

LOADING

Type LOAD"" <ENTER>

CONTROLS

The game can be controlled by keyboard or joystick and most interfaces are compatible.

Day One 1. Pistol Shooting 2. Cycling 3. Spring Board Diving 4. Gian Slalom

PISTOL SHOOTING

Wait until one of the six targets turns towards you, aim the sight using the two running keys (one vertical, one horizontal), and fire at the red cross-wires at the centre.

CYCLING

Alternate the running keys (or joystick) for maximum speed in this sprint against time.

SPRING BOARD DIVING

When ready press the fire button to begin bouncing (to gain more height press again as you touch the board). Repeated left/right key depressions will make him somersault.

Cease movement when the diver is about to enter the water, head first for maximum score.

GIANT SLALOM

You have a short run to increase your speed until the first flag appears (use left/right control alternatively). Now press fire button to transfer control to skier's movement guiding him down the course, through the sets of flag poles, by using the appropriate left or right.

Day Two 1. Rowing 2. Penalties 3. Ski Jump 4. Tug O'War

ROWING

Use continuous left/right movement to increase your speed.

PENALTIES

Use alternate left/right keys to build up the power for the shot. When the ball is reached, press fire to kick. The direction of the ball is determined by the timing of the kick and the angle is altered by the length of time that the fire button is depressed.

SKI JUMP

Increase your energy store (continuous left/right movement) enabling the jump to be sustained for a longer time. As you reach the end of the slope press the fire button to enable the skier to leap into the air (the nearer to the end of the slope the better). As your man touches down on the snow press the fire button again.

TUG O'WAR

Use continuous left/right controls to increase the overall power and drag your adversary over the boundary!

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