

# The Games- Summer Edition™

## Loading Instructions

### Spectrum 48K

Type LOAD"" and press ENTER. Press PLAY on your cassette recorder.

### Spectrum 128K, +2

Use the TAPE LOADER as normal.

### Amstrad CPC Cassette

Press CTRL and small ENTER keys simultaneously. Press PLAY on your cassette recorder.

### Commodore 64/128 Cassette

Plug your joystick into port no 2. Note: You can use two joysticks for two player competition in Velodrome Cycling. When playing that event, plug a second joystick, if you have one, into port no. 1.

Turn on the system. (For Commodore 128, hold down the Commodore key when you turn on the system to set it to C64 mode. Alternatively type GO 64 at the prompt and press RETURN. When the prompt reappears, type yes.)

Press SHIFT and RUN/STOP keys together and press PLAY on the Cassette recorder. The cassette is recorded with four events on each side. The cassette files are sequential. If you want to load and play an event which is before the point where you are on the tape, you must rewind the tape before attempting to load it. For example: If you have loaded and played Diving and you now want to play Archery, the cassette must be rewound to a position before Archery. The order of events is in the options menu. It may help when positioning the tape if you zero the tape counter after loading the main menu and make a note of the counter reading after each event.

After playing event number 4 on side one, insert side 2, rewind and press PLAY.

To abort any event, whether competing or practising, press RUN/STOP and then RESTORE. The menu will automatically be reloaded from the cassette.



Archery



Velodrome Cycling



Diving



Hurdles



Pole Vault



Rings



Hammer Throw



Uneven Parallel Bars



Other Options

### Pre-Game Screens

Choose between competition or practice play. In practice play your scores are not saved so no medals are awarded. To select practice play move the joystick to select one of the events, then press the joystick button. For competition play, highlight Other Options; then press the joystick button.

### All Computers

Please refer to on-screen prompts. Upon Loading you will be prompted to redefine keys / controls. (See section headed Change Controls.)

Choose between competition or practice play. In practice play your scores are not saved so no medals are awarded. To select practice play move the joystick to select one of the events, then press the joystick button. For competition play, highlight Options; then press the joystick button.

### Options Menu

- Compete in all events
- Compete in some events (CBM64/128 only)
- Practice in all events
- View World Records
- Return to village (CBM64/128 only)

### Compete in All Events

You will now compete in all eight events in sequence automatically. Use the game play instructions featured on this sheet to maximise your score.

### Compete in Some Events (CBM64/128 only)

Select this option and once again you will see the Village Map. Move the torch to the appropriate event icon. Pressing the joystick button will select that event. You can choose as many or as few events as you wish. You will be automatically taken in turn to compete in your selected events. Follow the game play instructions on this sheet as you compete in each event.

**Note:** During an event pressing the RESTORE key will stop play and return you to the Village Map.

### Practice in All Events

Select this option to practice each of the eight events in turn. After playing each event you will have the option to practice again or continue to the next event.

### Practice Some Events (CBM64/128 only)

To practice an event use the joystick to move the torch to the appropriate game event icon on the village map.

Press the joystick button to practice that event. After completing the practice round, you'll be asked if you want to play the event again. Select YES and press the joystick button to return to the same event. Selecting NO and pressing the joystick button will return you to the village map.

### View World Records

Selecting this option will present you the World Records for each of the eight events.

### Return to Village (CBM64/128 only)

Select this option to return to the Village Map.

### Ending Screens

After completing all the competitive events chosen, a screen appears listing the medal winning countries.

The FINAL STANDINGS screen shows you the name of each contestant; the number of gold silver and bronze medals won, as well as total points scored. Gold = 5 pts., Silver = 3 pts., Bronze = 1 pt. Then the award ceremonies will start featuring the leading medal winning countries.

## Change Controls

This option allows you to change the keys or joysticks used for both players 1 & 2 enabling direct competitive play. Both players may use the same controls, but when competing in the Velodrome Cycling or Hurdles events, each player would have to play against a computer pacer rather than each other.

### Spectrum Versions

You will be able to select from:

- 1 Sinclair Joystick 1
- 2 Sinclair Joystick 2
- 3 Kempston Joystick
- 4 Cursor Joystick
- 5 Keyboard

### Amstrad Versions

You will be able to select from:

- 1 Joystick 1
- 2 Joystick 2
- 3 Keyboard

When selecting the keyboard on either Spectrum or Amstrad you will automatically be asked to redefine the keys.

Select your desired control method by pressing the required number. This is then repeated for player 2. (Please note: Players 1,3,5 & 7 use the control method selected for player 1. Players 2,4,6 & 8 use the control method selected for player 2.)

## Archery

In this event you control the pull of the bow while compensating for wind speed and direction as indicated by the windsack. You'll shoot three arrows at a target 90 metres away. You will have 1 1/2 minutes for the event.

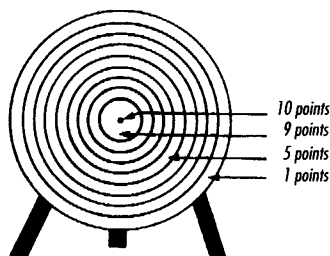
### Joystick Controls

1. Press the joystick button to pull back on the bow. To reduce or increase the amount of pull move the joystick handle left or right.
2. Once you've pulled on the bow, pressing the joystick button will reveal a close-up window which will show the bow sight in relation to the target. You cannot readjust the pull once the button has been pressed.
3. Line up your arrow with the target by moving the joystick handle. Compensate for the wind factor as indicated by the windsack.
4. To release the arrow press the joystick button.

**Note:** After you shoot an arrow, a close up of the target appears showing your shot. In the upper right window, you'll see the time that is left to shoot your remaining arrows and your score in this round so far.

### Scoring

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



## Velodrome Cycling

This event is a 1000 metre sprint; two riders starting on a 333 1/3 metre track. At the starting gun the competitors go slowly through the first two laps, 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 across the line 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.

### Joystick Controls

#### Computer Opponent / Tournament Play

1. The first screen asks you to decide between Tournament Play or Computer Opponent Play. Tournament Play requires two joysticks (bottom screen - joystick 1; top screen - joystick 2). Computer Opponent requires only one joystick (you will be using the top screen). For a one player game choose Computer Opponent and press the joystick button. (See Change Controls section.)
  2. In Tournament Play the screen displays the contestants names and countries. Press the joystick button.
  3. This brings up a screen split into three sections showing an aerial view of the track on the right; dots showing the relative positions of the two cyclists.
  4. To start, press the joystick button and wait for the sound of the starting gun. (In Tournament Play both competitors must press their joystick buttons.)
  5. Move the joystick up and down to start racing. Your opponent will automatically start racing.
  6. To increase your speed, move the joystick up and down more vigorously.
- Note:** If you follow closely behind you opponent, you will hear a "shhh" sound, indicating that you are "drafting". Getting in your opponents slip stream means less pedalling for you!
7. Move left or right on the track by moving the joystick left or right.
- Note:** Underneath each cyclist's window is a bar indicating each cyclist's strength. This bar flashes when you win.
8. You'll be timed through the final lap as indicated by the bell. At the end of the race the finishing times of both players are given.

### Scoring

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

## Diving

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 more points. During practice play, your dives are evaluated. A wheel is located under the diving board. The closer this wheel is to the diver the more spring he can get out of the board, and the higher he can jump.

### Joystick Controls

#### Moving the Diving Wheel

Press and hold down the joystick button while moving the joystick to the right to bring the wheel away from the pool, or to the left to bring it closer to the pool.

#### Forward Dives

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 just prior to the the diver landing on the board and you will get added height to the dive. The longer you hold, the higher the jump.

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

Type of Dive	Joystick Control
Swan Dive	Move the joystick up and then down to enter the water.
Normal Forward Dive	Move the joystick left until the diver enters the dive. Then pull the joystick down to enter the water.
Forward Somersault	Move the joystick left and release just before the diver makes a complete somersault. Then pull the joystick down to enter the water.
Front Pike	Move the joystick left and at the same time press the joystick button. Then pull the joystick down to enter the water.
Forward Twist	Move the joystick up while pressing the joystick button but release after the diver completes a half twist. Then pull the joystick down to enter the water.
Normal Reverse	Move the joystick right then pull down as the diver enters the dive. Then pull the joystick down to enter the water.
Reverse Somersault	Move the joystick right and release just before the diver makes a complete somersault. Then pull the joystick down to enter the water.
Reverse Pike	Move the joystick right while pressing the joystick button. Then pull the joystick down to enter the water.

### Backward Dives

Tap the joystick to the right. The diver will then walk to the end of the board. As he nears the end of the board, pull the joystick down and hold to stop the dive. Release the joystick and enter the sequence for the dive you wish to perform as detailed below:

Type of Dive	Joystick Control
Back Layout	Move the joystick up, then pull down to enter the water.
Outside Dive	Move the joystick left and release it just before the diver starts a somersault. Then pull the joystick down to enter the water.
Inside Dive	Move the joystick right releasing it just before the diver starts a somersault. Then pull the joystick down to enter the water.
Back Somersault	Quickly move the joystick left and release it just before the diver completes one revolution. Then quickly pull down to enter the water.
Inward Back Pike	Move the joystick right while pressing the joystick button. Then pull the joystick down to enter the water.
Outside Back Pike	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.
Back Twist	Press the joystick button at the same time that you move the joystick up. Then pull the joystick down to enter the water.
Inward Somersault	Move the joystick right and release before the diver completes one revolution. Then pull the joystick down to enter the water.

### Different Variations of a Dive

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

#### Forward Dives:

Forward Dive	Twist
Reverse Dive	Forward Somersault
Outside Dive	Forward Quadruple Twist
Inside Dive	Forward Pike
Swan	Reverse Pike

#### Backward Dives:

Forward Dive	Twist
Reverse Dive	Outside Somersault
Outside Dive	Inside Somersault
Inside Dive	Outside Pike
Layout	Inside Pike

### Different Dive Combinations

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 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 together.

### 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 competitor swings a "hammer", a heavy solid ball attached to a 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 or five body turns, moving toward the edge of the circle before releasing the hammer. The distance the hammer travels is the competitor's score, and the best of three throws represents his top score for the event.

### Joystick Controls

Press the joystick button to enter the spin phase 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.

Throw 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 toward you instead of down the field.
- If you don't press the joystick before the thrower steps out of the circle, he'll be literally lifted out into the air!
- If the thrower spins too slowly during the revolve stage, he will wrap the hammer around himself.

## Hurdles

This event requires the competitor to run 100 metres and clear ten 1.067 metre high barriers. Each runner runs in his own lane during the race. Although you are running against a computer competitor, 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.

### Joystick Controls

1. The screen shows two runners walking towards their running lanes. Press and hold the joystick button to get the runners in a "get set" position.
2. Wait for the starting gun before releasing the joystick button. This starts you racing.
3. To increase your speed move the joystick left and right faster in time with the runner's feet.
4. When approaching the hurdle, press the joystick button to jump.  
**Note:** If your runner is out of step you will stumble or fall over the hurdle and be disqualified. If you hold the joystick button, you'll get a longer jump but you'll tire more easily.
5. After you finish jumping over all ten hurdles, speed through to the finish line.

### Medal-Winning Moves

After completing your first hurdles in competition play, follow these steps:

1. Your runners slow down to a walk after crossing the finish line. Press the joystick button to see your time for the race.  
**Note:** Your computer competitor's time is not shown.
2. Another screen automatically appears to tell you the name and country of the next player. Press the joystick button for the second race in competition play. If there are no more competitors for this event, you will automatically bring up the screen for the next event you have chosen.

### Scoring

The competitor with the lowest time is the winner. During a race, you may knock down an unlimited number of hurdles without disqualification although your time will be increased. 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 vault 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 after 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 he lifts his feet towards the crossbar and turns his body to clear the bar.

### Joystick Controls

Follow these steps:

1. The opening screen shows a pole vault mat. Press the joystick button to start. The height you are attempting appears in the upper left hand corner of your screen. Move the joystick up or down to move the bar to the correct height and press the joystick button.
2. In practice play, raise or lower the bar to any height you wish. In competition play, don't place the bar lower than the last successful jump.
3. Press the joystick button once more to begin your run.
4. Move the joystick left and right, in time with the athlete's feet in order to increase his speed.
5. After the pole touches the box (but as late as possible), move the joystick up.
6. Lift and twist his upper body over the bar by moving the joystick to the right at the top of his flight. He will fall to the mat, either clearing the bar, or knocking it down, depending on how successfully you have executed the movement. Press the joystick button again for the next attempt.

### Scoring

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

## Rings

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

### Joystick Controls

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 joystick will depend on how difficult a

particular ring movement is. For instance you need faster action on the joystick for the iron cross movement, since it requires much more strength than a straight hang. Follow these steps to play.

1. The opening screen shows the gymnast hanging from the rings. You have two move possibilities:
  - If you quickly move the joystick handle left and right, the gymnast will go into a front lever position.
  - If you quickly move the joystick handle up and down, the gymnast enters a straight arm hang position.
2. 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.
3. 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 move the joystick either left and right or up and down, depending on the direction of your last joystick move to achieve that position.

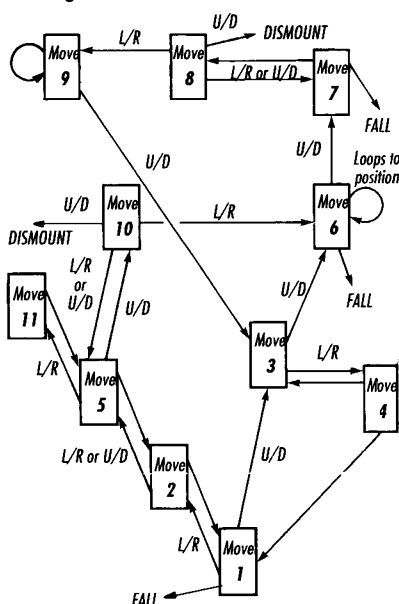
Move No.	Hold
1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

### 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 gymnast will exhibit muscle tremors and shake.
- There are three lights at the top of the screen. If you maintain your hold position for two seconds, the left light comes on if you scored an "A" level in difficulty, the central light if you scored a "B", and the right light for a "C". There is also an accompanying low, medium or high tone sound. When you see the light and hear the sound, go to another move to avoid being penalised for maintaining the hold too long.

### Diagram of Possible Event Sequences for Rings



### Scoring

The event is scored using 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

**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 short a time, you lose points. A fall automatically results in zero execution points.

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

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	A
Planche to straight arm hang	A
Hang to front lever	B
Straight arm hang to iron cross	B
Lever to rear hang	C
Hang to iron cross	C

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 for two seconds.

## Uneven Parallel Bars

This is the blue riband gymnastic event. For a good performance, and athlete keeps her swing flowing rhythmically throughout her routines. She is judged on her swinging movements, her passage from bar to bar, and how she handles any particularly difficult movements in her sequence. There are seven hold or connection points, with thirteen possible sequences, plus two dismounts and two falls.

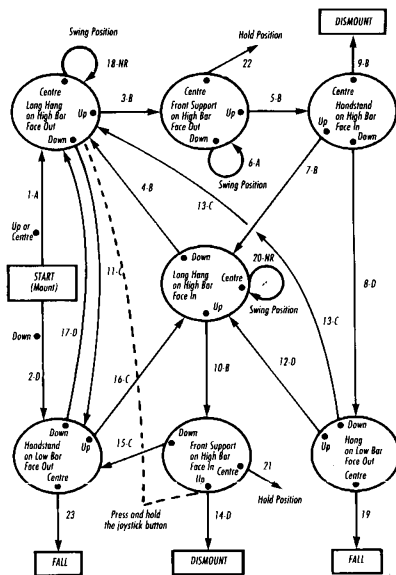
### The Mount

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

1. Press the joystick button to start your approach to the mount.
2. Move 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 on execution of the moves as well as one of the four levels of difficulty for each move, ranging from "A" for easy to "D" for most difficult.

### Diagram of Possible Event Sequences for Uneven Parallel Bars



### Next Move Options after your Mount

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 down as you execute the move.
2. The centre position will usually produce a hold position or a swing movement.
3. During the dismount, press the joystick 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 gymnast is still performing when the time runs out she will fall to the floor.

Move No.	Level of Difficulty*	Move
1	A	Straddle Mount over LB Hand Support
2	D	Extended Body Mount to Handstand LB
3	B	Long Hand Kip up to Support on HB
4	B	Hip Circle Half Turn Grip Change
5	B	Cast to Handstand Legs Together
6	A	Hip Circle Forward on HB
7	B	Lying Hang Pirouette Straddle to HB
8	D	Cast Uprise Half Turn Grip Change
9	B	Salto Backward Half Twist Dismount
10	B	Long Hang Kip up to Support on HB
11	C	Swing Swoop Back Kip to Handstand
12	D	Glide Kip Full Turn to Grip Change
13	C	Radochlaroll Full Turn to Hang on HB
14	D	Hip Circle Hecht Turn Dismount
15	C	Underswing Half Turn to Handstand
16	C	Hip Circle Half Turn Flight to HB
17	D	Salto Roll Forward to Hang on HB
18	(Penalty)	Long Swing on High Bar
19	(Penalty)	Double Bounce Bottom Fall
20	(Penalty)	Long Swing on High Bar
21	(Penalty)	Inward Front Support on High Bar
22	(Penalty)	Outward Front Support on High Bar
23	(Penalty)	Reverse Splat Fall off Low Bar

\*where A = 1 point  
B = 2 points  
C = 3 points  
D = 4 points

### Scoring

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

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

- The average difficulty of the moves
- Composition (there must be at least one but not more than three moves from each group)
- Technical requirements for the moves (for instance, did the contestant change smoothly between bars or change the direction faced in moving bar to bar?).

You work with the two bars in continuous action as you move from high to low 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 of difficulty. The table following summarises the levels of difficulty for each move. This point evaluation table gives you a perspective on points made and lost.

### Basis for Scoring

Performance	Points Earned/Lost
Difficulty of the move (1)	Range from 0 to +3.5
Composition (2)	Range from 0 to +6.5
Technical Requirements (Score Deduction)	
Fall	-1.0
Uncharacteristic moves (3)	Range from -0.2 to -9.9
Exercise too short (4)	-0.2
Few direction changes (from left to right and vice versa) (4)	-0.2
Too few bar changes (from high to low and vice-versa) (5)	-0.1
Too many moves on high bar	Range from -0.2 to -9.9
Mount value too low	-0.2
No dismount	-0.2
Stumble on dismount	-0.1

### Notes

- (1) Overall points earned on difficulty results from average of scores of individual moves, with the following values for each level of difficulty per move: A = 1 point; B = 2 points; C = 3 points; D = 4 points. However you can increase the level of difficulty each time one of your movements is connected with the succeeding movement, with no holds, swings, or pauses in between. Thus an "A" rated move becomes a "B" and so-on until "D" where the rate remains the same. If you average a difficulty over 3.5 your difficulty score is limited to 3.5.
- (2) For each type of move executed at least once (but not more than three times), 0.5 points is added to the Composition score.
- (3) When an uncharacteristic move, such as a swing or hold occurs, a disappointing sound is made and 0.2 points are deducted.
- (4) Fewer than ten.
- (5) Fewer than eight.

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