the crossbar or

# **UNEVEN PARALLEL BARS**

For a good performance, an athlete keeps her swing flowing rhythmically throughout her routines. She is judged on her swinging movements, the passage of her body between the bars, and how she handles any particular difficult movements in her sequence. There are seven hold or connections points, with thirteen possible sequences, plus two dismounts and the falls.

For this event, you will have five options before starting play. You can go into competition play, practice play, demonstration play, help or slow play. The last three plays con only be done from the practice play option.

# Slow or Fast Motion Play

- While in practice play, press the S key (ATARI ST & AMIGA) and the ALT D key (IBM). The gymnast will automatically go through her
- 2. When this routine is completed press the SPACE BAR to clear the screen The demonstration play will perform an exercise that rocal me screen for your next exercise (IBM) and joystick (ATARI ST & AMIGA). The demonstration play will perform an exercise that results in a perfect "10" from the judges. Commence play

# Help Play (IBM only)

A scoreboard presents you with three alternate movements each time you complete a move. This allows you to plan your strategy throughout the game. Here's how to enter help play:

1. While in practise press ALT H.

- 2. When the routine is finished press SPACE BAR to clear the screen for the
- next exercise.
  3. Press ALT H again to remove the scoreboard.

# THE MOUNT

Your first move is either the straddle mount or the extended body moun. To get into a mount follow these steps:

1. Press the joystick button to start your approach to the mount (or up or

Nove the joystick up or down. In the up position, you go into a straddle mount, while in the down position an extended body mount to a lower

- bar handstand will result. You are scored an execution of the moves as well as one of four levels of difficulty for each move, ranging from 'A' for easy to 'D' for most difficult move. eyboard Commands: Press UP ARROW after starting the game
- Joystick: Up after starting game Difficulty: A

# Mount: Extended Body Mount to Handstand on

Keyboard Commands: Press DOWN ARROW after starting game. Joystick: Down after starting game.
Difficulty: D

The sequence of optional exercises depends on the starting mount. Consult the tree diagram to determine your desired sequence of moves an follow

- 1. For each move (except for the mount) press one of the three keys on the numeric keypad: 8.5 or 2. These correspond to the joystick positions up centre or down.
- 2. The centre position (key 5) will usually produce a hold position or swing movement.

  3. During the dismount, press the SPACE BAR (or the joystick button)
- During me dismount, press me SPACE BAK (or the joystick button) precisely as the gymnast's feet touch the floor to prevent any penalty fostumbling (you have 2 minutes AMIGA 1 1/2 AMIGA). Note: You have 1 1/2 minutes to complete the exercises. If your gymnast is still performing when the time runs out she will fall to the floor. Time is running out when the female observer on the bottom foreground of your screen checks her watch. At this point you plan your

### NEXT MOVE OPTIONS AFTER YOUR MOUNT (ATARI ST & AMIGA)

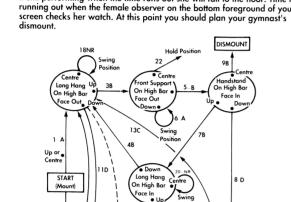
Consult the tree diagram to determine your desired sequence of moves

- and follow these instructions.

  1. For each move (except for the mount) move the joystick up or down or to the centre position
- Note: You can prevent the Hip Circle Hecht Turn Dismount by holding the joystick button as you execute the move.

  2. The centre position will usually produce a hold position or a swing
- 3. During the dismount, press the joystick button, just before the gymnast's feet touch the floor to prevent any penalty for stumbling.

  Note: You have two minutes to complete the exercises. If your gymr if still performing when the time runs out she will fall to the floor. Till



FALL

At the end of each exercise you will see a scoreboard that rates the lty and composition of the exercise, mentioning the specific areas which lost you points and a grand total score.

DISMOUNT

Each judge will score you from 0 to 10 points based on

Level of

The average difficulty of the moves.

Composition (there must be at least one but not more than three moves

FIREBUTTON

From each group).
Technical requirements for the moves (for instance, did the contestant change smoothly between bars or change the direction faced in

You work with the two bars in continuous action as you move from high to ow bar and vice versa. You are not allowed any stops and no more than four manoeuvres in a row on one bar. You must also make a minimum of ten moves. Except for swings, bar holds, or falls judges will rate each move in terms of level difficulty. The table following summarises the levels of difficulty for each move. This point evaluation tables gives you a perspective on points made and lost

ove D.	Difficulty	Move
	A	Straddle Mount over LB Hand Support
	D	Extended Body Mount to Handstand LB
	В	Long Hand Kip up to Support on HB
	В	Hip Circle Half Turn Grip Change
	В	Cast to Handstand Legs Together
	Ā	Hip Circle Forward on HB
	В	Lying Hang Pirouette Straddle to HB
	Ď	Cast Uprise Half Turn Grip Change
	В	Salto Backward Half Twist Dismount
)		Long Hang Kip up to Support on HB
	č	Swing Stoop Back Kip to Handstand
•	Ď	Glide Kip Full Turn to Grip Change
	B C D C C	Radochlaroll Full Turn to Hang on HB
l	Ď	Hip Circle Hecht Turn Dismount
	č	Underswing Half Turn to Handstand
	č	Hip Circle Half Turn Flight to HB
	Ď	Salto Roll Forward to Hang on HB
	(Penalty)	Long Swing on High Bar
	(Penalty)	Double Bounce Bottom Fall
	(Penalty)	Long Swing on High Bar
	(Penalty)	Inward Front Support on High Bar
	(Penalty)	Outward Front Support on High Bar
	(Penalty)	Reverse Splat Fall Off Low Bar
nere	A - 1 point	C - 3 points
	B - 2 points	D - 4 points
	z pomis	P T POINS

# BASIS FOR SCORING

Points Earned/Lost Difficulty of the move (1) Difficulty of the move (1)
Composition (2)
Range from 0 to + 3.5
Range from 0 to + 6.5
Renult from 0 to + 6.5
Renult from 0 to + 6.5
Renult from 0 to + 6.5 -1.0

Uncharacteristic Moves (3) Range from -0.2 to - 9.9 Exercise too short (4) -0.2 

# No dismount Stumble on dismount RINGS

In this event you perform a series of movements, as you hold two exercise rings. To score well, you must exhibit both precision and strength, with movements that alternate between swings and holds. You must not allow the rings to swing back and forth on the frame while performing the

-0.1

# **Keyboard and Joystick Control**

Strike the keys (or move the joystick) at different rates of speed to simulate the strength and control you need for this game. The amount of exertion you give the keys (or joystick) will depend on how difficult a particular ring movement is. For instance you need taster action for the iron cross nt, since it requires much more strength than a straight hang. Follow these steps to play:

- Press SPACEBAR (or joystick button).

  The opening screen shows the gymnast hanging from the rings. You
- If you quickly strike the LEFT and RIGHT ARROW keys handle left and
- right, the gymnast will go into a front lever position.

   If you quickly strike the UP ARROW (joystick handle up and down), the

gymnast enters a straight arm hang position.

3. Choose your next series of moves from the tree diagram. There are a large number of moves you can make, each with its own level of difficulty. There are also 11 different hold positions you can make. Each time you go to a new hold position on the rings, keep that position for two seconds before moving on to a new position. To do this, repeatedly strike the INSERT and DELETE keys (or repeatedly press).

## MEDAL WINNING HOLD POSITIONS

- To avoid costly penalties in maintaining hold positions, note the following:
   If you fail to move the joystick at the minimum level necessary to maintain a hold position, the gymnast will fall.
   If your joystick movement is above the minimum necessary to prevent a fall, but below the optimum necessary to maintain a hold, the

nnast will exhibit muscle tremors and shake. gymnast will exhibit muscle tremors and shake.

The icons arranged along the lower part of the screen represent all eleven moves possible. A flashing icon shows the move you are currently doing. When the move has been held for the correct amount of time (approx 2 seconds) a tone will sound, the icon will cease flashing and be left in a non the control of the contr highlighted state (dark blue shadow). You should now go on to another to avoid being penalised for maintaining the hold too long.

During practice there is and additional help mode available (HELP key toggle on/off). This takes the form of a highlighted border around the icons. A vertical highlighted border means that key/joystick movement up and down will take you into this move, likewise for a horizontal highlights but key/joystick left and right movement.

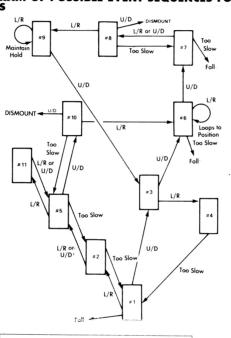
## SCORING

The event is scored using	g the six following criteria:
Execution	4.4 points maximum
Difficulty	3.4 points maximum
Combination Moves	1.6 points maximum
Originality	0.2 points maximum
Virtuosity	0.2 points maximum
Risk	0.2 points maximum
N	10: 1:66: 1:

Note: If you score less than 1.0 in difficulty, your execution score will be penalised. Execution is based on how well each move is accomplished. Each time you exhibit a muscle tremor or hold position for too long or too short a time, you lose points. A fall automatically results in zero execution

To score in Virtuosity (i.e doing better than expected) you must have a

# DIAGRAM OF POSSIBLE EVENT SEQUENCES FOR



Move	Difficulty	
No.	Score	Hold
1	0.10	Hang
2	0.20	Front Lever
2 3 4 5	0.20	Straight Arm Hang
4	0.40	Iron Čross
5	0.30	Pike
6	0.40	Left Hold
7	0.30	Shoulder Stand
8	0.40	Hand Stand
9	0.30	Planche
10	0.40	Inverted Hang
11	0.40	Rear Hang

Each move has its own difficulty rating, being either 'A' (easy), 'B' (medium) or 'C' (hard). To achieve the maximum score possible for difficulty you must have two 'A', three 'B' and three 'C' moves in your routine. The following moves give an indication of possible Difficulty

### scores. Move

Difficulty Handstand to planche Planche to straight arm hang Hang to front lever Straight arm hang to iron cross

Hang to iron cross If you substitute a move of greater difficulty for one of lesser difficulty, you would earn a higher execution score. For instance, if you have one 'A' move, two 'B' moves and five 'C' moves, you would still earn 3,4 points for difficulty but you'd earn a higher execution score.

Combination and originality scores are dependent on one another. A high Combination score will also result in a high originality score. The reverse is not true, however, since excessive duplication of moves lowers the Combination score but not the Originality score.

Your score for originality is based on the number of different sequences included but not on how often they are duplicated. You will earn 0.1 point for Risk for holding a left hold or shoulder stand

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# THE GAMES WINTER EDITION<sup>TM</sup>

### Loading And Start up For The IBM® PC and Compatibles

Set up your IBM PC or compatible as shown in the owner's manual.
Plug your joystick in as shown in the owner's manual or refer to the keyboard command card for keyboard controls.
Insert your DOS disk into the disk drive (drive A on a two drive system),

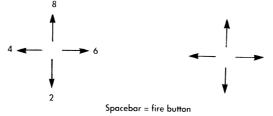
and turn on your computer.

• When DOS is loaded, insert THE GAMES - WINTER EDITION disk into the disk drive, label side up.

• Type the command GAMES, and press Enter to load the program.

## Tandy and IBM PC and Compatibles **Keyboard Commands**

Press the following Arrow keys on the numeric keypad in place of joystick Arrow and Keypad Moves Joystick Moves



## **Additional Keys**

- Press F1 to exit the country selection screen and return to the Options
- Press Esc from the Options menu to exit the game and return to DOS. • Press F3 to toggle the sound on and off.
- Note: Menu options can be selected by pressing their corresponding

# ATARI ST/CBM AMIGA

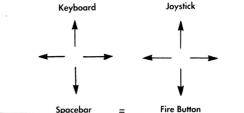
## **Loading Instructions**

- 1. Set up your system. If you're going to use a joystick, plug it into port 2 if you're going to use two joysticks. plug the second one into port 1.

  2. Insert The Games- Winter Edition Disk A and turns on the system.

  Note: The Amiga 1000 must be booted with Kickstart before you insert
- the game disk. Turn on the system with Kickstart version 1.2 in the drive. When prompted to insert the Workbench disk insert The Games Winter Edition Disk A instead.
- 3. When the title screen appears, press the FIRE button or SPACEBAR during the on-screen prompts to insert Disk B.

### **Keyboard and Joystick Controls** You can use either the keyboard or joystick to play the game



Select menu options by using your joystick or typing the option number from the numeric keypad, then press FIRE or SPACEBAR.

Cross country skiing, speed skating and slalom can be played in two-player events if you are playing with one joystick or the keyboard, you

When you select option 1, 2 or 3 for competition, you can choose your contenders nationalities from 16 countries.

Select option 8 to choose one or two joysticks or keyboard control.

# Choose a course. Move the joystick to highlight your course then press FIRE.

Launch your luge. Press FIRE to position yourself in the launching area. Then move the joystick from back to centre repeatedly to build up your momentum. When you're ready to shove off, push the joystick UP. Choreograph your moves. You cannot restart the choreography procedure

# To perform a move. Push the joystick UP to begin the move then release for completion. Successfully executing a move depends on your timing,

releasing the joystick. Speed Skating When racing a computer opponent your skater appears at the top of the screen. In a two-joystick game, the joystick in port 1 controls the skater at the bottom of the screen and the joystick in port 2 controls the player at

# Downhill Skiing

When racing a computer opponent, your skier appears at the bottom of the screen. In a two-joystick game, the joystick in port 1 controls the skier at the top of the screen and the joystick in port 2 controls the skier at the

Racing. Move your joystick LEFT/RIGHT to ski around the flags.

At the starting gate. Press Fire to shove off from the starting gate.

## **Cross Country Skiing**

When racing an opponent. Your skier appears at the top of the screen. In a two-joystick game, push your fire button first to control the skier at the top of the screen. Select your course. Move the joystick UP/DOWN to select 1, 2 or 3 kilometre course. Then press FIRE.

## If you have your sound system hooked up to your computer, you will most definitely want to take advantage of it when playing THE GAMES -WINTER EDITION

THE OPTIONS Once the game has loaded, you will see the title screen, followed by the OPTIONS SCREEN.

From the OPTIONS SCREEN, if you select numbers 1 or 2, you will attend the OPENING CEREMONIES before you actually begin the competition.

After all the events have been completed you will also attend the CLOSING CEREMONIES. (See CLOSING CEREMONIES, page 15.)

A Word About The Music

The Opening Ceremonies The first thing you'll notice is the city's magnificent skyline. You'll then proceed to the stadium where you'll witness the legendary lighting of the Torch. Amidst the patriotic and personal dreams of hundreds of thousands of participants and spectators, The Games are about to begin.

**Selecting Options** These are the five different OPTIONS, plus three viewing OPTIONS that you can select from:

# 1.) Complete in All Events 2.) Compete in Some Events 3.) Compete in One Event 4.) Practice One Event

- 5.) Number of Joysticks: 1 (2) 6.) See World Records
  7.) Opening Ceremonies
  8.) Closing Ceremonies
- To select an option: Move the joystick UP or DOWN to highlight the

# number of your choice. Then press FIRE. Or select a number by using the keyboard and then press RETURN.

\* Be sure to indicate the number of joysticks by highlighting #5 and pressing FIRE until the correct number reads on the screen. This way the computer will always "know" which player is using which joystick. Here's what you'll find within each option: **Competing In Events** en you select OPTIONS 1, 2 or 3, you will have the opportunity to enter

# the names and countries of each contender. To select your country: Choose from 17 countries. Simply move the joystick to highlight the flag of the country of your choice. Note: By pressing FIRE, you will hear the national anthem of the country whose flag is highlighted.

To enter your name: Type your name from the keyboard and press RETURN. To make deletions, corrections or additions simply use the normal word processing keys. To clear all the names off the screen, press SHIFT and HOME simultaneously.

### After all your selections are made: Press F7 Practice An Event

You will not need to enter your name or country here. Just select the event that you wish to practice. Once you've completed a practice session, you will be asked to if want to practiced the event again. Press "Y" on the keyboard to answer "YES," "N" To "NO" (or use the joystick). See World Record Throughout all competitions your scores at all times are carefully recorded. To view them, select this option.

# **Opening and Closing Ceremonies** watch either of the ceremonies again: select one of these options.

The Luge Daring. Unwavering skill. And a touch of winter madness. That's what it takes to brave the searing pace of one of the Games' most thrilling events:

You'll lie prone - feet first - on a sled that's technology designed to assault time. You'll strive to make the most of every curve, every straightaway and - most of all - every muscle in your body. What a wild way to earn

## Competing

Choose a Course. To do this, highlight the desired course by moving the joystick UP or DOWN. Then press FIRE.

Note: All contenders for a given Luge event must compete on the same

Launch your Luge: Just as in the official event, you will have 30 seconds to complete your launch. First position yourself on the launching area by pressing FIRE to simulate grabbing the handlebars. Continue pressing the button as you push the joystick FORWARD and BACK to build momentum. When you're ready to shove off, release FIRE and press FORWARD as fast as possible on the joystick.

Dig In. As soon as you launch yourself , dig your spiked gloves into the ice to create additional momentum. To dig, tap FIRE quickly, repeatedly - until you hit the steep launch ramp ring. Move the joystick RIGHT or LEFT to steer in those directions. You'll quickly learn that steering is very sensitive and how to go with the flow of

Note: All LEFT and RIGHT movements are relative to the direction in which

Rounding the Curves. Steer your luge to the inside of each curve to take advantage of the shortest possibly distance. Speeding through the Straightaways. Keep your luge dead centre on the straightaways so that it doesn't "drift" up or down.

Keep an eye on the meters. At the bottom of the screen are three meters labelled "Steer," "Drift" and "Position." "Steer" tells you the direction you're aiming. "Drift" lets you know if you're drifting too far. And "Position" gives your distance from the sides of the track.

## Scoring ntenders compete for the fastest times. The contender with the

# **Figure Skating**

Poise. Poetry in Motion. Precision. Of all the events, none undergo a closer scrutiny of skill, technique and timing than Figure Skating. And none are quite so breathtaking for the eye to behold. As you take to the ice, your muscles are filled with the excitement of knowing that this is your one big muscles are filled with the excitement of knowing that this is your one big chance. And your mind is filled with the precision moves and fluid grace you've been practising for so long. Your technique demonstrates your precision of line. Your choreography shows off the release of your spirit. And it all comes together in what could best defined as true "art."

**Competing**Choose your Music. The first step in planning your figure skating routine is to select your music. Here's how:

Move the joystick RIGHT or LEFT to choose the type of music for your routine. Each musical piece is represented by one of the seven musical instruments at the top of the screen. Press FIRE to make your selection. Then wait a few seconds for the music to begin. As the music plays you'll choreograph your moves to it.

Choreograph your Moves. Just as a real contender will, you must h your every move. Which means you'll select your moves to

Each of the silhouested dancers represents a specific move. You will select your moves in the same way you selected your music: by moving the joystick RIGHT or LEFT until your selection is highlighted and then pressing FIRE. A joystick icon in the lower right corner of the screen, shows you exactly when to move the joystick to perform each of the moves. The exactly when to move the joystick to perform each of the moves. The length of each musical piece allows you to select up to fourteen moves. To be eligible for a top score, you must select at least one each of the 8 moves, and perform at least 10 moves throughout your routine. Listen carefully to the music because your moves will be timed to the point in the music at the moment you selected it. And part of your score will be based on how closely you followed your own choreography. Keep an eye on the music meter at the bottom of the screen. The arrow on the meter tells you how much music is remaining so you can space your moves out to fill the music.

If you decide to start the choreography procedure over, rapidly press FORWARD twice on the joystick. When you have completed the choreography to your satisfaction, press FIRE to allow the next player to make his or her selections. When all the players have made their selections, press FIRE again to begin the performance.

The Performance You are now ready to perform the figure skating routine you have choreographed for judges. You must try to remember exactly the order and timing of your choreography to come as close as possible to a perfect

To skate around the rink. Press the joystick LEFT to go left, RIGHT to go

To perform a move. Press the joystick UP. Note: Watch your timing and be careful to perform each move as you choreographed it.

The icons in the lower left corner of the screen, show you your current and upcoming moves. Also, a timebar with coloured arrow in the lower right portion of the screen lets you know when to execute each move. Watch the arrow as it changes to these colours: YELLOW - Means "There are no more than two seconds until your next

GREEN - Means "Execute your move at the right point in the music." (You are within two seconds before or after the time to execute move.)
RED - Means " You are more than two seconds late to perform your

# If you fall, press FIRE to start the move over again. When you have completed all your moves or when the music ends, your skater will stop. Press FIRE to view your score. To end your routine early, press FIRE twice

rapidly. Press FIRE again for the next player's perfor Your score is based on both your technical and artistic performance. The technical score reflects how well you executed your moves. Your artistic score is based on how closely your moves matched with the timing of the original choreography. The best possible score you could have is a 6.

# **Speed Skating**

Sheer, rock-hard strength. Legs of steel. And unerring rhythm. These are the qualities that can send you screaming past the competition at the finish line in the Speed Skating races. You'll reach speeds no other self-propelled athletes will ever attain. Your nerves will be assaulted by the sight of your competition coming up beside you. And your heart will race with every swing of your arm, every thrust of your skates. But you keep going. Your body bent for optimum thermodynamics. Skating for the Gold.

Choose your Track. All competitors play on one of four tracks. First, use the joystick to highlight the track of your choice. Then, press FIRE to get into the skating screen. Note: All contenders for the Speed Skating event must compete on the

At the Starting Line. The race starts the moment the gun goes off. But be sure and watch the bottom of the screen. It will prompt you to get on your mark, get set and - finally - to GO. Racing. Press the joystick RIGHT and LEFT to thrust your arms and feet. Timing and rhythm movements are critical. The smoother your moves, the faster you'll go. Press the joystick UP while moving LEFT and RIGHT to skate up over the cross-over section of the track. Press the joystick DOWN while moving LEFT and RIGHT to skate down over the cross-over section of the track. If your skater falls, press FIRE to get him back on his feet.

### Scoring he lower your time, the closer you are to taking home the Gold.

Skiing

# THE EVENTS

The skiing competition is divided into four different groups: Downhill racing, the slalom, ski jumping and cross country racing. We will describe each of these events in the following sections.

racer from a gold medal winner. As you shove off from the top of the mountain, the slope provides the power. You simply go with it. Using your poles for balance. And your mind for building the belief that this one is

cameras have been placed, press FIRE to place your racer at the starting gate. If, for some reason, you don't want any cameras, skip this step by pressing FIRE to proceed

Note: Once cameras are set, all skiers will use the same camera views. At the Starting Gate. To warm your player up before taking off, push the joystick UP and DOWN. To shove off from the starting gate you must firmly plant your poles into the snow. To do so, press FIRE.

position the camera icons and press FIRE to set them. When all four

# Downhill skiers compete for the fastest times. The skier with the lowest

Speed. Control. And split-second timing. It's this conflicting combination of speed and control that makes the Slalom one of the most difficult of all the speed and control that makes the station one of the first station which skiling events. As you plunge down the mountain, you must twist and turn at every flag. And as soon as you recover from one challenge, you're addition to the first station of the first station of the first station to the first stat

Competing

At the Starting Gate. Press FIRE to bring your contender to the starting gate. Then wait for the starters gun (Get set, ready Go!) and ... you're off! Racing. Be sure to pass ABOVE the first flag to get off to the rhythm. Then move the joystick UP and DOWN to avoid the flags and descend the slope.

The Ski Jump Daredevil bravery. Nerves of steel. And total control. As the ski jumper hangs in mid-air, high above the skyline, all sounds seem to halt for that brief moment. All but the sound of the heart pounding. As you ride through the air, form counts for distance, angle counts for style points. Both timing and form are critical for a flawless landing, and for a medal-

Down the Ramp. Follow the screen prompts to begin your jump. Then, as you travel down the ramp, follow these instructions:

To crouch (speed up): Press the joystick UP.

To turn right or left: Move the joystick RIGHT or LEFT.

To jump: Press FIRE.

In the Air. While in the air remember:

To lean backward: Press the joystick LEFT.

Lean forward: Press the joystick LEFT.

To lower your arms: Press the joystick DOWN. To go into the landing position: Át a 45° angle hold down FIRE until you hit

Changing Perspective. You'll start out down the ramp in first person

## to see yourself.)

Your score is based on your style in the air and on the distance. To increase your style points, keep your body at a 45 angle, and enter the landing position at the last moment.

Endurance. Endurance. Endurance. It's you against time. It's you against the perils of winter. It's you against the mountain. In this test of pure physical prowess, nothing is on your side. Except for an occasional surge of gravity when you reach a dip in the course. Your heart speeds to its top capacity. Your adrenaline races. Your every muscle is operating at peak performance levels. And still, even with all this, it's going to take more to put you in first place. It's going to take all the spirit you can muster. And then some.

Beginning. There will be always two racers on the screen at one time. If there is only one player using a joystick, your computer will "ski" for the opponent. Press FIRE to start the countdown.

Going Uphill. If you begin to lose momentum on the hills, you can "step up" rather than ski up. To do so, hold FIRE down while continuing to move the skier's legs back and forth.

# Scoring

After each event the winning competitor's national anthem will play and the three top winners' flag will appear. For each event, the gold medal will receive 5 points. The silver medal winner will receive 3 points and the bronze medal winner, 1 point. After all the events are finished, the contender with the highest number of points is again rewarded and his

Note: To fast forward through any of the awards ceremonies, press and

Cross country skiers compete for the fastest times. The skier with the lowest

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# A free fall in white. A confidence in the forces of gravity. A oneness with

the mountain herself. These are the qualities that differentiate a technical

Racing. Once you get going, continue to use your poles to gain speed. Also, follow these directions.

To gain into a tuck (speed up): Press the joystick UP.

To snowplough (slow down): Press the joystick DOWN.
To snowplough (slow down): Press the joystick DOWN.
To turn right: Move the joystick RIGHT.
To turn left: Move the joystick LEFT.
To stop yourself once you fall: Pull back on the joystick.

Changing perspectives. You'll start out in first person perspective. But as you reach each of your four cameras (indicated by red flags), the

# Scoring

Slalom

breath or relax your furious pace. Until you hit the bottom. Waiting to determine your chance for the Gold.

Note: All contenders in a given race will compete on the same course

m skiers compete for the fastest times. The skier with the lowest

Competing

To lean forward: Press the joystick RIGHT. To raise your arms: Press the joystick UP.

# perspective. But as you jump off the ramp and into the air, the perspective "Il change to a third person perspective. (Which means you will be able

**Cross Country Skiing** 

Competing

Racing. When the countdown reaches "GO," begin skating by moving the joystick RIGHT and LEFT, matching the position of your skier's legs.

# Going Downhill. To build up extra speed on the downhill slopes, press FIRE while moving the poles to double pole.

**Awards Ceremony** 

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Downhill

Competing Select your camera positions. There are four cameras in all. To place your cameras all along the course, simply move the joystick UP or DOWN to

perspective will change to a third person perspective. In a third person perspective, you'll actually be watching yourself. As you ski beyond the field of view of each camera, the perspective will change back to a first

# Flips. While in third person perspective (in front of cameras), you'll be able to show off. To do a flip, move the joystick LEFT or RIGHT while simultaneously holding down FIRE.

Select your Course. To choose from the four different courses, simply move the "box" by pressing the joystick in the desired direction. As you can see, the more flags on a course, the more difficult it will be.