

## **LOADING**

To load, press **CTRL** and small **ENTER** keys together. Press **PLAY** on datacorder, then any key. The program will now load automatically. (*The program is recorded on both sides of the tape, in case of difficulty, turn the tape over, rewind to the beginning and load again.*)

## **GAME:**

### **EVENT 1, SKIING:**

Use keys **1** & **2** alternately to slowly and rhythmically build up your speed. You must ski as fast as possible to reach the qualifying time.

### **EVENT 2, SKI JUMP:**

Hit the **Q** key when the power meter is at maximum. As the skier lands on the flat part of the ramp, hit the **Q** key again. Early or late jumps will result in a fall.

### **EVENT 3, SPEED SKATING:**

Use keys **1** & **2** alternately to slowly and rhythmically build up your speed. You must ski as fast as possible to reach the qualifying time.

### **EVENT 4, BOB-SLED:**

Use the keys **O** (left) and **P** (right) to change the direction of the Bob-sled. The course must be completed without crashing to qualify.

### **EVENT 5, BIATHLON:**

To advance to the targets, press the **Q** key each time the meter is at maximum. Hit all the targets within the qualifying time to complete the first round of events.

As you progress through the game, each event gets harder. A life is lost each time you fail to qualify in any event. When all lives are lost, your score and performance figures are given together with details of any medal won. High score is kept. **GOOD LUCK.**

This program and artwork are the copyright of Atlantis Software Limited. Copying, hiring, lending or public performance is prohibited. If you have written a good program and would like to discuss marketing, please write to:

**Atlantis Software Limited**  
28 Station Road, London SE25 5AG