

# ANCIENT GAMES

## LOADING

Turn your computer off and put joystick in the mouse port 0 (Amiga only). Insert the game disk in the disk drive and switch your computer on. Once the title sequence has finished, enter your name by using the joystick - left/right to move along the word, up/down to change the letter. Press fire when satisfied and repeat process for the second name.

## PLAYING

In the first ("social advancement") screen, move the box cursor by using the joystick and press fire to select an option - (if you find yourself in slavery with no money, try consulting the Oracle!)

## CONTROLS

1. **THE RUNNING RACE**  
Waggling the joystick sets the speed and pressing fire allows you to hurdle a log.
2. **THE CLIFF DIVES**  
When the diver is in the opened out position, moving the joystick left spins him clockwise and moving the joystick right spins him anti-clockwise. Try to keep him vertical when he hits the water.
3. **THE ARCHERY COMPETITION**  
Move the target with the joystick and press fire to release an arrow. Hit as many as you can before time runs out!
4. **THE JAVELIN**  
Waggle the joystick for maximum speed/power and press fire to make your throw.
5. **THE SWIMMING RACE**  
Waggle the joystick for maximum speed.

Good luck at The Games!

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