

INTRODUCTION

Experience the power, the glory, the thrill and the challenge of the world's greatest athletic competition: the SUMMER GAMES!

The awe-inspiring OPENING CEREMONY focuses on 3,000 years of noble tradition as you proudly look on, ready to give your very best to honour your country.

This is the moment you've worked and trained so long to achieve, to test your skill under pressure against the best of the world's athletes. You will try to excel in the whole spectrum of sports events - in track and field, swimming and diving, gymnastics and skeet shooting.

Boldness Skill Strategy Determination The marks of the true champion. If you are victorious you'll receive the champion's prize - the coveted GOLD MEDAL - before the cheering multitude. Your triumph might even go down in history as the greatest personal performance ever!

OBJECTIVES

SUMMER GAMES offers a variety of sports competitions for 1 to 8 players. It challenges you with eight realistic events in swimming, track, gymnastics, skeet shooting, pole vault and diving. Represent one of 18 countries as you compete in each event. Try to win the most medals for the whole line-up of events! SUMMER GAMES keeps scores, provides judges, and awards medals to the winners.

As you get better, try to break "World Records" and set new performance standards. SUMMER GAMES also saves the names of record holders and displays them on a special screen.

GETTING STARTED

LOADING INSTRUCTIONS

CBM 64/128 CASSETTE The cassette is recorded with all events on side one. The cassette files are sequential if you want to load an event which is before the point you are at on the tape you must rewind the tape before attempting to load it. For example: if you have loaded and played the 100-Metre Dash then to load and play the Pole Vault, it may help on positioning the tape if you zeroise your tape counter after loading the main menu and make a note of the counter readings for each event on the tape. The order of events on the tape is as shown on the main menu. To load the cassette: Insert the cassette label side up, rewind and press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette player.

CBM 64/128 DISK Turn the computer and disk drive ON. Insert disk. Type **LOAD****A,1** and press **RETURN** key.

Cassette and disk. Plug joystick into Port #2. If you are using two joysticks, plug second joystick into Port #1.

SPECTRUM 64/128E, +2 CASSETTE Type **LOAD****** and press **ENTER**. Press **PLAY** on the cassette recorder. The Opening Ceremony and Pole Vault appear on side one with the remaining 7 events on side two. Diving, 4 x 400 Metre Relay, 100 Metre Dash, Gymnastics, Freestyle Relay, 100 Metre Freestyle Swim and Skeet Shooting.

SPECTRUM +3 DISK Turn on computer, insert disk and press **ENTER**. Game will load and run automatically. Recorded on side one are the Opening Ceremony, Pole Vault and Diving with the remaining events on side two.

AMSTRAD CPC CASSETTE Press **CTRL** and small **ENTER** keys. Press **PLAY** on the cassette player. Recorded on side one is the Opening Ceremony, Pole Vault and Diving. On side two are the 4 x 400 Metres Relay, 100 Metre Dash, Gymnastics, Freestyle Relay, 100 Metre Freestyle Swim and Skeet Shooting.

AMSTRAD CPC DISK: Type **RUN*DISK** and press **ENTER**. Game will load and run automatically. See menu for options available.

STARTING PLAY

A spectacular opening ceremony welcomes you to the International SUMMER GAMES. A runner arrives to light the traditional flame and white "peace doves" are released over the stadium.

After the opening ceremony a menu screen offers you a choice of six options.

CBM 64/128 To make your selection, use your joystick to move the cursor to your choice, then press the **FIRE** button. Or type the number key of the option you want.

SPECTRUM/AMSTRAD To make a selection, use **UP** and **DOWN** to move to one of the options and press **FIRE**.

OPTION 1: COMPETE IN ALL THE EVENTS

Players compete in the complete series of events, in this order: Pole Vault, Diving, 4 x 400 Metre Relay, 100-Metre Dash, Gymnastics, Freestyle Relay, 100-Metre Freestyle, and Skeet Shooting.

- Players will first be asked to enter their names and pick their countries.
- Type in your name on the keyboard and press **RETURN/ENTER** to enter.
- Push the joystick to move the cursor to one of the flags, then press the **FIRE** button to pick that country. (If you just want to hear the anthem type **8** CB64/128 only).
- Repeat name and country selection for each player. When all competitors are finished, press **RETURN/ENTER**.
- A verification screen will appear. If all names and countries are correct, select **YES** with the joystick and press the **FIRE** button, or type **Y**. To delete names and start again select **NO** or type **N**.

OPTION 2: COMPETE IN ONE EVENT

- Similar to Option 1, but you only compete in the event you pick

CBM 64/128

- Use the joystick to choose the event, then press the **FIRE** button or just type the key matching the number of the event (1 - 8).
- **SPECTRUM/AMSTRAD** Use **UP**, **DOWN** and **FIRE** to select which events you wish to play. Pressing **FIRE** on an already selected event will deselect it. Select **DONE** when ready to continue.

OPTION 3: PRACTICE ONE EVENT

- Use the joystick to choose the event, the press the **FIRE** button or just type the key matching the number of the event (1 - 8). **NO SCORING RECORDS ARE KEPT DURING PRACTICE ROUNDS.**

OPTION 4: NUMBER OF JOYSTICKS (1 or 2)

- Select 1 or 2 by pressing the **FIRE** button or type 4.
- If you only have 1 JOYSTICK, plug it into Port #2 and select 1.
- If you have 2 JOYSTICKS, plug them both in and select 2. This will let two players compete head to head in the swimming and running events.

OPTION 5: SEE WORLD RECORDS

- Displays the highest score recorded in all events, with the name and country of the player who achieved it.

OPTION 6: OPENING CEREMONIES

- Repeats the opening ceremonies.

NOTE - SPECTRUM AND AMSTRAD USERS: Use **UP** and **DOWN** to move cursor where joystick movement is indicated for **CBM 64/128** versions.

Due to changes on memory configurations, the order of options for the Spectrum and Amstrad versions have been changed and the following options are applicable:-

OPTION 1

As CBM 64/128

OPTION 2 : PLAY SOME EVENTS

Similar to Option 1 but you choose which events you compete in

OPTION 3: PLAY ONE EVENT

As CBM 64/128 Option 1

OPTION 4: PRACTICE ONE EVENT

As CBM 64/128 Option 3

OPTION 5: SEE WORLD RECORDS

As CBM 64/128

OPTION 6: DEFINE CONTROLS

Use this to change one of the sets of controls or both. To use a joystick, press the appropriate direction on the joystick when the program prompts for a key, i.e. If the program asks "Press key for up" then press joystick UP etc.

OPTION 7: OPENING CEREMONIES

As Option 6 on CBM 64/128

THE GAMES

POLE VAULT

You need agility and superb timing to perform well in this event. It takes sprinting, lifting and gymnastics skills - co-ordinated in split seconds of fluid movement!

- The display along the bottom of the screen shows the competitor's name and country, the bar height, and status messages.
- The bar height is initially set at 4 metres. A status message will ask: "TRY THIS JUMP?"
- If you wish to compete at that height, push the joystick **FORWARD** to answer "YES" or pull the joystick **BACK** to answer "NO". The next player then gets the same option. If all the players decide not to jump, the bar is raised and the question is asked again.
- **NOTE:** Competition **CAN** begin at any height up to 5 metres. When the bar is raised to 5 metres, competition **MUST** begin before the height is increased.
- After you accept a bar height, a status message asks you to "SELECT POLE GRIP". Use the joystick to select your grip.

- **FORWARD** for HIGH.
- **LEFT** or **RIGHT** for MEDIUM.
- **BACK** for LOW. (The high grip can give you more height, but low grip is easier to use for low jumps.)

When the status message says, "READY TO JUMP":

- Press the **FIRE** button to start running towards the bar.
- Pull the joystick **BACK** to plant the pole in the vault box (which appears as a dark notch in the landing pad).
- Push the joystick **FORWARD** to kick up and flip over the bar.
- Press the **FIRE** button to release the pole.
- Timing is critical in this event. You can fail to clear the bar if you:
 - Plant the pole too soon or too late (missing the vault box).
 - Kick up too soon (hitting the bar) or too late (letting the pole fall against the bar).
 - Release the pole too soon (losing control) or too late (letting the pole fall against the bar).
- You get three attempts to make a successful vault at each height.
- Three successive failures eliminate you from competition in this event.
- After each round, the bar height is raised.
- The winner of this event is the last player to be eliminated.

DIVING

Stand on a platform 30 feet above the water. Feel the tension rise as the crowd watches you every move. It's time to show your "best stuff" with four tricky dives: forward, backward, reverse and inward. As you take the plunge, remember: Form is everything!

- Press the **FIRE** button to take off from the diving board.
- Use the joystick to control your body position and rotation speed.
- Push the stick:
 - **RIGHT** for a full-tuck position, and the fastest rotation.
 - **BACK** for a pike position, and the second-fastest rotation.
 - **LEFT** for a half-pike position, and slower rotation.
 - **FORWARD** for a layout position, and the slowest rotation.
- After every dive, the judges' scores appear in boxes across the centre of the screen. A dive is considered perfect (for a score of 10 points) if the body enters the water vertically and fully extended, either head- or feet-first. Any deviation from this ideal entry position costs you points, with a minimum score of zero.
- A second scoring factor is the Difficulty Rating, based on the number of rotations and different positions achieved in a dive. This

- Rating starts at 1.0, and can go as high as 4.1, increasing with the complexity of the dive.
- The total points for each dive are calculated by eliminating the high and low judges' scores and multiplying the Difficulty Rating
- To get a high score, attempt the most difficult dive you can successfully perform. Easy dives get low Difficulty Ratings; complex dives may earn low scores if they are executed poorly. Remember both of the factors used in scoring this event.
- Three status displays give you this information:
 - A **DESCRIPTION** screen names the next dive you are to perform.
 - A **DIVE RATING** screen indicates the score for your performance.
 - A **CURRENT STANDINGS** screen shows the total points won by all the competitors in this event. Press the **FIRE** button to change screens.
 - The winner of this event is the competitor who scores the most points for the four dives.

4 x 400 METRE RELAY

It takes speed, pacing AND perfect teamwork from all four runners on your relay team to win this exciting race. Be sure to watch their vital signs closely - a collapse could be a disaster. And remember, don't fumble the baton!

- Press the **FIRE** button to set your first runner at the starting line.
- When both runners are in place, watch the countdown: "MARK... SET..." The starting gun fires - "GO!"
- Move the joystick to the **RIGHT** to start running.
- A false start means the countdown begins again. Be careful - two false starts disqualify you.
- Move the joystick to control your runner's speed.
- **CTRL** for normal running.
- **LEFT** for "coasting".
- Pacing is crucial in this event, so watch the gauge at the bottom of the screen to monitor your runner's energy reserves. When the bar is long and white, your runner has plenty of energy. As the bar disappears your energy is depleted.
- Control your runners' speed to move them as fast as possible without becoming exhausted. They lose energy while sprinting and regain it while "coasting".
- If a runner tries to sprint with little or no energy left, his performance will drop off sharply. Make the runner coast to reduce his speed and regain energy (but don't let him fall too far behind!).
- Each of your runners has a different amount of stamina. Learn their individual traits in order to decide how to control their pace.
- All runners tire more quickly in the first part of their "leg" (or turn) than they do in the second part. Runner one can't regain his energy as fast as runner four can, while runner two loses energy faster than runner three.
- To pass the baton, press the **FIRE** button. Time the pass for the moment when both runners are close to each other, otherwise, you'll lose precious seconds while you progress stops.
- When your fourth runner crosses the finish line, your race time will appear in place of your name.
- The winner of this event is the team with the best time.

100-METRE DASH

All out **SPEED** is the key to winning this race!

- The Start procedure is the same as the 4 x 400-Metre Relay.
- When the race begins, increase your running speed by jiggling the joystick as rapidly as you can, either **SIDE-TO-SIDE** **UP** and **DOWN**.

- The winner of this event is the runner who crosses the finish line with the best time.

GYMNASTICS

This is the supreme test of grace and precision. Strive for a performance of athletic artistry as you vault from a springboard to the horse, then to the floor. The crowd will really appreciate your attention to form!

- Press the **FIRE** button to get set.
- **RELEASE** the button to start your run.
- Press the button again to jump onto the springboard.
- You will get a more powerful vault nearer the edge of the board, jumping too soon or too late will make you miss the board entirely, and you will have to start again. A second miss will disqualify you from the round.
- Hold the joystick **RIGHT** or **LEFT** as you leave the springboard to perform a 180° axial body twist. The manoeuvre increases the difficulty of your performance and makes a higher score possible (if you successfully complete your attempt).
- Press the **FIRE** button to push off the horse. The most powerful push-off occurs when the body is nearly vertical.
- In the air, move the joystick to control body position and rotation speed.

- **FORWARD** for a full-tuck position, at fast rotation.
- **CTRL** for a layout position, at medium rotation.
- **BACK** for a landing position, at slow rotation. You must be in this position for a correct landing.
- The scoring is based on both execution and difficulty, and is displayed after your landing.
- **EXECUTION** is considered perfect if you land completely upright on your feet. In a near-perfect landing, you take a step. Use the joystick to straighten up, by pushing it in the opposite direction that your gymnast is leaning. By making this last-second correction, the landing will be judged successful, with only a slight penalty. If your gymnast falls there will be a greater score penalty.
- **DIFFICULTY** is judged by the number of different manoeuvres performed in mid-air. Scores are lowered by poor landings, poor height off the horse and vaults that involve few manoeuvres.
- The highest possible score is awarded for a perfect landing after a 180° twist, with maximum height from the horse, followed by a triple somersault.
- The winner of this event is the competitor who scores the most combined points for two consecutive vaults.

FREESTYLE RELAY

Be ready to spring from your starting block when the countdown reaches "GO". Just a fraction of a second can decide this furious swimming race. It takes power, co-ordination, and strategy to keep your four swimmers ahead!

- Press the **FIRE** button to position your first swimmer at the starting block.
- When both swimmers are in place, watch the countdown: "MARK... SET... GO!"
- Move the joystick to the **RIGHT** to jump into the water. Don't jump too soon - an early take-off is a false start, and the countdown will begin again. Three false starts disqualify you from the race.
- Press the **FIRE** button every time your swimmer's arm enters the water. This gives you a "power stroke", and more speed.
- When your swimmer reaches the far end of the pool, about half way through the action, marked by a red float, lean the joystick **LEFT** for a kick-turn. Turning at just the right time gives you the best head start for your return lap.

- As your swimmer completes the return lap, lean the joystick **RIGHT** to start your next relay race. The new swimmer should leave the starting block just as his teammate reaches the end of the pool. If you make this move too early or too late, the action stops and you'll lose precious time!
- When your fourth swimmer completes his return lap, the clock displays your final time for the race.
- The winner of this event is the team with the best final time.

100-METRE FREESTYLE

This race is like the Freestyle Relay, except that a single swimmer completes just two lengths of the pool. To win this 'swimming sprint', concentrate on getting a good start and keeping a strong power stroke. Just a split second can be the margin of victory!

- The start, kick-turn and power stroke are controlled the same way as in the Relay event.
- This race is over when your swimmer completes his return lap.
- The winner of this event is the swimmer with the best final time.

SKEET SHOOTING

Out on the SUMMER GAMES skeet range you need steady nerves, an eagle's eye, and lightning reflexes to win this supreme test of marksmanship. Learn the patterns of the clay pigeons, focus your attention, and keep your sights steady as you fire away!

- Move the joystick to aim your gunshot.
- Remember, gravity slowly but constantly pulls the sight downward, so your aim won't stay fixed unless you keep correcting it. This means you can't just set your aim and wait for the target. If you follow a target, the gravity effect is very minor.

- Press the **FIRE** button to release the targets from the trap houses at the sides of the range, and again to shoot. You get only one shot for a single target and two shots for a double target. Make them count! One point is scored for each hit.

- Each round of shooting consists of 25 targets. They appear in a standard sequence as you move through eight shooting positions. Positions start from the left, move to the right, and finish at the centre station. Pay attention to the order in which targets are thrown.

- The winner of this event is the shooter who scores the most hits in a round of 25 targets.

SCORING

AWARDS CEREMONY After every event the names, countries 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, and his or her country's national anthem is played (CBM version only).

CHAMPION CEREMONY

If players compete in all SUMMER GAMES events, a Grand Champion is selected based on the number of medals awarded.

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

When all the events have been decided the points are totalled and the player with the most points is honoured as Grand Champion. This occurs after the Awards Ceremony for the final event.

WORLD RECORDS

The highest score achieved in each event, the name of the player scoring it and his or her country are saved by the SUMMER GAMES program. These records are displayed on the World Records screen. If a new record is set for an event, the previous record is deleted and the new information appears in its place.

When all the events have been decided the points are totalled and the player with the most points is honoured as Grand Champion. This occurs after the Awards Ceremony for the final event.

WORLD RECORDS

The highest score achieved in each event, the name of the player scoring it and his or her country are saved by the SUMMER GAMES program (CBM disk only). These records are displayed on the World Records screen. If a new record is set for an event, the previous record is deleted and the new information appears in its place.

CONTINUING PLAY (CBM 64/128 DISK ONLY) To restart SUMMER GAMES at any time, press **RUN/STOP** and **RESTORE** at the same time. The program will return to the main menu.

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SUMMER GAMES II™

INTRODUCTION

The majesty, scope and glory of the original SUMMER GAMES™ return in SUMMER GAMES II™. Now you can explore the thrill of the world's greatest athletic competition with eight brand new events. Challenge your timing in the triple jump. Test your endurance in the equestrian arena. From fencing to kayaking, you'll be at the heart of the action as you "go for gold". Strategy, skill and determination are the qualities you'll need to succeed. Give your best in every event. Nothing can be held back. Not if you want to be a champion. Strive for victory - if you win, the gold medal will be yours.

OBJECTIVES

SUMMER GAMES II™ challenges your competitive skills with a series of athletic contests for 1 to 8 players (CBM 64/128) 1 or 2 players (Spectrum/Amstrad). Experience the excitement and realism of eight different events - cycling, equestrian, fencing, high jump, javelin, kayaking, rowing, and triple jump. Practice each event first to sharpen your skills. Then choose from the 18 countries you can represent and let the Games begin! Try to win GOLD, SILVER or BRONZE.

SUMMER GAMES II™ keeps scores, handles the judging, and awards medals to all of the winners. If you break a "World Record", SUMMER GAMES II™ will save your name and display it on a special World Records screen.

GETTING STARTED

LOADING INSTRUCTIONS: **CBM 64/128 CASSETTE** The cassette is recorded with four events on side one and four events on side two. You will be prompted when to load side two. Because the cassette files are sequential if you want to load an event which is before the point you are at on the tape you must rewind the tape before attempting to load it. For example, if you have loaded and played the Javelin event then to load and play the Triple Jump the cassette must be rewound and positioned before the Triple Jump. It

may help on positioning the tape if you zeroise your tape counter after loading; the main menu and make a note of the counter readings for each event on both sides of the tape. The order of the events on the tape is as shown on the main menu. To load the cassette: Insert the cassette label side up, rewind and press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette player.

DISK/TAPE

When you have played the closing ceremony the tape must be loaded again from the beginning of side one (i.e. label-side).

CBM 64/128 DISK

Plug joystick into Port #2. If you are using two joysticks, plug second joystick into Port 1. Turn the computer and disk drive ON. Insert disk (You will be prompted when to remove the disk to load Side 2.) Type **LOAD ****A,1** and press **RETURN** key.

SPECTRUM 64/128, +2 CASSETTE Type **LOAD****** and press **ENTER**. Press **PLAY** on the cassette recorder. The Opening Ceremony, Triple Jump, Rowing, Javelin and Equestrian events are on side one with the remaining events on side two. After each event has loaded stop the tape.

SPECTRUM +3 DISK

Turn on computer, insert disk and press **ENTER**. Game will load and run automatically. The Opening Ceremony, Triple Jump, Rowing, Javelin and Equestrian events are on side one with the remaining events on side two.

AMSTRAD CPC CASSETTE Press **CTRL** and small **ENTER** keys. Press **PLAY** on the cassette player. The Opening Ceremony, Triple Jump, Rowing, Javelin and Equestrian events are on side one with the remaining events on side two. After each event has loaded stop the tape.

AMSTRAD CPC DISK Type **RUN*DISK** and press **ENTER**. Game will load and run automatically. See menu for options available.

STARTING PLAY

A spectacular opening ceremony welcomes you to SUMMER GAMES II™. The lighting of the flame marks the start of the international competition. White doves are released over the stadium - a traditional symbol of peace.

Once the opening ceremony concludes, a menu screen offers you a choice of nine options. To make a selection, use your joystick to move the cursor to your choice, then press the **FIRE** button. You may also select an option by typing the corresponding numbered key.

OPTION 1: COMPETE IN ALL EVENTS

This option allows the players to compete in all eight (or sixteen if you own SUMMER GAMES I™ - see OPTION 6) of the events: while keeping a running tally of medals awarded to each player. You'll compete in the events in this order: Triple Jump, Rowing, Javelin, Equestrian, High Jump, Fencing, Cycling and Kayaking.

- You will first be asked to enter your name and pick your country.
- Type your name on the keyboard and press the **RETURN** key to enter.
- Use the joystick to move the cursor to the flag of your choice then press the **FIRE** button to pick that country. (If you want to listen to the anthem, type **8**.)
- Repeat the name and country selection for each additional player (up to eight). When all player's names and countries have been entered, press the **RETURN** key again.
- A verification screen will appear. If all names and countries are correct, select **YES** with the joystick and press the **FIRE** button, or type **Y** if you need to make any changes, select **NO** or type **N**.

CBM 64/128

You will first be asked to enter your name and pick your country. Enter your name using the scrolling letter bar. Press **FIRE** on the "En" Prompt to enter it. Press **FIRE** on the arrow to delete the last character. Use the joystick to move the cursor to the country of your choice, then press **FIRE**. You may repeat the name and country selection for Player 2. When you have finished, move the letter bar to the "En" prompt and press **FIRE**.

OPTION 2: COMPETE IN SOME EVENTS

- Similar to OPTION 1, however, you can compete in any number of the listed events for this round of international competition.
- Select the event(s) by typing the corresponding numbered key or by moving your joystick and pressing the **FIRE** button.
- The events you select will be displayed in white.
- When you are finished selecting the events, move the cursor to the word **DONE** and press the **FIRE** button.

OPTION 3: COMPETE IN ONE EVENT

- Similar to OPTIONS 1 and 2, but you can compete in any single event of your choice.
- Select the event by typing the corresponding numbered key or by moving the joystick and pressing the **FIRE** button.

OPTION 4: PRACTICE ONE EVENT

- Use the joystick to select the event, then press the **FIRE** button or type the corresponding lettered key. No scoring records are kept during practice rounds.

OPTION 5: NUMBER OF JOYSTICKS (1 or 2).

- **CBM 64/128**
 - Select 1 or 2 by pressing the **FIRE** button or typing 1 or 2.
 - If you are using only one joystick make sure it is plugged into Port 2, and select 1.
 - If you are using two joysticks, plug both of them in and select 2. This will allow two players to compete "head-to-head" in cycling, rowing, and fencing.

The following are option changes for Spectrum/Amstrad Versions

OPTION 5 - SEE WORLD RECORDS

See Option 7 follows.

- To go faster the javelin too low, your throw will incur a low arc
- Releasing the javelin too high will result in a high throw and a disappointing performance
- The best angle to release the javelin at will be discovered through practice
- If you cross the throwing line, you will incur a fault
- You get three attempts to throw the javelin Your longest throw will be recorded as your final score
- Press the **FIRE** button to continue after each throw
- The winner is the player with the longest throw

HIGH JUMP

- The display at the bottom of the screen shows the contestants name and country, and the bar height The bar begins at the minimum height
- **(CBM 64/128)**
- If you wish to compete at that height move the joystick to the **RIGHT**. If not, then move the joystick to the left to answer "NO" If all the players decide not to jump, the bar is raised and the question is asked again

- SPECTRUM/AMSTRAD**
- If you wish to compete at that height, press **FIRE**. If not, you may change the bar height by moving the joystick either **LEFT** or **RIGHT**.
- After you accept a bar height, the display will read "FIRST ATTEMPT" "SECOND ATTEMPT" or "THIRD ATTEMPT"
 - You will now be running toward the high jump on your approach
 - As you make your approach, move the joystick to control your position and speed
 - **RIGHT** to run faster
 - **LEFT** to run slower
 - **FORWARD** to approach closer to the bar
 - **BACK** to widen the angle of your approach to the bar
 - Press the **FIRE** button to jump If you do not press the **FIRE** button you will run past the bar You may then repeat the attempt without penalty
 - Push the joystick **FORWARD** to flip up and over the bar
 - You get three attempts to clear each height Three successive failures eliminate you from the high jump competition
 - You may refuse a jump even after you have made one or two attempts at a given height You will then be able to compete at the next height
 - The bar height is raised after each round
 - The winner of this event is the last player to be eliminated

FENCING

- The fencing competition is a "round-robin" tournament The names of the first two contestants are displayed on the scoreboard at the bottom of the screen
- The first player named on the scoreboard is always the fencer on the left of the screen, and the second player is the fencer on the right
- Press the **FIRE** button to salute your opponent and begin the bout
- For defence, move the joystick to try to block your opponent's moves
- To block (parry) your opponent
- Move the joystick **UP** or **DOWN** to position your foil at the same level as your opponent's foil
- Move your joystick **LEFT** or **RIGHT** to position your foil to the extreme left or right
- Now make a sweeping motion with your foil by moving your joystick in the other direction If your foil was positioned correctly, you will block your opponent's foil, immobilizing it for a brief moment. You can now thrust to score a hit on your opponent
- For attacking moves, and to control your fencer's movement on the field of play, press and hold the **FIRE** button and then move the joystick

- **FORWARD** to thrust with your foil and recover to a defensive posture
 - **BACK** to thrust and advance
 - **LEFT** to move left on the playing field, or "fencing piste"
 - **RIGHT** to move right on the fencing piste
- Note:** You must return the joystick to the **CENTRE** position before pressing the **FIRE** button, or your move will not be recognized

- A successful thrust scores a hit against your opponent
- Retreating too close to the edge of the fencing piste will score a hit against you
- The scoreboard displays the number of hits scored against each fencer
- The winner of a bout is the player who scores the most hits against his opponent
- A bout lasts until three minutes have elapsed, or until five hits are made against a fencer
- If a score is tied at the end of three minutes, a one-minute "sudden death" fence-off begins The first player to score a hit is declared the winner If neither player scores a hit during the fence-off, both players are assessed a loss (For SPECTRUM/AMSTRAD another bout is played if the score is tied)

- Strategy is crucial in this event You must try to catch your opponent off guard, parrying and feinting (by pulling back) before thrusting for a hit
 - If your blade is parried, you are temporarily defenseless and the only possible move is retreat
 - After completing a bout, press the **FIRE** button on the joystick in Port 2 to continue (CBM 64/128)
 - The winner of the fencing competition is usually the player who wins the most bouts in the tournament The actual rankings are determined by the number of points awarded for the margin of victory
- ((Wins - losses)×1,000) +
((Hits made - Hits against)×1,000)

CYCLING

- This is an all-out sprint for the finish line You can't let up even for a moment Because the margin of victory can be a fraction of a second!
- When "PRESS YOUR BUTTON" appears on either half of the screen, the player whose name coincides with that part of the screen must press the **FIRE** button on their joystick Then the next player will be asked to do the same This will begin the countdown
- When the countdown reaches "GO", begin pedalling
- To pedal your bicycle, rotate your joystick in a clockwise circular motion (CBM 64/128) Press **UP**, **RIGHT**, **DOWN**, **LEFT** keys in a clockwise circular motion
- Watch the pedals of your bicycle You must move the joystick in the same direction
- A rotating arrow display also indicates the direction in which you should be moving the joystick at all times.
- To maintain speed, match the position of your pedals (or the arrow display) as you rotate the joystick.

- To go faster, lead the pedals or lead with your joystick Be careful - if you lead too far, your cyclist may stop pedalling!
- After completing the race, press the **FIRE** button to continue
- The winner of this event is the player who finishes the race in the shortest time

EQUESTRIAN

- This is the pinnacle of competition for horse and rider a fierce test of skill and endurance You must be prepared for anything, because even a champion thoroughbred can fall or refuse to jump Keep a tight grip on the reins and watch out - stone walls can be dangerous!
- Press the **FIRE** button when you are ready to begin
- Watch the countdown at the bottom of the screen When it reaches "GO", push the joystick **FORWARD** to start the horse (CBM 64/128 only)
- Your horse's speed will increase each time you push the joystick **FORWARD**
- As you arrive at each barrier, move the joystick to the **RIGHT** to make the horse jump
- As your horse lands, push the joystick to the **LEFT** to prevent him from falling
- If your horse stops in front of a barrier, he has refused to jump
- Pull the joystick **BACK** to make the horse turn around
- Go back far enough from the barrier to build up speed for the jump, then push the joystick **FORWARD** to turn the horse around again and continue on the course
- If your horse falls, press the **FIRE** button once to get back in the saddle and then press it again to start the horse (For SPECTRUM/AMSTRAD press **FORWARD** to start the horse!)
- Penalties are assessed for refusals and falls You are also penalized for exceeding the time limit for the course
- 6 points for each time you fall
- 20 points for each refusal to jump
- 1 point for every second that your time exceeds the optimal time of 50 seconds
- You can be disqualified if
 - Your total points from falls and refusals exceeds 99
 - Your total time exceeds 100 seconds
- This is a very difficult event Success requires practice and concentration Try to anticipate the next obstacle and strive for a smooth transition from one jump to the next
- The winner of this event is the contestant with the lowest score

SCORING

AWARDS CEREMONY

After every event the names, countries, 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

(CBM 64/128 only)
If players compete in all SUMMER GAMES II™ events, a Grand Champion of the games is selected based on the number of medals awarded

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

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

CLOSING CEREMONY

Following the awards ceremony for the final event, a thrilling Closing Ceremony brings the games to an end Daredevil jet rocket flyers zoom across the arena, fireworks light up the sky, and the famous EPYX blimp flies across the stadium, closing out another exciting edition of SUMMER GAMES II™

WORLD RECORDS

If a world record is achieved in any event, the name of the record breaker is saved by the SUMMER GAMES II™ 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 On disk this will be saved permanently for your next game On cassette the record is only saved in memory and will be erased when the computer is switched off

CONTINUING PLAY

To restart at any time, press **RUN/STOP** and **RESTORE** (CBM 64/128) press **REAR** (Spectrum/Amstrad), at the same time The program will return to the main menu You may be instructed to change disks at this time

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WINTER GAMES™

MOMENT OF TRUTH

You're an athlete at the 1988 Winter Games at Calgary, Alberta, Canada 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 1-4 (1-8 CBM 64/128) players You can compete in seven events - Ski Jump, Bobsled, Figure Skating, Freestyle Skating, Hot Dog Aerials, Speed Skating and Biathlon (cross country sking and rifle shooting) Practice each event to hone your skills WINTER GAMES provides judges, keeps scores and awards medals to the winners - GOLD, SILVER and BRONZE If you break a "World Record" your name will be saved to be displayed on the World Record Screen

GETTING STARTED

CBM 64/128 CASSETTE: All events are on one side with a duplicate on side 2 Press **FIRE** **BUTTON** when the title screen has loaded to load the Opening Ceremony Press **FIRE** **BUTTON** to exit the Opening Ceremony Leave **PLAY** button depressed on cassette recorder during play Events cannot be loaded separately, but must be loaded in sequence

Loading: Press **SHIFT** and **RUN/STOP** keys together Press **PLAY** on the cassette recorder Press **RUN/STOP** keys together Press **PLAY** on the cassette recorder Press **RUN/STOP** and **RESTORE** keys at any time to abort game and return to menu screen Rewind the tape before entering option 1 or 2

CBM 64/128 DISK: Type **LOAD""",A,1** and press **RETURN** Game will load and run automatically On CBM 128 play in CBM 64 mode

SPECTRUM 48/128K: There are 3 events on side 1 and 4 events on side 2 Each side scores independently and the scores on either side are not carried forward When competing with your friends you will need to make a note of the scores before loading the second side Press **FIRE** **BUTTON** when the title screen has loaded to load the Opening Ceremony Press **FIRE** **BUTTON** to exit the Opening Ceremony Leave **PLAY** button depressed on the cassette recorder during play

Events cannot be loaded separately but must be loaded in sequence
Loading: Type **LOAD""",** and press **ENTER** Press **PLAY** on the cassette recorder Kempston, Cursor and Sinclair Interface II joystick interfaces are compatible with this version Joystick recommended

SPECTRUM +3 DISK: Turn on computer, insert disk and press **ENTER** Game will load and run automatically Joystick interfaces as cassette Joystick recommended

AMSTRAD CPC CASSETTE: All sides load individually of each other with two events on each of the sides except for side four which only contains one event 1 Bobsleigh and Hotdog 2 Speed Skating and Ski Jump 3 Figure Skating and Free Skating 4 Biathlon Place the desired cassette into the tape recorder and press **CTRL** and small **ENTER** Press **PLAY** on the cassette recorder

AMSTRAD CPC DISK: Type **RUN/DISK** and press **ENTER** Game will load and run automatically

STARTING PLAY

The menu offers you a selection of options 4 on the CBM 64/128 and Spectrum cassette versions and 6 on the CBM 64/128 and Amstrad CPC disk versions

- To make a selection
- **CBM 64/128:** Use Joystick to move cursor to your choice then press the **FIRE** **BUTTON**
- **SPECTRUM:** Use **SPACE** key to move cursor to your choice then press **ENTER**
- **AMSTRAD:** Use **SPACE BAR** to move cursor to your choice then press **ENTER**, or simply press the number corresponding with your choice

OPTION 1 - COMPETE IN ALL EVENTS

CBM 64/128 CASSETTE/DISK: The computer keeps a running tally of medals awarded to each player Enter your name by typing on keyboard and press **RETURN** Choose your country moving joystick to move the cursor to the flag of the country and press **FIRE** **BUTTON** (To listen to the country's anthem, type **S**)

Repeat name and country for each additional player (up to eight) and when all names and countries have been entered press **RETURN** A verification screen appears If all countries and names are correct select **YES** with the joystick and press **FIRE** **BUTTON**, or type **Y** To delete names and start again, select **NO** or type **N**

SPECTRUM 48/128K, +2, +3: The computer keeps a running tally of medals awarded to each player Type your name on the keyboard and press **ENTER** Repeat name selection for each individual player (up to 4) When all players' names are entered, press **ENTER**

AMSTRAD CPC: As SPECTRUM

OPTION 2: COMPETE IN ONE EVENT

Similar to Option 1, but you only compete in the event you select Use joystick (CBM 64/128) **SPACE** key (Spectrum) **SPACE BAR** (Amstrad) to move the cursor to your choice then press **FIRE** (CBM 64/128) **ENTER** (Spectrum/Amstrad)

Note for CBM 64/128 and Spectrum Cassette Users:

OPTION 2: PRACTICE ALL EVENTS

If you choose Option 1 then after choosing the number of players and countries, etc., you will then load and play each event in sequence by pressing the **FIRE** **BUTTON** and to load/exit each event, if Option 2 is chosen, it will be the same as Option 1 but no scores are recorded and no country is represented

OPTION 3: PRACTICE ONE EVENT

No scores or records are kept during practice rounds Use joystick (CBM 64/128) **SPACE** key (Spectrum) **SPACE BAR** (Amstrad) to move the cursor to your choice then press **FIRE** (CBM 64/128) **ENTER** (Spectrum/Amstrad)

Note for CBM 64/128 and Spectrum Cassette Users:

OPTION 3: NUMBER OF JOYSTICKS

CBM 64/128: Player 1 - Joystick port 1 and select 1
Player 2 - Joystick port 2 and select 2
Press **FIRE** **BUTTON** to select 1 or 2

SPECTRUM: 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 4: NUMBER OF JOYSTICKS (CBM 64/128 Disk)

See Option 3 CBM 64/128 Cassette

OPTION 4: JOYSTICKS (Spectrum)

See Option 3 Spectrum Cassette

OPTION 4: SELECT NUMBER OF PLAYERS (Amstrad)

To select, press **SPACE BAR** to option 4 and press **ENTER**

OPTION 4: SEE WORLD RECORDS (Spectrum)

See Option 5

OPTION 5: SEE WORLD RECORDS (CBM 64/128 Disk, Spectrum)

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

OPTION 5: CHANGE GAME CONTROL (Amstrad CPC)

Select this option if you do not wish to play with the joystick You will be prompted to enter the keys you wish to use for LEFT, RIGHT, DOWN, UP and FIRE

If more than one player is competing in Winter Games you will be asked to define a second set of keys Players 1 and 3 will use the keys selected for Player 1 and Players 2 and 4 will use the keys selected for Player 2

Initially the controls are set for joystick, if you should select keyboard controls then decide to use a joystick simply select Option 5 and push the joystick LEFT, RIGHT, etc in response to the prompts

IMPORTANT:

If there is more than one competitor it is important to select different controls for each player since problems will arise if the same controls are used for the speed skating where players can compete against each other.

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

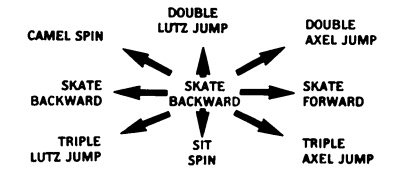
Figure Skating (Short Program) is a one-minute, timed exercise of seven compulsory movements: Camel Spin, Sit Spin, Double Axel Jump, Triple Axel Jump, Double Lutz Jump, Triple Lutz Jump, and Camel into Sit Spin You can perform the seven

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

Joystick Controls Figure Skating and Free Skating



Note: Amstrad users Camel Spin is Double Lutz Jump and Double Lutz Jump is Camel Spin

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 so dizzy that you'll fall down

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 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	11
Double Lutz	6
Triple Lutz	11
Camel into Sit Spin	12
Total	60

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

CREDITS: (Spectrum/Amstrad) 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 limit, to get the highest possible score You begin with 0 points The maximum score (ceiling) you can get is 60 - no matter how high your total score All controls are identical to Figure Skating

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
Camel Spin	3
Sit Spin	3
(1 8 points maximum)	
Camel into Sit Spin	5
(1 5 points maximum)	
Double Lutz Jump	2
Double Axel Jump	2
(1 2 points maximum)	
Triple Axel Jump	4
Triple Lutz Jump	4
(2 4 points maximum)	
Total	69
(6 0 Maximum Ceiling)	

Total and Maximum Score Penalties

PENALTY	TOTAL	MAXIMUM
Fall	- 5	- 2
Awkward	- 4	- 0.5
Note: No penalty for failing to attempt all seven movements		
EXAMPLE		
Your Total Score	69	Maximum
1 Fall	- 5	60
2 Awkwards	- 4	2
Your Final Score	60	57

CREDITS: Only the movements completed within the two minute time 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 names 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 skater's legs move back and forth in rhythm as in real skating

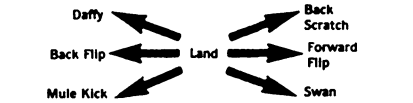
- Continue skating by moving the joystick **BACK** and **FORTH** in rhythmic strokes to move your racer's legs Build your natural skating rhythm faster to get up to speed and GO FOR IT!

- 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 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



- 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