

# Moment of Truth

You're an athlete at the 1988 Winter Games at Calgary, Alberta, Canada. You're about to move across snow and ice with as much speed, strength, endurance and grace as you can muster in the blustery cold. This is the winter portion of the world's foremost amateur sports competition. You'll match your skills against the top athletes from a hundred countries.

# Objectives

WINTER GAMES challenges your competitive skills with a series of athletic contests for 1 to 4 players. You can compete in seven challenging winter events—*Ski Jump*, *Bobsled*, *Figure Skating*, *Freestyle Skating*, *Hot Dog Aerials*, *Speed Skating* and *Biathalon* (cross-country skiing and rifle shooting). Practice each event first to hone your skills. WINTER GAMES provides judges, keeps scores, and awards medals to the winners—the Gold for first, the Silver for second, and the Bronze for third place. If you break a "World Record," WINTER GAMES will display your name on a special World Records screen. Get ready to give it your best – and remember the motto of the ancient Greek athletes:

Citius – Altius – Fortius  
"Faster – Higher – Stronger!"

# Getting Started

WINTER GAMES for the Spectrum is recorded on both sides of the Cassette. There are 3 events on side 1 and 4 events on side 2. Each side scores independently and the scores achieved on either side are not carried forward. If you are competing with your friends you will need to make a note of the scores before loading the second side. All the events are on side one with a duplicate on side two. When the Title Screen has loaded press the Fire-button to load the Opening Ceremony. To exit the Opening Ceremony press the Fire-button. Leave the PLAY button on the cassette player permanently down. Do not press STOP. You will then be presented with a menu. **There are only 4 Cassette Options:**  
1) Compete in all events (see option 1 below).  
2) Practice all events.  
3) Number of joysticks (1 or 2). (See option 4 below).  
4) See world records. (See option 5 below). If you choose option 1 then, after choosing the number of competitors and countries etc., you will then load and play each event in sequence by pressing the fire button to load each event and exit each event. If you choose option 2 it will be the same as option 1 but no scores are recorded and no country is represented. Events cannot be loaded separately but must be played through in the order they appear on the tape.

# Loading

**LOADING**  
Type LOAD "" "ENTER" (Note there is no space between the two quotes). The "" is obtained by pressing SYMBOL SHIFT and the P key simultaneously. For further instructions consult the chapter of your manual concerned with loading programs. Now press PLAY on your recorder. The screen message should appear and the game will load automatically. If this does not happen try adjusting the volume and tone controls up until loading takes place. WINTER GAMES has a user definable keyboard, the instructions for which will appear on-screen should you select the keyboard option. Winter games may be operated by any of the following joystick interfaces:  
Kempston joystick  
Cursor joystick  
Sinclair Interface II

# Starting Play

**How to Play**  
**Side 1**                      **Side 2**  
Ski Jump                  Figure Skating  
Hot Dog Aerials          Bobsled  
Speed Skating            Biathalon  
                                 Freestyle Skating  
A menu screen offers you a choice of options. To make a selection, use the space key to move the cursor to your choice, then press the enter button.  
**OPTION 1: COMPETE IN ALL EVENTS**  
The computer keeps a running tally of medals awarded to each player. To enter your name, type your name on the keyboard and press enter. Repeat name selection for each additional player (up to 4). When all players names are entered, press enter.  
**OPTION 2: COMPETE IN 1 EVENT**  
Similar to option 1, but you compete in the event you select. Use the space key to choose the event, then press enter.  
**OPTION 3: PRACTICE ONE EVENT**  
No scores are kept during practice rounds. Move the space key to choose the event, and then press enter.  
**OPTION 4: JOYSTICKS**  
If a one player game is selected the player may use any joystick. If two or more players wish to play then they cannot select the same joystick interface. Each player must select a different interface. Any number of players can select to use the keyboard.  
**OPTION 5: SEE WORLD RECORDS**  
Display the highest score recorded in all events, with the name of the player who achieved each world record. Press the fire button to return to the menu.

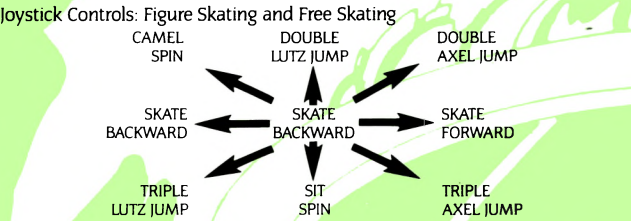
# The Games

The instructions for playing the following 7 events assume the use of a joystick. We strongly advise that this game is played with a joystick but if you wish you may adopt the keyboard. Should you select the keyboard it will be necessary to interpret the joystick movements in the instructions and translate them to the appropriate keys. If the keys are selected you will be asked to choose left, right, up, down and fire. To select certain of the controls for these events it will be necessary to press two keys simultaneously. The following example refers to the figure skating. To select the "Camel Spin" press up and left simultaneously.



## Figure Skating

**Figure Skating (Short Program)** is a one-minute, timed exercise of seven compulsory movements: **Camel Spin**, **Sit Spin**, **Double Axel Jump**, **Triple Axel Jump**, **Double Lutz Jump**, **Triple Lutz Jump**, and **Camel** into **Sit Spin**. You can perform the seven movements in any order you choose. It's the grace and form of your skating that count!  
● Press the **FIRE** button to start **Figure Skating**.  
● To begin a movement, point the joystick in the direction of the movement you want to make and press the **FIRE** button.  
● To **COMPLETE** a movement, centre the joystick and press the **FIRE** button.  
● To **SKATE BACKWARD**, centre the joystick and press the **FIRE** button.  
These are the key Figure Skating movements, in their relative joystick positions:



**FIGURE SKATING TIPS:**  
**AWKWARD:** A movement will be judged as elegant or awkward, depending on when you press the **FIRE** button. If you're **skating forward** and "trigger" a jump when the skater's legs are in **open stride**, the jump will be perfect. If the skater's legs are **closed**, the jump will be awkward. The opposite is true if you're skating **backwards**: trigger the jump when the skater's legs are **closed** and the jump will be perfect. Practice makes perfect, so keep trying!  
**FORWARD SKATING** performers can do a **Double** or **Triple Axel Jump** or turn around and begin skating backwards. Remember: Be skating forwards when time runs out – if you're skating backwards you'll fall down!  
**BACKWARD SKATING** athletes can do a **Double** or **Triple Lutz Jump**, a **Camel** or **Sit Spin**, or turn around and begin skating forward. When you do **SPINS**, try to make six rotations. If you turn fewer than six times, your exit will be awkward: more than six turns will make you dizzy and you'll fall.  
**DON'T FALL DOWN!**  
You'll fall down if you try to move directly from a jump to a spin, a spin to a jump, a jump to another jump, or a Sit Spin to another Camel Spin. Skate backwards in between movements, skate forwards before you do an Axel jump.  
**CAMEL INTO SIT SPIN:** You can move directly from a Camel Spin to a Sit Spin – a very elegant combination worth 1.2 points!  
**FIGURE SKATING SCORES**  
You begin with a score of **0.0** The best score is **6 points**. All scores are displayed in tenths. And don't worry – your score can't go below 0. After you successfully complete each Figure Skating movement, your score is added like this:

MOVEMENT	POINTS
Camel Spin	.7
Sit Spin	.7
Double Axel Jump	.6
Triple Axel Jump	1.1
Double Lutz	.6
Triple Lutz	1.1
Camel into Sit Spin	1.2
<b>Total Score</b>	<b>6.0</b>

● **Total Score Penalties**  
● **.7 Point penalty for each fall.**  
● **.2 Point penalty for each awkward movement.**

**CREDITS:** Only the first attempt at each movement completed within the one minute is scored.



## Free Skating

In **Free Skating** competition, you choose the jumps and spins, inventing your own choreography to music. You have two minutes to complete the program.  
**FREE SKATING SCORES**  
In Free Skating, you try to make **three** successful attempts of the **seven** Figure Skating movements: Camel Spin, Sit Spin, Double and Triple Axel, Double and Triple Lutz and Camel into Sit Spin. The judges will watch you closely in this event and calculate your **maximum score** based upon the number of falls and awkward movements in your routine. A **smart performer** will complete **three** attempts of as many difficult movements as possible within the two-minute time limit to get the highest possible score. You begin with 0 points. The Maximum score (ceiling) you can get is 6.0 – no matter how high your total score.  
Note: If you successfully complete a fourth attempt at a movement the judges will not credit your score.  
**FREE SKATING SCORES**

MOVEMENT	POINTS EACH ATTEMPT	● Total and Maximum Score Penalties
Camel Spin	.3	<b>PENALTY</b>
Sit Spin	.3	<b>TOTAL</b>
(1.8 points maximum)		<b>MAXIMUM</b>
Camel into Sit Spin	.5	Fall                      -.5                      -.2
(1.5 points maximum)		Awkward               -.2                      -.05
Double Lutz Jump	.2	Note: No penalty for failing to attempt all seven movements.
Double Axel Jump	.2	EXAMPLE:
(1.2 points maximum)		Your Total Score: 6.9 Maximum: 6.0
Triple Axel Jump	.4	1 Fall                      -.5                      -.2
Triple Lutz Jump	.4	2 Awkwards           -.4                      -.1
(2.4 points maximum)		Your Final
		6.0 Score           5.7
<b>Total</b>	<b>6.9</b>	
(6.0 Maximum Ceiling)		

**CREDITS:** Only the movements completed within the two-minutes are scored. Movement attempts will be added to your score only if they're successfully completed.



## Speed Skating

Speed Skaters can move at 30 miles per hour – much faster than athletic track runners. In fact, Speed Skating champions are the fastest self-propelled human beings over level earth!  
In Speed Skating, two racers skate side-by-side, in separate lanes, as fast as they can go!  
● When "PRESS YOUR BUTTON" appears on either half of the screen, the player whose name appears on that half of the screen must press the

joystick **FIRE** button. The next player does the same. This begins the countdown.  
● When the countdown reaches "GO!" begin skating by moving the joystick to the **LEFT** and **RIGHT** to move your skater's legs. The trick is to make the skaters legs move back and forth as in real skating.  
● Continue skating by moving the joystick back and forth in rhythmic strokes to move your racer's legs. Build your natural skating rhythm faster to get up to speed – and GO FOR IT!  
● The skater with the fastest time wins the race.  
● When the race is over, press the **FIRE** button to begin the next event.



## Hot Dog Aerials

This demonstration sport tests your guts, grace and precision on skis. Strive for a performance of athletic artistry as you flip through the air in a dazzling series of daredevil moves.  
● Push the **FIRE** button to start a jump.  
● Push the joystick in one of these six directions to begin a movement:  
Daffy                      Back Scratch  
Back Flip                Land                      Forward Flip  
Mule Kick                Swan  
● To do one movement **after** another, move the joystick when the Hot Dog Skier is in mid-air – timing is crucial  
● To get out of a move or begin another move push the joystick to the centre (**LAND**) position.  
● Hold each movement (except the **Flips**) until you choose a different move.  
● Go into the landing position before you hit the ground, or you'll **Fall**.  
**SCORES**  
The score is based on both style and difficulty, and is displayed after you land. The maximum is 10 points.  
**DIFFICULTY** is judged by the number of different manoeuvres performed in mid-air. Any combination of movements can be mixed together for a total maximum score of 10. Combinations of different movements count for the most points. Points will be deducted for awkward movements. Watch your landing! If you fall, you won't receive a score.

STUNTS	POINTS
1 Stunt	6.3
1 Flip	7.2
2 Stunts (Same)	8.7
2 Flips (Same)	9.2
2 Stunts (Different)	9.6
1 Stunt and 1 Flip	10.0
2 Flips (Different)	10.0

● 1.4 point penalty for each awkward movement.



## Ski Jump

Every gust of wind chills your body as you look down from the top of the jump tower to the runway far below. The judges and spectators look like insects from this height. GO! Your coiled body lurches forward and suddenly you're into another world!  
You crouch down low, in a tucked position, to accumulate as much speed as possible. At the take-off, you leap out, push up, and lean forward, over the edge of your skis, to reduce wind resistance and increase the length of your jump.  
● Press the **FIRE** button to begin your approach.  
● When you reach the takeoff point, press the **FIRE** button  
● In the air, watch the upper right-hand corner of the screen for faults. Correct faults quickly to get maximum style points and distance.  
● If your knees are **BENT**, move the joystick **UP** to correct.  
● If you're **TOO FAR FORWARD**, move joystick **LEFT**.  
● **TOO FAR BACK**, move joystick **RIGHT**.  
● **SKIS CROSSED**, move joystick **DOWN**.  
● If you don't correct your faults in time, your Ski Jumper's wild antics will cause **wind resistance** and lose style points.  
Ski jump scores are based on distance and form.  
**DISTANCE:** is based on the timing of the takeoff, and the aerodynamics of the jumper in the air.  
**STYLE:** You'll get more points if you recover quickly from faults and don't fall.  
**SCORES:**  
Your maximum is tallied by multiplying your **DISTANCE (x) 3 (+) STYLE POINTS**. A respectable **Ski Jump** score would be a flight of 60 meters and 20 style points for a total of 200 points.

**Biathalon**  
Race over a cross-country track on skis with a .22 calibre rifle slung over your shoulder. You have only a few cartridges to fire at the required targets, so steady your sights and develop an eagle eye before you fire away!

● Press the **FIRE** Button to start cross-country skiing.  
● Move your joystick left and right to move your skier's legs in steady, rhythmic kicks and glides.  
● On **LEVEL GROUND**, keep up a steady pace by moving your joystick back and forth.  
● For **UPHILL** terrain, move the joystick faster to increase speed.  
● **DOWNHILL** stretches go fastest if you use the double-pole technique. Pull the joystick down when the skier's hands are in front, to get the maximum push down the slope.  
● **SHOOTING:** You are issued five cartridges to shoot at five targets, and every miss is a 5-second penalty. The gun must be loaded and the shell ejected after each shot. Pull the joystick **BACK** to open the gun chamber. Push the joystick **FORWARD** to load the shell. Push the **FIRE** button to shoot. Repeat for the next shot. The skier's heart rate affects your accuracy – so cool down, and take careful aim before you fire!  
● The winner or high score is the skier with the fastest total time.



## Bobsled

Prepare to career down a track of solid ice – while you crouch in a precision-built machine of steel and aluminium. You'll fly around hair-raising turns, then plummet down the bumpy straightaways at speeds exceeding 90 miles per hour!  
● Press the **FIRE** button to begin the race.

● Move the joystick left and right to guide your sled.  
**HINTS:** Steer hard! To avoid capsizing at the turns, try to anticipate the pull of centrifugal force, and steer hard in the *opposite* direction. Watch your speed! The power bar at the bottom of the screen shows how fast you're going. The faster you go, the harder you have to steer to keep plummeting toward the finish. Learn the course! An intimate knowledge of the course is important, so you learn the best position to take each corner.  
● The winning bobsled's score is based upon the fastest time through the tracks.

# Scoring

## Awards Ceremony

After every event, the names and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen.

## Champion Ceremony

If players compete in all WINTER GAMES events, a Grand Champion of the games is selected based on the number of points awarded for each side.

Gold Medal = 5 points  
Silver Medal = 3 points  
Bronze Medal = 1 point

The points are totaled after all events have been completed, and the player with the most points is honoured as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event.

## World Records

If a world record is achieved in any event, the name of the record-breaking player is recorded by the WINTER GAMES program. The records are displayed on the World Records screen. If a new record is set for an event, the previous record is erased and the new information appears in its place.

## How did Winter Sports begin?

Skiing, skating and sledding began centuries ago as fun and practical ways for people to move across snow and ice.

## Skiing

The earliest skis may have existed about 4,000 or 5,000 years ago in Scandinavia. Ski bindings were invented in the 1860's by Sondre Nordheim, of Mordegal, Norway. Once skiers could slip the toes of their boots into iron pieces, then fasten their heels with straps or springs, they gained much more control of their long wooden slats – and they could move with breathtaking speed. Norwegian emigrants pioneered the sport all over the world.

## Skating

Skating began around 1000 BC. Before the Iron Age, Nordic people made skates from elk, ox and reindeer bones. In fact, anthropologists have discovered bone skates they believe to be at least 20 centuries old! Since the Middle Ages, people have skated on canals in Holland. Ice skating was a very fashionable recreation in the French court in the 1770s, when Marie Antoinette was an avid enthusiast.

## Sledding

Primitive sleds were used for transportation before 3,000 BC. in Northern Europe. The American Indians tied poles together with thongs to carry loads over snow.

The thrill of riding a speeding sled down a steep hill caught on in the 1500's in Germany, when people rode toboggans over snowy hillsides. Sledding became a real sport when British and American tourists starting racing sleds down snowbound mountain roads in the European Alps in the middle of the 19th Century. Bobsled races developed in the 1880's in Switzerland.

## The Winter Olympic Games

The first WINTER GAMES were held at Chamonix, France in 1924, when they were accepted as a celebration comparable to the Summer Games and given the official blessing of the International Olympic Committee. Since then, the WINTER GAMES have been held at the following locations:

WINTER OLYMPIC GAMES			
Date	Place	Date	Place
1924	Chamonix, France	1960	Squaw Valley, California
1928	St. Moritz, Switzerland	1964	Innsbruck, Austria
1932	Lake Placid, New York	1968	Grenoble, France
1936	Garmisch-Partenkirchen, Germany	1972	Sapporo, Japan
		1976	Innsbruck, Austria
1948	St. Moritz, Switzerland	1980	Lake Placid, New York
1952	Oslo, Norway	1984	Sarajevo, Czechoslovakia
1956	Cortina, Italy	1988	Calgary, Ontario

WINTER GAMES for the Spectrum was developed by Ocean Software Limited in association with Sentient Software. Screen graphics by David Thorpe.

Produced by: Jon Woods and Geoff Brown.



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# WINTER GAMES