INTERNATIONAL SPORTS CHALLENGE

empire®
INTERACTIVE

Copy Protection

Before entering the game the copy protection will ask:

HOW LONG IN MINUTES DOES RUNNER X SPEND TRAINING ON Y-DAY IN
WEEK Z

Look at the 4 training schedule tables on pages 79-82 and refer to the schedule for runner number X in week Z on Y-day.

Enter the number of minutes that the runner spends training on that day using the keyboard, and then press RETURN.

Here is an example;

HOW LONG IN MINUTES DOES RUNNER 1 SPEND TRAINING ON TUESDAY
IN WEEK 1.

Look at the table on page 15 for runner 1, week 1, Tuesday and see that he spends 90 minutes training. Enter 90 using the keyboard and press RETURN.

You are given 2 chances to type in the correct answer to allow for typing errors.

Hi-Scores

These are saved to disk only if you have played the full game, otherwise each event has a replay feature where you may practise an event to improve your play. At the end of an event you will be prompted with REPLAY (Y/N). Use the keyboard to select either Y for more practise or N to continue the game.

Playing the Game

The game is a multi-sports simulation for 1-4 players with an incredible depth of gameplay. The game is played primarily using a joystick (in port 2 on Amiga and ST) with the mouse (in port 1) providing an alternative control method in certain events.

You can choose to play from 1 to 4 players and you must enter the names of each using the keyboard followed by RETURN. When you have finished entering the last name, press <RETURN>

You can also select which events you play using the joystick. Up and Down highlights the events and fire will select. When you are happy with your selection, click on OK at the bottom of the screen and the game begins.

NOTE: The marathon is only selectable if you are playing all of the events as it provides a link for the whole game. If you are playing on a 1Mb Amiga or ST then the marathon is stored permanently in memory.

Running the Computer Marathon

The marathon is a strategy based event. Each player must select a runner (refer to the training schedules of all 4 runners on pages 15-18) for the race before setting out on the 26 miles 385 yards to glory, failure or even exhaustion.

Each player will then have the chance to adjust his/her runner by modifying variables such as speed, effort, rhythm and choice of refreshment whilst monitoring external effects such as weather conditions. Mastering this event requires a lot of forward planning: don't break too soon but don't let anyone else get too far ahead either.

The marathon is the link event between all other events and after each of these the marathon is returned to and the above procedure is repeated.

Olympic Records
Men: 2:09:21   Carlos Lopes (Portugal)
Women: 2:24:52 Joan Benoit (U.S.A.)

World Records
Men: 2:6:50 Belayneh Dinsamo (Ethiopia)
Women: 2:21:6 Ingrid Kristiansen (Norway)

Most Participants
New York City marathon in 1989, 24,588 participants

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"I really didn't have a pre-race
strategy.  I do have a post-race
·strategy, and it involves me and some
friends and a couple of beers."
                        Jerry Kierman
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Marathon Sub-Screens

The first screen that appears in the marathon is a side on view of player 1's runner, with relevant statistics at the bottom of the screen. Moving the mouse or joystick pointer down to this text line brings up a list of 5 subsidiary screens available to the player.

These are selected by pointing to the desired option and pressing the left mouse button or fire on the joystick.

The Options

RUNNER
Selecting **RUNNER** from any screen other than the option screen itself will bring up the options to the player. On this screen information is displayed about the runner on the right hand side and variables that can be modified on the left.

More information on the runner appears at the bottom of the screen if the pointer is moved towards the top portion of the screen.

If the icon is selected on the option screen, then the screen returns to the main scrolling view of the race itself.

Variables that can be modified are as follows:-

Effort can be increased or decreased by clicking on the + and - boxes at either end of the gauge. This has the effect of increasing or decreasing the speed of the runner.

Speed allows for a more dynamic modification, giving the same effect of changing the runners speed. When selected the player has 15 seconds in which to waggle the joystick/mouse left and right. The faster this is done, the faster the runner will run.

Rhythm allows the player to run more efficiently by establishing a good stride and breathing pattern. Click on the rhythm gauge and then move the mouse or joystick left and right to move the rhythm bar towards the double arrows. When the bar reaches the arrows they will switch to the other end of the scale and the bar must be moved in the opposite direction. The speed of movement of the bar is increased as rhythm is improved so that the left/right movement must be accelerated accordingly. When the heart appears in place of the bar press fire (or the left mouse button) to establish a good breathing pattern.

Slipstream is not directly modifiable as the effect is only noticed if your runner is closely following another competitor.

REFRESHMENT

This screen allows you to select your desired action at the next refreshment stop. The distance to go is displayed at the top of the screen and you may select to **DO NOTHING, TAKE WATER, TAKE GLUCOSE** or **TAKE SPONGE** simply by clicking on the relevant area which will then be highlighted. Notice that the statistics are still displayed on the right hand side of the screen to assist you.

SPLIT TIMES

This brings up a screen displaying the split times at every 10km break point for all six runners plus a projected finishing time for each.

Scoring

The scoring for the marathon is based purely on finishing time.

The Controls

Use the mouse/joystick to select different screens or icons. When the runner is in view select the icons at the bottom of the screen to bring up other information.

Speed is adjusted by waggling the mouse/joystick left and right: the faster you waggle, the faster you run.

Rhythm is slightly more subtle: move the mouse/joystick left and right waiting each time until the arrows shift to the other end of the scale. Press the fire button when the heart appears to maintain efficient breathing.

Effort is modified simply by the icons provided and refreshment can be selected on the separate refreshment screen.
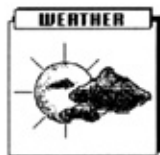
WEATHER

The weather status allows you to keep an eye on such factors as wind speed, temperature and humidity.

This will enable you to select the very best course of action for the race. Note that the weather is different every time you play the game.

ROUTE MAP

The map displays an overhead view of the whole course including contours, forests, bridges, etc. All of the runners are displayed as small white dots with the currently selected runner highlighted by a small circle.

A representation of this screen is shown below.
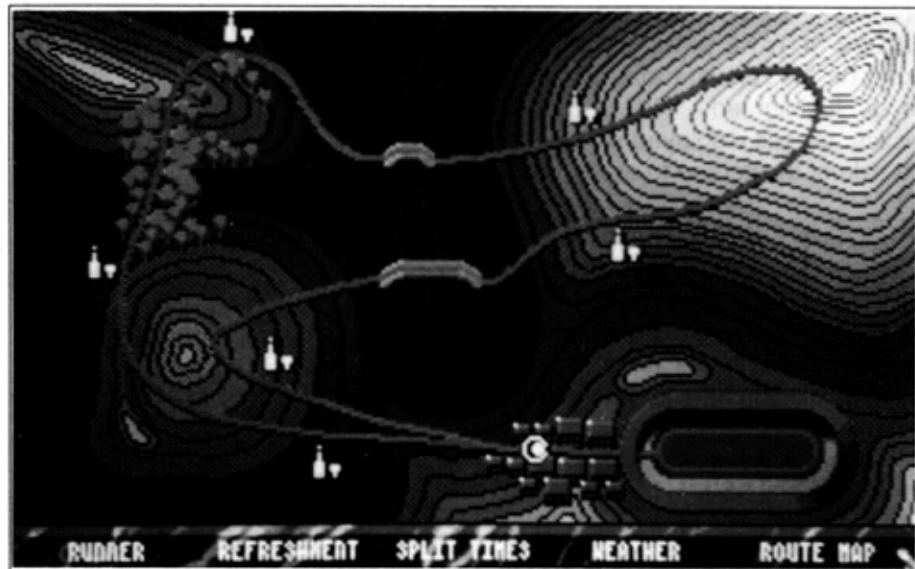
RUNNER 1					
HEIGHT	5' 6" (1.6 metres)	**PREVIOUS MARATHONS**	3	**BEST TIME**	2 Hours 17 Minutes
WEIGHT	9st 13lbs (63.04 kilos)	**DAILY DIET**	Protein 11%	Fibre	20g/day
NATIONALITY	GERMAN		Fats 38%	Salt	10g/day
AGE	26		Carbohydrate 45% (Sugar 20%, Starch 25%)		
SEX	MALE				

Week 1
Monday	10 x 100m sprints every 200m	
Tuesday	Long Aerobic running	90 minutes
Wednesday	Time trial 5000m	
Thursday	Long aerobic running	90 minutes
Friday	Easy fartleck running	30 minutes
Saturday	Time trial 25Km	
Sunday	Sprint starts	90 minutes

Week 2
Monday	10 x 100m sprints every 200m	
Tuesday	Long Aerobic running	90 minutes
Wednesday	Time trial 5000m	
Thursday	Long aerobic running	90 minutes
Friday	Easy fartleck running	30 minutes
Saturday	Time trial 25Km	
Sunday	Sprint starts	90 minutes

Week 3
Monday	12 x 100 m sprints every 200 m	
Tuesday	Long Aerobic running	90 minutes
Wednesday	Time Trial 3000m	
Thursday	Easy fartleck running	60 minutes
Friday	Jogging	30 minutes
Saturday	Time Trial 20Km	
Sunday	Sprint Starts	90 minutes

Week 4
Monday	20 x 45m Wind sprints	
Tuesday	Easy fartlek running	45 minutes
Wednesday	Jogging	60 minutes
Thursday	Jogging	60 minutes
Friday	Jogging	40 minutes
Saturday	Time trial Full Marathon	
Sunday	Jogging	60 minutes

Week 5
Monday	Jogging	55 minutes
Tuesday	Jogging	60 minutes
Wednesday	Time trial 5000m	
Thursday	Jogging	90 minutes
Friday	Jogging	60 minutes
Saturday	Time trial 5000m	
Sunday	Long Aerobic running	60 minutes

Week 6
Monday	10 x 100m wind sprints	
Tuesday	Long Aerobic running	90 minutes
Wednesday	Time trial 3000m	
Thursday	Easy fartlek running	60 minutes
Friday	Jogging	30 minutes
Saturday	Time trial 10000m	
Sunday	Jogging	90 minutes

Week 7
Monday	20 x 45m wind sprints	
Tuesday	Easy fartlek running	60 minutes
Wednesday	Time trial 3000m	
Thursday	Jogging	60 minutes
Friday	Jogging	30 minutes
Saturday	Time trial 5000m	
Sunday	Jogging	80 minutes

Week 8
Monday	Easy fartlek running	45 minutes
Tuesday	Time trial 2000m	
Wednesday	Jogging	60 minutes
Thursday	Jogging	30 minutes
Friday	Jogging	30 minutes
Saturday	Marathon Race	

RUNNER 2

HEIGHT	6' 1" (1.85 metres)	**PREVIOUS MARATHONS**	11	**BEST TIME**	2 Hours 13 Minutes
WEIGHT	12st 3lbs (76.2 kilos)	**DAILY DIET**	Protein 10%		Fibre 20g/day
NATIONALITY	PORTUGESE		Fats 39%		Salt 10g/day
AGE	31		Carbohydrate 45% (Sugar 22%, Starch 23%)		
SEX	MALE				

Week 1
Monday	Long Aerobic running	60 minutes
Tuesday	Long Aerobic running	90 minutes
Wednesday	Time trial 5000m	
Thursday	Long aerobic running	90 minutes
Friday	10 x 100m sprints every 200m	
Saturday	Time trial 25Km	
Sunday	Sprint starts	90 minutes

Week 2
Monday	Long Aerobic running	60 minutes
Tuesday	Long Aerobic running	90 minutes
Wednesday	Time trial 5000m	
Thursday	Long aerobic running	90 minutes
Friday	10 x 100 m sprints every 200m	
Saturday	Time trial 25Km	
Sunday	Sprint starts	90 minutes

Week 3
Monday	15 x 100m sprints every 200m	
Tuesday	Long Aerobic running	90 minutes
Wednesday	Time Trial 20Km	
Thursday	Easy fartleck running	60 minutes
Friday	Jogging	30 minutes
Saturday	Time Trial 3000m	
Sunday	Sprint Starts	90 minutes

Week 4
Monday	15 x 45m Wind sprints	
Tuesday	Easy fartlek running	50 minutes
Wednesday	Jogging	60 minutes
Thursday	Jogging	60 minutes
Friday	Jogging	30 minutes
Saturday	Time trial Full Marathon	
Sunday	Jogging	60 minutes

Week 5
Monday	Jogging	60 minutes
Tuesday	Jogging	60 minutes
Wednesday	Time trial 3000m	
Thursday	Jogging	90 minutes
Friday	Jogging	60 minutes
Saturday	Time trial 3000m	
Sunday	Long Aerobic running	70 minutes

Week 6
Monday	Time trial 5000m	
Tuesday	Long Aerobic running	90 minutes
Wednesday	10 x 100m wind sprints	
Thursday	Easy fartlek running	60 minutes
Friday	Jogging	90 minutes
Saturday	Time trial 10000m	
Sunday	Jogging	30 minutes

Week 7
Monday	20 x 45m wind sprints	
Tuesday	Easy fartlek running	60 minutes
Wednesday	Time trial 5000m	
Thursday	Jogging	60 minutes
Friday	Jogging	30 minutes
Saturday	Time trial 3000m	
Sunday	Jogging	100 minutes

Week 8
Monday	Easy fartlek running	45 minutes
Tuesday	Time trial 2000m	
Wednesday	Jogging	30 minutes
Thursday	Jogging	60 minutes
Friday	Jogging	60 minutes
Saturday	Marathon Race	

RUNNER 3

HEIGHT	5' 10" (1.77 metres)				
WEIGHT	10st 11lbs (68.52 kilos)				
NATIONALITY	BRITISH				
AGE	33				
SEX	MALE				

PREVIOUS MARATHONS	17	**BEST TIME** 2 Hours 10 Minutes
DAILY DIET	Protein 15%	Fibre 20g/day
	Fats 40%	Salt 10g/day
	Carbohydrate 35% (Sugar 15%, Starch 25%)	

Week 1
Monday	Long Aerobic running	120 minutes
Tuesday	Long Aerobic running	90 minutes
Wednesday	Time trial 5000m	
Thursday	Long aerobic running	90 minutes
Friday	15 x 50m sprints every 100m	
Saturday	Time trial 10Km	
Sunday	Sprint starts	90 minutes

Week 2
Monday	Long Aerobic running	120 minutes
Tuesday	Long Aerobic running	90 minutes
Wednesday	Time trial 5000m	
Thursday	Long aerobic running	90 minutes
Friday	15 x 50m sprints every 100m	
Saturday	Time trial 10Km	
Sunday	Sprint starts	90 minutes

Week 3
Monday	15 x 100m sprints every 200m	
Tuesday	Long Aerobic running	90 minutes
Wednesday	Time Trial 20Km	
Thursday	Easy fartleck running	60 minutes
Friday	Jogging	30 minutes
Saturday	Time Trial 3000m	
Sunday	Sprint Starts	90 minutes

Week 4
Monday	Long Aerobic running	60 minutes
Tuesday	Easy fartlek running	45 minutes
Wednesday	Jogging	60 minutes
Thursday	15 x 45m Wind sprints every 100m	
Friday	Jogging	30 minutes
Saturday	Time trial Full Marathon	
Sunday	Jogging	60 minutes

Week 5
Monday	Jogging	60 minutes
Tuesday	Jogging	60 minutes
Wednesday	Time trial 5000m	
Thursday	Jogging	90 minutes
Friday	Jogging	60 minutes
Saturday	Time trial 5000m	
Sunday Long	Aerobic running	60 minutes

Week 6
Monday	Time trial 5000m	
Tuesday	Long Aerobic running	90 minutes
Wednesday	10 x 100m wind sprints	
Thursday	Easy fartlek running	60 minutes
Friday	Jogging	90 minutes
Saturday	Time trial 10000m	
Sunday	Jogging	30 minutes

Week 7
Monday	20 x 45m wind sprints	
Tuesday	Easy fartlek running	60 minutes
Wednesday	Time trial 5000m	
Thursday	Jogging	60 minutes
Friday	Jogging	30 minutes
Saturday	Time trial 3000m	
Sunday	Jogging	90 minutes

Week 8
Monday	Easy fartlek running	45 minutes
Tuesday	Time trial 2000m	
Wednesday	Jogging	30 minutes
Thursday	Jogging	60 minutes
Friday	Jogging	60 minutes
Saturday	Marathon Race	

RUNNER 4

HEIGHT	6' 4" (1.92 metres)	**PREVIOUS MARATHONS**	14	**BEST TIME**	2 Hours 10 Minutes

HEIGHT	6' 4" (1.92 metres)
WEIGHT	13st 10lbs (87.08 kilos)
NATIONALITY	U.S.A.
AGE	30
SEX	MALE

PREVIOUS MARATHONS	14	**BEST TIME**	2 Hours 10 Minutes
DAILY DIET	Protein 12%	Fibre	10g/day
	Fats 37%	Salt	20g/day
	Carbohydrate 45% (Sugar 25%, Starch 20%)		

Week 1
Monday	Long Aerobic running	60 minutes
Tuesday	Long Aerobic running	90 minutes
Wednesday	Time trial 5000m	
Thursday	Long aerobic running	100 minutes
Friday	15 x 50m sprints every 100m	
Saturday	Time trial 10Km	
Sunday	Sprint starts	90 minutes

Week 2
Monday	Long Aerobic running	60 minutes
Tuesday	Long Aerobic running	90 minutes
Wednesday	Time trial 5000m	
Thursday	Long aerobic running	100 minutes
Friday	15 x 50m sprints every 100m	
Saturday	Time trial 10Km	
Sunday	Sprint starts	90 minutes

Week 3
Monday	12 x 100m sprints every 200m	
Tuesday	Long Aerobic running	90 minutes
Wednesday	Time Trial 3000m	
Thursday	Easy fartleck running	60 minutes
Friday	Jogging	35 minutes
Saturday	Time Trial 20Km	
Sunday	Sprint Starts	90 minutes

Week 4
Monday	20 x 45m Wind sprints	
Tuesday	Easy fartlek running	45 minutes
Wednesday	Jogging	60 minutes
Thursday	Jogging	60 minutes
Friday	Jogging	30 minutes
Saturday	Time trial Full Marathon	
Sunday	Jogging	60 minutes

Week 5
Monday	Jogging	80 minutes
Tuesday	Jogging	60 minutes
Wednesday	Time trial 5000m	
Thursday	Jogging	90 minutes
Friday	Jogging	60 minutes
Saturday	Time trial 5000m	
Sunday	Long Aerobic running	60 minutes

Week 6
Monday	10 x 100m wind sprints	
Tuesday	Long Aerobic running	90 minutes
Wednesday	Time trial 3000m	
Thursday	Easy fartlek running	60 minutes
Friday	Jogging	30 minutes
Saturday	Time trial 10000m	
Sunday	Jogging	90 minutes

Week 7
Monday	20 x 45m wind sprints	
Tuesday	Easy fartlek running	60 minutes
Wednesday	Time trial 3000m	
Thursday	Jogging	60 minutes
Friday	Jogging	30 minutes
Saturday	Time trial 5000m	
Sunday	Jogging	75 minutes

Week 8
Monday	Easy fartlek running	45 minutes
Tuesday	Time trial 2000m	
Wednesday	Jogging	60 minutes
Thursday	Jogging	30 minutes
Friday	Jogging	30 minutes
Saturday	Marathon Race	

Competing in the Diving Competition

Each of the diving events consists of 4 dives, the 1m springboard, the 3m board, the 5m board and the medley which is made up of one 1m dive, one 3m dive, and two 5m dives.

All 88 dive compositions have tariff ratings that indicate their degree of difficulty; although dives with a higher tariff are harder, they do enable the player to score more points if they are executed well.

Not only can players select DEMO mode for each dive to see how it should be done, but they have the option of having 0-3 practice dives, although these will reduce the scoring potential on the dive that actually counts.

The Most Medals
5 medals won by Klaus Dibiasi, Austria.

High Dive Records
Men: 176' 10" (53.9m) Olivier Favre, Switz.
Women: 120' 9" (36.80m) Lucy Wardle, USA

Highest Score
Greg Louganis scored 754.41 points for an 11 dive springboard event, in the 1984 Olympics

Scoring

Each dive is scored in three parts: for start, elements, and entry. The final score is displayed alongside a maximum achievable score for that particular dive.

The Controls

Press fire once to start the dive. Ring A will then pulsate to indicate the power at the start of the dive. Press fire again with the ring at maximum size to launch yourself into the air.

The inner ball, B. will move around the circle. Move the outer ball, C, using the joystick (left=anti-clockwise, right=clockwise) to follow the path of B to complete the desired elements. Note that you must move C to the full extent of B in each direction before moving to the next element. Select DEMO for a demonstration of the dive by the computer if you are unsure.
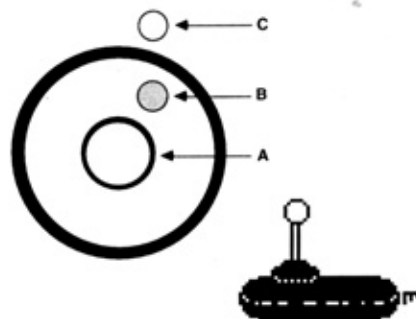
Competing in the Swimming

The swimming competition contains 4 strokes, 3 different distances and 3 different competition levels. Breast-stroke, freestyle and butterfly can be raced over 50m, 100m or 200m. The 200m medley requires the competitor to swim 4 lengths of the pool, 50 metres each of Breast-stroke, Freestyle, Back-stroke and Butterfly.

On the screen you will see three bar gauges and these aid the player as follows:-
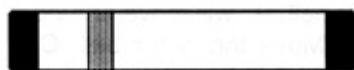
The **Stroke Bar** on the left displays the speed and rhythm of your stroke. A heart will appear each time you need to breathe.
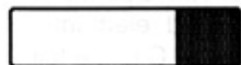
The **Oxygen Gauge** in the middle displays the constantly changing oxygen level as a blue bar.

The **Distance Bar** on the right moves from left to right or vice versa, depending on which direction you are swimming, as your distance increases and you near the finishing line.

The computer-controlled swimmer gives you an indication of your speed and a bonus if he is beaten. Note that although you score more for beating a more competent opponent, the stroke is harder to time exactly.

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I can't think of anything better
than breaking an American's world
record in an American pool.
                    Adrian Moorhouse
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Press fire to start the race. When the hooter sounds, pull the joystick down to crouch and push up to dive, pulling down longer gives a more powerful dive. Once you surface, move the joystick left and right to build up a rhythm - note that each stroke has a different pace.

Try to keep the stroke as long as possible without entering the shaded areas at the ends of the stoke gauge.

When the block changes to a heart, pres fire to breathe. Be careful not to breathe when the heart is not visible or you will get a mouthful of water!

Scoring

The scoring is based on time plus a bonus for beating the computer controlled swimmer.

Competing in the Shooting

In the Trap Shoot and Skeet shooting events clays are fired from one or two positions for the player to shoot.

In the Trap Shoot, targets are fired singly in a random direction allowing 2 shots per clay whereas the Skeet shooting comprises single and double clays following more fixed paths with the number of shots available matching the number of clays hit.

The Boar event features a target on a cardboard boar moving in front of the player who must fire 5 rounds every time it travels across the screen. The target is progressively divided into smaller, higher scoring areas, the closer to the centre, the higher your score will be.

In the Rapid Fire Pistol or Target event, 5 targets turn towards the player in a random order giving a brief opportunity to fire at them. This is repeated 6 times with increasing speed, giving the player 30 shots to score a maximum 300.

Most Olympic Medals
In 1912 Carl Townsend Osburn (U.S.A.) won 5 gold, 4 silver and 2 bronze medals.

Clay Pigeon
Most World Titles: The record for the most world titles is held by Susan Nattrass (Canada) with six won in the years 1974, 1975, 1977, 1978, 1979 and 1981.

Most Clays Shot in a Hour: A record 3172 clays were 'killed' by Dan Carlisle (U.S.A.) at Norco, California on 20th May 1990.

Highest Score in 24 hours
The highest score in 24 hours is held by the Easingwold Rifle and Pistol Club who scored 120,242 points between 6-7 August 1983.

The Controls

Select joystick or mouse with either joystick or mouse and then it is a simple matter of point and fire. Left mouse button is used to fire and right mouse button to pull the clays on the trap and skeet shooting events.

If you are using a joystick (not recommended) then pressing the fire button fires the gun and pressing and releasing it pulls the next clay.

Scoring

Scoring for the shooting is fairly self-explanatory: if you hit it, you score it. Note that in the trap shooting you score less for hitting a clay with your second shot.

Competing in the Cycling

The cycling is split into pursuit and sprint events. The pursuit events are straightforward races around the track with a computer-controlled rider of a set standard starting on the opposite side of the track. This opponent allows you to gauge your speed and in these events is purely a yardstick for your own performance.

In the sprint events the computer-controlled rider is a true opponent, and beating him is essential to gaining a high score. These races are supremely tactical with the riders playing a game of cat and mouse, waiting for the ideal moment to break for the finish. Both the 1000m and 2000m sprints are only timed over the last lap (333m) so save yourself for the mad dash for the line. *Note that the clock starts when the first-placed rider starts his last lap.*

Fastest Speed
World: The fastest speed attained on a bicycle is 152.283mph (245.077km/h) by John Howard (USA) on 20th July 1985. The cycle was travelling behind a towed windsheild.
United Kingdom: The UK record is 98.21 mph (158.05 km/h) acheived by David Le Grys over a 200 metre section of the M42 motorway. The motorway was closesed to traffic during this time.

"He's a favourite for the Tour de France - well an outsider anyway."
Phil Liggett
Private Eye

Lands End to John o' Groats
The record for covering this 847 mile (1363km) journey on a bicycle is 1 day 21 hours, 2 min and 19 seconds. It was achieved by Andy Wilkinson 29th September - 1st October 1990.
The womens record is 2 days, 6 hours, and 49 minutes by Pauline Strong.

Scoring

The pursuit events are scored purely on time whereas the sprints combine finishing time for the last lap with a bonus for beating the computer rider.

Roller Cycle Record
The fastest speed attained cycling on rollers is 153.2mph (246.5km/h) by Jim Baker (USA)

Greatest Distance in 1 Hour
76 miles 504 yards (122.771km) by Leon Vanderstuyft (Belgium) in 1928.

The Controls

Left/right waggling modifies the speed of your cyclist and up/down moves him up and down the track or balances the bike at low speeds (especially useful in the sprints).

The fire button on its own allows you to view your opponent (if not currently in view) while pressing fire and pulling down hits the brakes (only sensible in the cat and mouse stages of the sprints).

Competing in the Show-Jumping

The four standards in the show-jumping correspond to different course layouts of increasing difficulty.

The main screen shows a 3D representation of the course while a panel at the top displays a map of the course with an arrow indicating the next fence to jump. To the left of the map is a picture of that fence together with a picture of the previous fence on the right. In the main viewing area an arrow indicates the next fence to jump if it is visible or points in the direction to turn it is not.
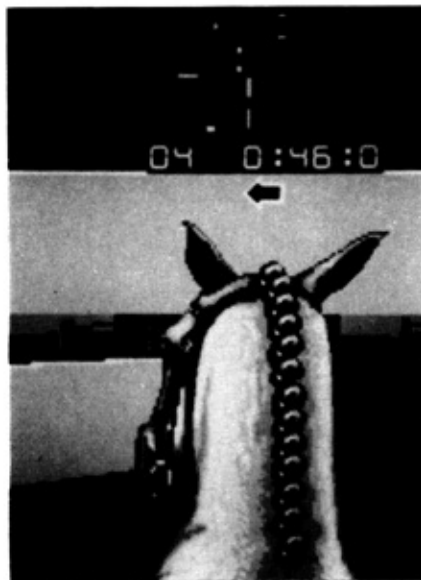
Most Olympic Gold Medals
5 medals won by Hans Winkler, W. Germany

World Championships
Men: Won twice by Hans-Günter Winkler of West Germany & twice by Raimondo d'Inzeo of Italy
Women: Won twice by Jane Tissot of France.

Highest Jump
World: 8' 1.25" (2.47m) by Huasó ridden by Capt. Alberto Larraguibel Morales of Chile.
British: 7' 7.25" (2.32m) by Lastic ridden by Nick Skelton.

Highest Bareback Jump
7' (2.13m) by Red Flight ridden by Michael Whitaker, in Dublin on 14th November 1982.

Long Jump
27" 6.75" (8.40m) by Something ridden by André Ferreira of South Africa in Johannesburg on 25th April 1975.

Longest Horse Ride
The longest horse ride was made by Henry Perry from Victoria, Australia. He rode 14,021 miles (22,565km) around Australia in 157 days using six horses.

The Controls

Left and right pulls the reins in the required direction causing the horse to turn. Up spurs the horse on faster and down pulls the reins back to slow down. Press fire to jump.

Scoring

The scoring is related to time and the number of faults incurred in the round.