

MEGA



SPORTS RULES OF PLAY

MEGA SPORTS

LOADING INSTRUCTIONS

CBM/64/128 CASSETTE

Press SHIFT and RUN/STOP keys together. Press PLAY on the cassette deck.

CBM 64/128 DISK

Type LOAD "*"8,1 and press RETURN, then follow on screen prompts.

SPECTRUM 48K CASSETTE

Type LOAD"" and press ENTER, then press play on the cassette deck.

SPECTRUM +2 CASSETTE

Press ENTER on the LOADER option. Press PLAY on the cassette deck.

AMSTRAD CPC DISK

Type RUN"DISK and press ENTER, the game will then load and run automatically. Follow on screen prompts.

ATARI ST

Switch on the computer and insert the game disk, the game will then load and run automatically.

CBM AMIGA

Switch on the computer and insert the game disk, the game will then load and run automatically.

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SUMMER GAMES I™

After the opening Ceremony, a menu screen offers a choice of options. To make a selection, use UP and DOWN to move to one of the options and press FIRE.

OPTIONS

PLAY ALL EVENTS

- Type in your name and press RETURN/ENTER.
- To choose your country, move cursor to flag of your choice and press FIRE.
(C64, ATARI ST and AMIGA only)
- Repeat process for additional players then press RETURN/ENTER.
- A verification screen appears. Select YES to continue, NO to make changes.

PLAY SOME EVENTS

- Similar to Option above.

COMPETE IN ONE EVENT

- You compete only in the event you select.
- Use FORWARD and BACK (Joystick) to choose an event.
- Press FIRE to select.

PRACTICE ONE EVENT

- Use FORWARD and BACK (Joystick) to choose an event.
- Press FIRE to select.

NOTE: No scoring takes place during practice rounds.

NUMBER OF JOYSTICKS (1 or 2)

- Select 1 or 2 by pressing the FIRE button or type 4.
- If you have only 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.

SEE WORLD RECORDS/(CBM64/SPECTRUM/AMSTRAD ONLY).

- Press FIRE to return to menu.

OPENING/CLOSING CEREMONIES

- Displays Opening or Closing Ceremonies.

THE GAMES

POLE VAULT

- 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 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.

C64/SPECTRUM/AMSTRAD

- Forward – HIGH.
- Left or right – MEDIUM.
- Back – LOW.

AMIGA/ATARI ST

- BACK – LOW.
- UP ONCE – MEDIUM.
- UP TWICE – HIGH.

(The high grip can give you more height, but low grip is easier for low jumps).

- When the status message says, "READY TO JUMP."
- Press FIRE to start running.
- Pull joystick BACK to plant the pole in the vault box.
- Push joystick FORWARD to kick up and flip over the bar.
- Press FIRE to release 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

- Press FIRE to take off from the diving board.
- Use the joystick to control your body position and rotation speed.
- RIGHT for a full-tuck position and the fastest rotation.
- BACK for a half-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 judge's 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 maximum 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 by 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

- Press FIRE to set your first runner at the starting line.
- When both runners are in place, watch the countdown.
- Move the joystick RIGHT to start running.
- A false start means the countdown begins again. Be careful – two false starts disqualify you.
- Move joystick to control your runner's speed.
- CENTRE 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 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 runner's speed to move him as fast as possible without becoming exhausted. He loses energy while sprinting and regains it while "coasting."
- 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 your 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

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

GYMNASTICS

- Press FIRE to get set.
- Release 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 joystick RIGHT to LEFT as you leave the springboard to perform 180° axial body twist. The manoeuvre increases the difficulty of your performance and makes a higher score possible.
- Press FIRE 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.
- CENTRE for a layout position, a 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.

FREESTYLE RELAY

- Press FIRE to position your swimmer at the starting block.
- When both swimmers are in place, watch the countdown: "MARK ... SET ... GO!"
- Move joystick RIGHT to dive into the water. Don't jump too soon — an early take-off is a false start. Three false starts disqualify you from the race.
- Press FIRE 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 section marked with red floats, 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 racer. 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

- 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

- Move joystick to aim your gunsight.
- Remember, gravity pulls the sight downward, so your aim won't stay fixed unless you keep correcting it. If you follow a target, the gravity effect is very minor.
- Press FIRE to release 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.
- 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 scorers of all competitors are listed in the order they were placed.

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 (C64/SPECTRUM/AMSTRAD 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.

EXTRA KEYS (AMIGA/ATARI ST)

P = Pause Q = Quit to Options screen

TO CONTINUE PLAY PRESS RUN/STOP AND RESTORE AT THE SAME TIME (C64 DISK ONLY).

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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 athletics 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.

STARTING PLAY

Once the opening ceremony concludes, a menu screen offers you a choice of 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™ — 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.

CBM 64/128/ATARI ST/AMIGA

- 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 S).
- 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.

SPECTRUM/AMSTRAD

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 by your joystick and pressing the FIRE button.
- The events you select will be displayed in white.
- When you have 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. (CBM 64/128)

OPTION 6 — OPENING CEREMONIES

See Option 8 follows. (CBM 64/128)

OPTION 7 — CLOSING CEREMONIES

See Option 9 follows. (CBM 64/128)

OPTION 8 — DEFINE KEYS

Allows you to define keys to be used to emulate joystick operation.

OPTION 6: SUMMER GAMES I (DISK) EVENTS

{YES or NO}

{Only functions with U.S. Gold version}

- If you own SUMMER GAMES I, move the cursor to this option and press the FIRE button to select YES. This will allow you to compete in 16 different events. The program will prompt you when to insert the SUMMER GAMES I disk.

OPTION 7: SEE WORLD RECORDS

{CBM 64/128, ONLY}

- Displays the highest score recorded in all events, with the name and country of the player who achieved each world record. New records set on cassette will be lost on power off. Press the FIRE button to return to the menu.

OPTION 8: OPENING CEREMONIES

{CBM 64/128, ATARI ST and AMIGA ONLY}

- Allows you to view the opening ceremonies.

OPTION 9: CLOSING CEREMONIES

{CBM 64/128/ATARI ST and AMIGA ONLY}

- Allows you to view the closing ceremonies.

THE GAMES

TRIPLE JUMP

The triple jump consists of three continuous, fluid actions: the hop, the step and the jump. Victory in this event requires strength and co-ordinated, fluid movement!

- Press the FIRE button to start running down the track.
- When you reach the take-off line, move the joystick to the RIGHT to begin the "hop."
- As you land after the hop, move the joystick to the RIGHT again to initiate the "step."
- As you land from the step, move the joystick LEFT to begin the "jump."
- Finally, push the joystick FORWARD to give yourself a final boost as you fly through the air into the landing pit.

Note: The joystick movements correspond to the movements of your feet. (i.e. Move the joystick RIGHT to jump off from the right foot).

- Timing is important in this event. You must move the joystick at just the right moment to perform each action correctly.
- The right moment to move the joystick for the take-off, or hop, is just as you reach the take-off line.
- The proper time to move the joystick for the step and the jump is just as you land from the previous jump.
- The judges will declare a fault if you move the joystick too late for any of the three actions.
- After each jump, press the FIRE button to continue play.
- You get three attempts in the triple jump.
- The longest of your three attempts becomes your final score.
- The winner is the player who achieves the greatest distance in a single attempt.

ROWING

Alone in your boat, you confront a single opponent in head-to-head competition. Be ready to bend to the oars when the countdown reaches "GO." Keep a steady rhythm going, because a single stroke can mean the difference between victory and defeat!

- 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 his or her joystick. The next player will be asked to do the same. This will begin the countdown.
- When the countdown reaches "GO," begin rowing by moving the joystick to the LEFT to pick up your oars, and then to the RIGHT to push them through the water (the stroke).
- Practice in order to get the best rhythm for the fastest movement through the water.
- Continue rowing by moving the joystick LEFT and then RIGHT, alternating the rhythm of the oars.
- After the end of the race, press the FIRE button to begin the next event.
- The winner is the rower with the fastest final time.

KAYAKING

Kayaking involves speed, determination, and planning. Handling your boat properly throughout the course is going to take your last ounce of effort!

- Press the FIRE button when you are ready to begin. Each time you move the joystick, your kayaker will paddle once in the direction indicated:
- FORWARD to go forward.
- BACK to back up.
- LEFT to turn left.
- RIGHT to turn right.

For example, if you want to paddle forward twice, push the joystick FORWARD and release it. Your kayaker will paddle once. Now push the joystick FORWARD again. Your kayaker will paddle a second time.

Note: If you hold the joystick in one direction, you kayaker will not keep paddling. You will paddle only once each time you push the joystick.

You must go through each gate properly to negotiate the course without incurring penalties.

To go through the gate properly, you must always keep the red marker on your left (CBM 64/128/ATARI ST/AMIGA).

There are three types of gates:

DOWNSTREAM NORMAL: This gate has a red (CBM 64/128, ATARI ST, AMIGA) or a D (Spectrum/Amstrad) on the left and a blue on the right (CBM 64/128 ONLY). Face forward as you go through this gate.

DOWNSTREAM REVERSE: This gate has a yellow R marker on the left. The red marker is on the right (CBM 64/128, ATARI ST, AMIGA). You must turn your kayak around and go through the gate backwards.

(Red marker will be on your left as you pass through) (CBM 64/128, ATARI ST, AMIGA).

UPSTREAM: This gate has a blue U marker on the left. The red marker on the right (CBM 64/128, ATARI, AMIGA). Go around this gate and pass through it in the opposite direction facing upstream. Then turn your kayak around, go around the markers (don't go through them again) and continue to the next set of gates. Do not paddle through the gate backwards or you will incur a penalty.

You receive a penalty each time you miss a gate or go through a gate the wrong way. Penalties are also assessed if you go through the same gate more than once.

(You will hear a beeping noise each time you incur a penalty).

When you complete the course, a recap screen will display the gates you missed, completed, or went through incorrectly, as well as your total time. To improve your score, try to anticipate each gate and position your kayak accordingly. Always be thinking a gate or two ahead and don't be afraid to paddle backwards to get into position (a missed gate is worse than a couple of seconds of lost time).

After completing the course, press the FIRE button to advance to the next event. The winner of this event is the player who completes the course with the fastest time (including penalties).

JAVELIN

To win, you must build up speed on the runway and choose the right moment to throw. Strive to release the javelin at the best angle for distance in flight and you'll make a record-breaking throw!

- Press the FIRE button to start running down the track.
- Keep pressing the FIRE button to gain speed on the runway. The more times you press the button, the faster you will go.
- As you near the end of the runway, move the joystick LEFT to break stride and begin your throw.
- As you hold the joystick to the LEFT, the javelin will continue to rise. When you release the joystick it will "lock in" the angle and begin the throw.
- If you release the javelin too low, your throw will have 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, ATARI ST, AMIGA

- 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 towards 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 eliminates you from the high jump competition.
- You may refuse a jump even after you have made one or two attempts at a given 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 you 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 defenceless and the only possible move is to retreat.
- After completing a bout, press the FIRE button on the joystick in Part 2 to continue (CBM 64/128, ATARI ST, AMIGA).
- 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.

$[(\text{Wins} - \text{losses}) \times 1,000] +$

$[(\text{Hits made} - \text{Hits against}) \times 1,000]$

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, ATARI ST, AMIGA). Press UP, RIGHT, DOWN, LEFT keys in a clockwise 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 the arrow) 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, ATARI ST, AMIGA).

- 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 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 faults 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 are 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 point
Silver Medal	3 point
Bronze Medal	1 point

The points are totalled 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.

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 BREAK (SPECTRUM/AMSTRAD), at the same time. The program will return to the main menu. You may be instructed to change disks at this time.

EXTRA KEYS (AMIGA/ATARI ST ONLY)

P = Pause

Q = Quit to main menu

THE GAMES SUMMER EDITION™

COMMODORE 64/128 USERS

Note: To bypass the opening scenes, press the joystick button to go directly to the village map.

Cassette Users

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

AMSTRAD CPC/SPECTRUM USERS

Upon Loading you will be prompted to redefine keys/controls.
(See section headed Change Controls.)

ATARI ST/AMIGA USERS

THE GAMES – SUMMER EDITION works with both joystick and keyboard. For one player games you have the option of using the keyboard to play the game.

Joystick and keyboard equivalents are:

Joystick = Keyboard (Cursor Keys)
Joystick Button = SPACE BAR

- For the two player event (cycling), player 1 uses joystick 1 while player 2 uses the keyboard or joystick 2.
- Press ESCAPE during an event to return to the village map.
- Joystick 1 plugs into port #1 while optional joystick 2 plugs into port #ø (mouse port).
- Press P to pause the action. Press P again to resume play.

Note: To bypass these opening scenes, press the joystick button. This takes you to the village map.

GAME SELECTION

Nine choices appear on the village map. They are:



Archery



Diving



Hurdles



Velodrome Cycling



Hammer Throw



Pole Vault



Rings



Uneven Parallel Bars



Other Options

PRACTICE PLAY

To practice an event highlight the appropriate game event icon on the village map. Press the SPACEBAR (or joystick button) to practice that event again. Select YES to return to the same event. Selecting NO will return you to the village map.

OTHER OPTIONS MENU

OPTION	C64 C	C64 D	SPEC C	AMS C	AMS D	AT ST D	AMIGA D
SEE OPENING SEQUENCE/ CEREMONIES	●	●	● 128K ONLY	● 128K ONLY	●	●	●
COMPETE IN ALL EVENTS	●	●	●	●	●	—	—
COMPETE IN SOME EVENTS	●	●	—	—	●	—	—
PRACTICE ALL EVENTS	—	—	●	●	●	—	—
VIEW WORLD RECORDS	●	●	●	●	●	●	●
ENDING SCREENS	●	●	● 128K ONLY	● 128K ONLY	●	—	—
RETURN TO VILLAGE	●	●	—	—	●	●	●
CHANGE NAMES/BEGIN COMPETITION	●	●	—	—	—	●	●
CHANGE CONFIGURATION	—	—	—	—	—	●	●
CHANGE CONTROLS	—	—	●	●	●	—	—

SEE OPENING CEREMONIES

Highlight this option and press the joystick button to replay the opening sequence. Press the joystick button to return to the village map, or wait for all the credits to appear after which you will be returned to the village map automatically.

COMPETE IN ALL EVENTS

Choosing this option allows you to compete in all eight events automatically. Follow the game play instructions as you compete in each event.

COMPETE IN SOME EVENTS

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.

C64 Users

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.

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 = 3pts., Bronze = 1pt. Then the award ceremonies will start featuring the leading medal winning countries.

CHANGE NAMES/BEGIN COMPETITION

1. Type in the name of a contestant and then press RETURN. Use DELETE to delete the character off the cursor.
2. The screen shows you the flags of three of the twenty four countries(18 on C64/128) with the centre flag being displayed by the contestant's name. Move the joystick left or right to select your chosen country. Press the joystick button to hear the national anthem for the flag.
3. Press the joystick button to enter the next contestant's name (RETURN on C64/128).
4. When you have finished entering all the contestants, press the RETURN key (F7 on C64 128).

STEPS 5-11 ATARI ST & AMIGA ONLY

5. You are then presented with screen displaying the player's name and countries together with the following two or three options.
 - Done
 - Delete Name
 - (i) 'Done' when your happy with the names, select this.
 - (ii) 'Delete Names' the arrow moves to the side of the names allowing you to select a name to delete.
 - (iii)'Add Name' repeat steps 1 and 2 to add an extra player.
6. The village map appears. For each event you want to compete in, move the highlight box to the appropriate game icon. Then press the joystick button.
7. The icon then begins to animate and moves down to the bottom of the screen. To cancel a selected icon, move the highlight box to the appropriate animating icon at the bottom of the screen and press the joystick button.
8. When all the events you wish to compete in are animating at the bottom of the screen, select the other options icon to begin the competition.
9. Once you've played a competitive event, the score board appears listing the names of the gold, silver and bronze medal winners, along with their countries. The score board automatically appears listing previous and current world records if a new record has been set.
10. After all competitive events have been played the score board appears showing the name of each contestant, the flag of his or her country and the number of medals won.
11. Press the joystick button to see the closing ceremonies for the games.

VIEW THE WORLD RECORDS

When you select this option, you see the world records for all the events.

RETURN TO VILLAGE MAP

Select this option to return to the village map.

CHANGE CONFIGURATION

Select this option to see the following choices.

1. Number of Joysticks
2. Reset World Records
3. Music
4. Video System (Atari ST only)
5. Return to Village Map

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

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 selected for player 2.)

Amstrad Versions

You will be able to select from:

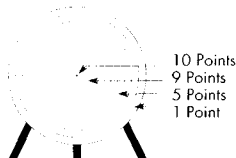
1. Joystick 1
2. Joystick 2
3. Keyboard

ARCHERY

Keyboard and Joystick Controls

- Press the LEFT arrow key (or pull joystick to left) to pull back on the bow. (C64, SPECTRUM & AMSTRAD USERS, press the joystick button).
- Press SPACE BAR (or press the joystick button). This brings up a close-up window giving you the bow sight in relationship to the target.
- When you're ready to release the arrow, press the SPACE BAR (or a joystick button).

NOTE: After you shoot an arrow, a close-up of the target appears, showing you where you shot your arrow.



Scoring

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

VELODROME CYCLING

This event is a 1000 metres sprint; two riders starting on a 333 $\frac{1}{3}$ 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.

Keyboard and Joystick Controls

ATARI ST/AMIGA

1. The opening screen asks you to select an opponent. Press the UP or DOWN arrow key (or move the joystick UP or DOWN).

C64/SPECTRUM/AMSTRAD

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.

2. If you're in competition/tournament play, a screen gives you the names of the competitors and indicates which competitor will be racing next. Press SPACEBAR or a joystick button.

ATARI ST/AMIGA USERS

In two player mode a tree chart shows the name of each cyclist who is matched against another for the elimination race.

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

Note: If you are in practice play, the split screen comes on at the beginning of this event after you select an opponent.

4. To start press SPACE BAR or a joystick button. A gun appears in the upper right portion of the screen, and seconds later it fires. You and your computer opponent start racing. (C64/128, SPECTRUM & AMSTRAD USERS, listen for the gun shot.)

5. To increase your speed, repeatedly press either the UP or DOWN arrow keys or move the joystick UP and DOWN.

6. Move to the left of the track by pressing the LEFT arrow key (or by moving the joystick to the left). Move to the right of the track by pressing the RIGHT arrow key (or by moving the joystick to the right).

Scoring

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

DIVING

Moving the Diving Wheel

Press and hold 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 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 to the 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 sequence for the dive you wish to perform:

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 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

Controls

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

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

Scoring

The longest of three throws score.

Three Faults are as follows:

- Press the joystick button too late for the release and the hammer will make a hole in the fence.
- Press the joystick button too early and the hammer will appear to be coming out 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 closely during the revolve stage, he will wrap the hammer around himself.

HURDLES

Controls

1. Press the SPACE BAR (or a joystick button) to start the game.
2. Press and hold down the SPACE BAR (or a joystick button) to go into a 'get set' position. An official's arm with his gun ready to fire appears.
3. Release SPACE BAR (or joystick button) when the starting gun fires. If you release too soon, you commit a 'false start'. After three false starts you are out of the race.
4. To increase your speed, press the LEFT and RIGHT arrow keys (or move

the joystick left and right) as fast as possible. The faster you alternate the keys (or the joystick), the faster you will run and the further you can jump.

5. When you approach the hurdle, press the SPACE BAR (or a joystick FIRE button) to jump.

Note: If you jump too soon or too late, the runner will stumble over the hurdle and be disqualified if he falls down. If you hold down the SPACE BAR (or joystick button), you'll get a longer jump, but you'll fall more easily.

6. After you jump all of the hurdles, you dash through the finish line.

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

Controls

Follow these steps:

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

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

3. Press SPACE BAR (or a joystick button) to race towards the uprights.
4. Press the LEFT and RIGHT arrow keys (or move the joystick handle left and right) in time with the contestant's feet in order to increase his speed.
5. As the contestants gets nearer to the uprights, press the DOWN arrow key (or move the joystick down). This lowers the pole into the ground and causes the contestant to be lifted toward the top of the uprights.

Don't hold DOWN too long as this will cause the pole to snap.

6. As the pole bends and lifts your contestant over the bar, press the UP arrow key (or move the joystick up) to lift his feet over the bar.
 7. Lift and twist your contestant's body over the bar by pressing the RIGHT arrow key (or by moving the joystick to the right). He will fall to the mat, either cleaning the bar, or knocking it off, depending on how successfully you executed these steps.
 8. Press SPACE BAR (or a joystick button) to clear the screen and bring up the next contestant.
- Note: If you're in competition play, the next competitor will be prepared to jump. Repeat steps 1 through 8. Competition will continue until all but one of the contestants have failed to clear the bar during three attempts.

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.

UNEVEN PARALLEL BARS

Slow Motion Play (Atari ST & Amiga)

1. While in practice play, press the S key (ATARI ST & AMIGA). The gymnast will automatically go through her routines in slow motion.
2. When this routine is completed press the joystick button to clear the screen for your next exercise (ATARI ST & AMIGA).
The demonstration play will perform an exercise that results in a perfect "10" from the judges.
Commence play.

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 four levels of difficulty for each move, ranging from 'A' for easy to 'D' for most difficult move.

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 as you execute the move.

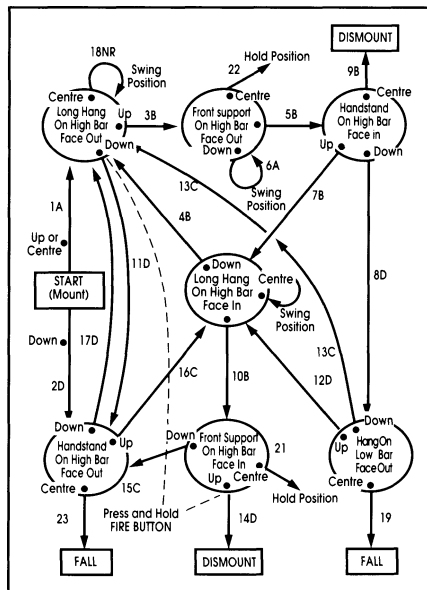
2. The centre position will usually produce a hold position or a swing movement.
3. During the dismount, press the joystick button, just before the gymnast's feet touch the floor to prevent any penalty for stumbling.

Note: You have two minutes to complete the exercises. If your gymnast is still performing when the time runs out she will fall to the floor. (ATARI ST & AMIGA USERS: Time is running out when the female observer on the bottom foreground of your screen checks her watch. At this point you should plan your gymnast's dismount.)

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 bar²).

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 difficulty. The table following summarises the levels of difficulty for each move. This point evaluation tables gives you a perspective on points made and lost.

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 Stoop 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

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 to low	-0.2
No dismount	-0.2
Stumble on dismount	-0.1

RINGS

Keyboard and Joystick Control

Strike the keys (or move the joystick) at different rates of speed to simulate the strength and control you need for this game. The amount of exertion you give the keys (or joystick) will depend on how difficult a particular ring movement is. For instance you need faster action 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 strike the LEFT and RIGHT ARROW keys or move the joystick handle left and right, the gymnast will go into a front lever position.
 - If you quickly strike the UP ARROW (joystick handle up and down), the gymnast enters a straight arm hang position.
- 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 either LEFT and RIGHT or UP and DOWN, depending on your last move to achieve that position.

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.

C64/SPECTRUM/AMSTRAD USERS ONLY

- 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.

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

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

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 too 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.

Diagram of Possible Event Sequences for Rings

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

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

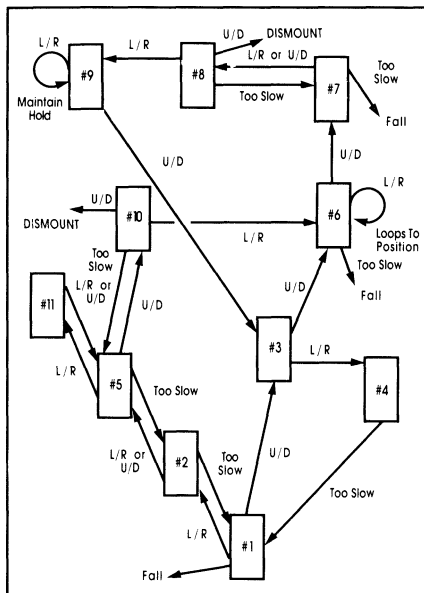
MOVE	DIFFICULTY
Handstand to planche	A
Planche to straight arm hang	A
Hang to front lever	B
Straight arm hang to iron cross	B
Lever to rear hang	C
Hang to iron cross	C

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.



THE GAMES WINTER EDITION™

ATARI ST/AMIGA USERS NOTE:

This game is applicable to CBM64/128, SPECTRUM and AMSTRAD only.

THE OPTIONS

Once the game has loaded, you will see the title screen, followed by the OPTIONS SCREEN. (CBM 64/128). Once the game has loaded, you will see the options screen (Spectrum/Amstrad).

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

SELECTING OPTIONS

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

- Complete in All Events
- Compete in Some Events
- Compete in One Event
- Practise One Event
- Number of Joysticks; 1 (2)* (64 only)
- See World Records (CBM 64/Spectrum only)
- Opening Ceremonies (CBM 64/Spectrum 128k only)
- Closing Ceremonies (CBM 64/Spectrum 128k only)
- Change Game Controls: New Menu (Spectrum/Amstrad only)

To select an option: Move the joystick UP or DOWN to highlight the number of your choice. Then press FIRE. Or select a number by using the keyboard and then press RETURN.

* Be sure to indicate the number of joysticks by highlighting #5 and pressing FIRE until the correct number reads on the screen. This way the computer will always "know" which player is using which joystick. Here's what you'll find within each option:

COMPETING IN EVENTS

When you select OPTIONS 1, 2 or 3, you will have the opportunity to enter the names and countries of each contender.

To select your country: Choose from 17 countries. Simply move the joystick to highlight the flag of the country of your choice

Note: By pressing FIRE, you will hear the national anthem of the country whose flag is highlighted. (Not Spectrum 48k).

To enter your name: Type your name from the keyboard and press RETURN. To make deletions, corrections or additions simply use the normal word processing keys. To clear all the names off the screen, press SHIFT and HOME simultaneously. (C64/128) SHIFT and SPACE simultaneously (Spectrum/Amstrad).

After all your selections are made: Press F7 (C64/128), ENTER twice (Spectrum/Amstrad).

PRACTICE AN EVENT

You will not need to enter your name or country here. Just select the event that you wish to practice. Once you've completed a practice session, you will be asked to if want to practiced the event again. Press "Y" on the keyboard to answer "YES," "N" for "NO" (or use the joystick).

See World Record

Throughout all competitions your scores at all times are carefully recorded. To view them, select this option.

THE LUGE

Competing

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

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

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

Dig In. As soon as you launch yourself, dig your spiked gloves into the ice to create additional momentum. To dig, tap FIRE quickly, repeatedly - until you hit the steep launch ramp.

Steering. Move the joystick RIGHT or LEFT to steer in those directions. You'll quickly learn that steering is very sensitive and how to go with the flow of the track.

Note: All LEFT and RIGHT movements are relative to the direction in which you're moving.

Rounding the Curves. Steer your luge to the inside of each curve to take advantage of the shortest possible distance.

Speeding through the Straightaways. Keep your luge dead centre on the straightaways so that it doesn't "drift" up or down.

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

Scoring

All luge contenders compete for the fastest times. The contender with the lowest time wins.

FIGURE SKATING

Competing

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

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

Choreograph your Moves. Just as a real contender will, you must choreograph your every move. Which means you'll select your moves to music. Here's how:

Each of the silhouetted dancers represents a specific move. You will select your moves in the same way you selected your music: by moving the joystick RIGHT or LEFT until your selection is highlighted and then pressing FIRE. A joystick icon in the lower right corner of the screen, shows you exactly when to move the joystick to perform each of the moves. The length of each musical piece allows you to select up to fourteen moves. To be eligible for a top score, you must select at least one each of the 8 moves, and perform at least 10 moves throughout your routine. Listen carefully to the music because your moves will be timed to the point in the music at the moment you selected it. And part of your score will be based on how closely you follow your own choreography. Keep an eye on the music meter at the bottom of the screen. The arrow on the meter tells you how much music is remaining so you can space your moves out to fill the music. If you decide to start the choreography procedure over, rapidly press FORWARD twice on the joystick. When you have completed the choreography to your satisfaction, press FIRE to allow the next player to make his or her selections. When all the players have made their selections, press FIRE again to begin the performance.

The Performance

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

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

To perform a move. Press the joystick UP.

Note: Watch your timing and be careful to perform each move as you choreographed it.

The icons in the lower left corner of the screen, show you your current and upcoming moves. Also, a timebar with coloured arrow in the lower right portion of the screen lets you know when to execute each move. Watch the arrow as it changes to these colours:

YELLOW - Means "There are no more than two seconds until your next move."

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

RED - Means " You are more than two seconds late to perform your move."

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

Scoring

Your score is based on both your technical and artistic performance. The technical score reflects how well you executed your moves. Your artistic score is based on how closely your moves matched with the timing of the original choreography. The best possible score you could have is a 6.

SPEED SKATING

Competing

Choose your Track. All competitors play on one of four tracks. First, use the joystick to highlight the track of your choice. Then, press FIRE to get into the skating screen.

Note: All contenders for the Speed Skating event must compete on the same track.

At the Starting Line. The race starts the moment the gun goes off. But be sure and watch the bottom of the screen. It will prompt you to get on your mark, get set and - finally - to GO.

Racing. Press the joystick RIGHT and LEFT to thrust your arms and feet. Timing and rhythm movements are critical. The smoother your moves, the faster you'll go. Press the joystick UP while moving LEFT and RIGHT to skate up over the cross-over section of the track. Press the joystick DOWN while moving LEFT and RIGHT to skate down over the cross-over section of the track. If your skater falls, press FIRE to get him back on his feet.

Scoring

The lower your time, the closer you are to taking home the Gold.

DOWNHILL SKIING

Competing

Select your camera positions. There are four cameras in all. To place your cameras all along the course, simply move the joystick UP or DOWN to position the camera icons and press FIRE to set them. When all four cameras have been placed, press FIRE to place your racer at the starting gate. If, for some reason, you don't want any cameras, skip this step by pressing FIRE to proceed.

Note: Once cameras are set, all skiers will use the same camera views.

At the Starting Gate. To warm your player up before taking off, push the joystick UP and DOWN.

To shove off from the starting gate you must firmly plant your poles into the snow. To do so, press FIRE.

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

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

To snowplough (slow down): Press the joystick DOWN.

To turn right: Move the joystick RIGHT.

To turn left: Move the joystick LEFT.

To stop yourself once you fall: Pull back on the joystick.

Changing perspectives. You'll start out in first person perspective. But as you reach each of your four cameras (indicated by red flags), the perspective will change to a third person perspective. In a third person perspective, you'll actually be watching yourself. As you ski beyond the field of view of each camera, the perspective will change back to a first person perspective.

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

Scoring

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

SLALOM

Competing

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

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

At the Starting Gate. Press FIRE to bring your contender to the starting gate. Then wait for the starters gun (Get set, ready Go!) and ... you're off!

Racing. Be sure to pass ABOVE the first flag to get off to the rhythm. Then move the joystick UP and DOWN to avoid the flags and descend the slope.

Scoring

The slalom skiers compete for the fastest times. The skier with the lowest time wins.

THE SKI JUMP

Competing

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

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

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

To jump: Press FIRE.

In the Air. While in the air remember:

To lean backward: Press the joystick LEFT.

To lean forward: Press the joystick RIGHT.

To raise your arms: Press the joystick UP.

To lower your arms: Press the joystick DOWN.

To go into the landing position: At a 45° angle hold down FIRE until you hit the ground.

Changing Perspective. You'll start out down the ramp in first person perspective. But as you jump off the ramp and into the air, the perspective will change to a third person perspective. (Which means you will be able to see yourself.)

Scoring

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

CROSS COUNTRY SKIING

Competing

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

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

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

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

Scoring

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

AWARDS CEREMONY

After each event the winning competitor's national anthem will play and the three top winners' flag will appear. For each event, the gold medal will receive 5 points. The silver medal winner will receive 3 points and the bronze medal winner, 1 point. After all the events are finished, the contender with the highest number of points is again rewarded and his national anthem played. (Not on Spectrum 48k).

Note: To fast forward through any of the awards ceremonies, press and hold down on FIRE.

WINTER GAMES™

STARTING PLAY

The menu offers you a selection of options. To make a selection:

ATARI ST, AMIGA, CBM 64/128: Use the Joystick to move the cursor to your choice then press the FIRE BUTTON.

SPECTRUM/AMSTRAD CPC: Use SPACE BAR to move the cursor to your choice then press ENTER, or simply press the number corresponding with your choice.

OPTIONS

COMPETE IN ALL EVENTS

ATARI ST, AMIGA, CBM 64/128: 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 your joystick to move the cursor to the flag of the country and press FIRE. (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 or type Y. To delete names and start again, select NO or type N.

SPECTRUM/AMSTRAD CPC: 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.

COMPETE IN ONE EVENT

Similar to Option 1, but you only compete in the event you select. Use joystick (SPACE BAR - AMSTRAD/SPECTRUM) to move the cursor to your choice then press FIRE (ENTER - AMSTRAD/SPECTRUM).

PRACTICE ALL EVENTS

(CBM64/128, AMSTRAD, ATARI ST & AMIGA)

Similar to the first option above except no scores are recorded.

PRACTICE ONE EVENT

No scores or records are kept during practice rounds. Use joystick (SPACE BAR - AMSTRAD/SPECTRUM) to move the cursor to your choice then press FIRE (ENTER - AMSTRAD/SPECTRUM). (Cassette users note loading instructions.)

NUMBER OF JOYSTICKS

(CBM64/128 only)

Player 1 - Joystick port 1 and select 1.

Player 2 - Joystick port 2 and select 2.

Press FIRE to select 1 or 2.

SEE WORLD RECORDS (CBM 64/128 Disk only)

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

CHANGE GAME CONTROL (AMSTRAD ONLY)

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 control and 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

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 FIRE to start Figure Skating.
- To begin a movement, point the joystick in the direction of the movement you want to make and press FIRE.
- To complete a movement, centre the joystick and press FIRE.
- To SKATE BACKWARD, centre the joystick and press FIRE.

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 FIRE. 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.

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 skaters 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.

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
Total	6.0

• Total Score Penalties

.7 Point penalty for each fall.

.2 Point penalty for each awkward movement.

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

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	6.9 (6.0 Maximum Ceiling)

• Total and Maximum Score Penalties

PENALTY	TOTAL	MAXIMUM
Fall	-.5	-.2
Awkward	-.2	-.05

Note: No penalty for failing to attempt all seven movements.

EXAMPLE:

Your Total Score	6.9	Maximum	6.0
1 Fall	-.5		-.2
2 Awkwards	-.4		-.1
Your Final Total	6.0	Score	5.7

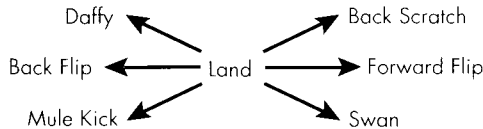
SPEED SKATING

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 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 GOT 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

- 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.
- Hold each movement (except 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.

SKI JUMP

- Press the FIRE BUTTON to begin your approach..
- When you reach the take off 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 the joystick LEFT.
- TOO FAR BACK, move the 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 metres and 20 style points for a total of 200 points.

BIATHLON

- 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 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

- 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.
- The winning bobsled's score is based upon the fastest time through the tracks.

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.

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.

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

The points are totalled 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.

CALIFORNIA GAMES™

CBM64/128, SPECTRUM & AMSTRAD USERS NOTE:

This game is applicable to Atari ST and Amiga users only.

STARTING PLAY

When the CALIFORNIA GAMES title screen appears, press FIRE to continue to the menu screen. The CALIFORNIA GAMES menu offers a choice of options. To make a selection move the cursor to your choice, then press FIRE.

COMPETE IN ALL THE EVENTS

Compete in all six events. The number of trophies awarded to each player is tallied as you compete, and a special trophy is awarded to the overall champion at the conclusion of the last event. You'll compete in the events in this order: Half Pipe Skateboard, Foot Bag, Surfing, Skating, BMX Bike Racing and Flying Disk.

- You'll first be asked to enter your name and pick a sponsor.
- Type your name on the keyboard and press the RETURN/ENTER key.
- Use the joystick/cursor keys to move the cursor to the sponsor of your choice, then press FIRE to pick that sponsor.
- Repeat the name and sponsor selection for each additional player up to eight. When all player's names and sponsors have been entered, press the RETURN/ENTER key again.
- A verification screen will appear. If all the names are correct, select YES.

COMPETE IN SOME EVENTS

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

COMPETE IN ONE EVENT

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

PRACTICE ONE EVENT

No scores are kept during practice rounds.

VIEW HIGH SCORES

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

VIEW TITLE SCREEN

- Displays the title screen and credits.
- Press FIRE to return to the menu.

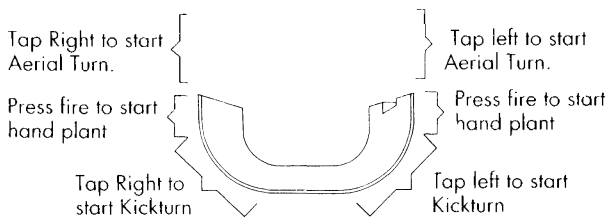
THE GAMES

HALF PIPE SKATEBOARDING

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

- Press FIRE to launch your board and start the event.
- To gain speed, move UP when the skater is going up the side of the ramp, then move DOWN when the skater is going down.
- To perform a stunt, move as shown in the diagram. Pay attention to timing, because you'll fall if you move too soon, too late, or if you hold it too long. After three falls, the event is over.

- To start a kick turn, move as indicated on the diagram. Earn maximum points by waiting until the last moment to start the turn, and holding until the moment before you'd wipe out.
- To start an aerial turn, tap the direction indicated above. To perform this move successfully, you must be in the air off the edge of the ramp tapping.
- To perform a hand plant, press and hold FIRE just as you reach the top of the ramp. The skater will plant his hands and flip the board over his head. Wait to release until the board arcs over and returns to the ramp. Earn maximum points for pressing the button at the last moment, and releasing it at the last moment.



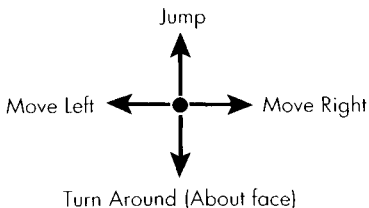
SCORING: You score points for each stunt completed successfully. Your score increases with the amount of risk you take. For example, if you hold a turn until the last moment, you get more points than if you pull out early when it's safer. Some stunts are more difficult and earn higher scores than others.

Stunt	Minimum	Maximum
Kick Turns	100	300
Hand Plants	400	700
Aerial Turns	400	999

FOOT BAG

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

- Press FIRE to kick the bag into the air and start the event.
- As the bag falls back toward the ground, press FIRE to kick again just before the bag reaches your foot.
- To perform a head butt, press FIRE just before the bag drops below the level of your head.
- Move as indicated in the diagram to control other movements.
Jump Move Left Move Right Turn Around (About face)



- Several types of kicks are possible, including inside kicks, outside kicks, jumping reverse kick, knee kicks and back kicks.
- To perform different types of kicks, move to new positions underneath the bag while it's in the air. For example, move to the right so the bag will drop next to you (but not too far). Now press FIRE when the bag approaches and you'll perform an outside kick.
- Other kicks are performed by positioning yourself in different ways. Discover the ways to perform all the kicks by trying various movement during practice.

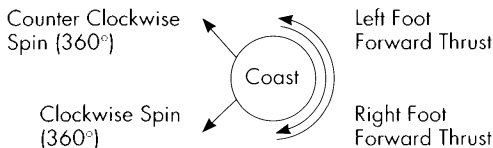
SCORING: You earn points for each stunt or kick performed successfully. More difficult stunts, like turning around while the bag is in the air, earn higher scores. You lose time if you drop the bag or kick it off the screen. You also earn points for consecutive kicks completed without allowing the bag to touch the ground. Earns bonus for catching the sack when thrown from offscreen. Here are some stunts to try by combining different kicks and moves:

Any Kick:	(10 pts).
Half Axle:	(250 pts) Any two kicks with a half spin in between.
Full Axle:	(500 pts) Any two kicks with a full spin in between.
Horseshoe:	(500 pts) Left back kicks + right back kick.
Jester:	(2000 pts) Left jumping kick or right jumping kick.
Double arch:	(250 pts) Left outside kick + right outside kick + left outside kick.
Doda:	(5000 pts) Left outside kick + head butt + right outside kick.
Off Screen Catch:	(1500 pts).

ROLLER SKATING

OBJECT: The object in roller skating is to avoid the obstacles and cover the course in the best possible time, with as many stunts as you can perform during the event.

- Press FIRE to start the event.
- To begin skating, move to the UP position. Then move to the DOWN position. Continue rolling between these two positions to gain speed.
- Move as shown in the diagram to perform other skating moves.



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

SCORING: Score points for each obstacle you avoid. Earn double points for jumping over obstacles. Earn the highest score for 360's while jumping over obstacles.

Avoiding Obstacles:	10 - 30 points
Jumping Over Obstacles :	20 - 60 points
Spinning Jump Over Obstacles:	40 - 120 points

BMX BIKE RACING

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

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

SCORING: Try to complete the course within the 2.00 minute time limit. The faster your time, the higher your score will be. You also get points for each stunt, with bonus points for holding stunts as long as possible. Here's a table of the minimum and maximum points awarded for each stunt:

Stunt	Minimum	Maximum
Wheelie	100	200
Jump	200	400
Table Top	500	1000
360 Turn	1000	2000
Backward Flip	1500	3000
Forward Flip	3000	6000

FLYING DISK

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

- Press FIRE to start the event.
- You get three attempts to throw and catch the disk.
- Try to throw the disk far enough to reach the catcher standing at the other end of the field.
- Use the bar at the bottom of the screen to make your throw. The bar has three colors: red, yellow and green. Use the green area for the most powerful throw.
- Tap LEFT to start swinging your arm back. When the needle reaches the green section of the bar, tap RIGHT. When the needle reaches the green section on the right side of the bar, tap LEFT again to release the disk.
- The display at the top of the screen helps you move the catch to intercept the disk after it has been thrown.
- As the disk flies across the field, move LEFT or RIGHT to run toward the point where you think

the disk will land.

- To catch the disk, you must meet it with your hands. Note that your hands are extended only when you're running or diving.
- To attempt an overhead standing catch, hold UP to reach up for the disk.
- To dive after the disk, press FIRE.

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

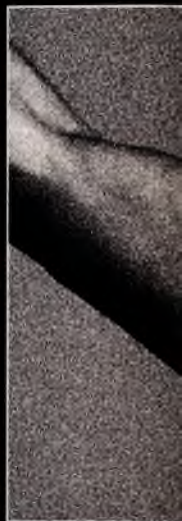
- 150 pts. for a catch while running right.
- 250 pts. for a catch while running left.
- 250 pts. for a catch while diving right.
- 350 pts. for a catch while diving left.

SURFING

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

- Press FIRE to catch a wave and start the event.
- Hold LEFT to avoid wiping out at the beginning of your ride.
- To steer the board to the surfer's left, move LEFT.
- To steer the board to the surfer's right, move RIGHT.
- Hold FIRE down to make sharper turns. Note that sharp turns slow you down.
- If you go too close to the button of the wave, you'll either wipe out or end your ride by leaving the wave.
- If you go over the top of the wave and turn your board around in the air, you can catch the wave again (but you'll wipe out if you come back down at a bad angle).
- You'll get 1:30 minutes for the event or 4 wipeouts. You earn more points for longer rides, so try ride each wave as long as you possibly can.

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



A SERIOUS EXPERIENCE

U. S. Gold Ltd., Units 2/3 Holford Way, Holford,
Birmingham B6 7AX. England. Tel: 021 625 3366.