

WINTER OLYMPICS - ATARI 8 BIT MACHINES

LOADING AND INSTRUCTIONS

TO LOAD FROM CASSETTE:

Place Cassette in Recorder re-wound to Side 1. Turn On Computer while holding down START Key. Once tone has stopped sounding press PLAY on cassette and press RETURN. Leave tape playing on Side One until you are instructed by the program to turn it over to Side Two.

TO LOAD FROM DISK:

Place Disk in drive and turn computer on. The Disk will 'Boot' automatically. Once loaded leave disk in drive as it is used to load Events.

The Olympic Record is displayed for each Event prefixed by the letters 'O.R'.

During the Events to move onto the next Heat press FIRE on the Joystick, or to move onto the next Event press 'OPTION'.

Each Event has a Practice and Play Mode.

PRACTICE MODE: Press 'SELECT' key.

In this mode the score is not incremented and no Olympic Record can be gained.

PLAY MODE: Press 'START' key

In this mode you have three attempts to beat the Olympic record, if you succeed 1,000 Points will be added to your score. The Olympic record is displayed for each Event prefixed by the letters 'O.R.'

After completing a Heat press the FIRE Button to go onto the next Heat. To abort that Event and move onto the next Event press the 'OPTION' key.

- EVENT 1 - SPEED SKATING
- EVENT 2 - SKI SLALOM
- EVENT 3 - SKI JUMP
- EVENT 4 - SKI DOWNHILL
- EVENT 5 - CRESTA RUN

A high score table will be displayed after the completion of Event 5.

EVENT 1 - Speed Skating

Controls: Joystick Left and Right. Control the competitor's skates. Start off slowly gaining speed as you go, quick movement of the Joystick will cause him to slip on the ice and lose speed. Your computer pacer is there to help you gain that fastest time of the day.

EVENT 2 - Ski Slalom

Controls: Joystick Moves Skier Left and Right. Guide your skier through the gates, a 5 second penalty is incurred if you fail to ski between the flags and a 3 second penalty is incurred if you hit one. Hitting a tree will end your run.

EVENT 3 - Ski Jump

Controls: Joystick Left and Right. Fire Button - Jump

Moving Joystick left and right quickly will propel your skier down the slope. As he nears the end of the slope press the Fire Button for a safe, successful jump. To score maximum points gauge your take off position carefully. Too early will shorten your jump, too late and it's disaster.

EVENT 4 - Ski Downhill

Controls: Same as Event 2.

The downhill course has no gates but watch those trees!

EVENT 5 - Cresta Run

Controls: Joystick Left and Right.

As you ride through the corners your speed will pick up considerably, Joystick left and right compensates your body leaning, helping to keep your sledge within the ski banking. Too much correction will allow you to go into a corner too quickly then it's away off into the trees for you!