

THE GAMES SUMMER EDITION™

ATARI ST/CBM AMIGA

INTRODUCTION

The ambitions of athletes from all corners of the earth culminate in **THE GAMES** for it is here that the cream of the World's sporting elite are gathered for a once in a lifetime opportunity to compete for the most coveted titles known to man.

Now Epyx gives you the chance to compete with the World's best in eight thrilling events that will test your skills to the limit!

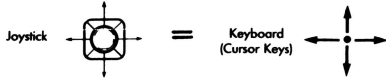
SYSTEM REQUIREMENTS

- Atari ST
- 512K RAM
- Colour System
- One or two joysticks
- CBM Amiga
- 512K RAM
- Colour System
- One or two joysticks

JOYSTICK AND KEYBOARD MOVES

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

Joystick and keyboard equivalents are:



- 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 # **J2** (mouse port).
- Press **P** to pause the action. Press **P** again to resume play.

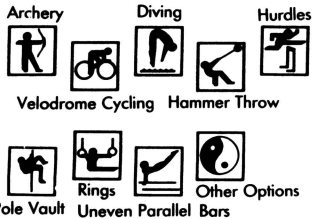
LOADING THE GAME

1. Reset your machine by switching it off and then on.
2. Insert disk A into drive A. The games will auto boot.
3. **THE GAMES - SUMMER EDITION** loads. You see a series of colourful illustrations giving you the flavour of South Korea and the stadiums where the games are to be held. You then see the village map.

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:



You can now choose between competition play and practice play (in practice play, your scores are not saved and no medals are awarded).

PRACTICE PLAY

1. For each event you want to practice, move the joystick handle to move the highlight box to the appropriate game event icon on the village map.
- Press the joystick button to practice that event. After you've completed your practice round, you'll be asked whether you want to play the event again. Select YES and press the joystick button to return to the same event. Select NO and press the joystick button to return to the village map.

OTHER OPTIONS MENU

Selecting other options gives you the following five choices.

- Begin Competition
- See Opening Sequence
- View World Records
- Return to village map.
- Change Configuration

BEGIN COMPETITION

This option gets you started in **THE GAMES** competition. After selecting this option you will see a screen that invites you to type in your name and to select your country. Follow these steps.

1. Type in the name of a contestant and then press **RETURN**. Use **DELETE** to delete the character at the cursor.
2. The screen shows you the flags of three of the twenty four countries 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 that flag.
3. Press the joystick button to enter the next contestant's name.
4. When you have finished entering all the contestants, press the **RETURN** key.

NOTE: You can have team play by selecting the same flag for more than one contestant.
5. You are then presented with a screen displaying the players' name and countries together with the following two or three options:
 - Done
 - Delete Name
 - Add Name (if less than eight contestants have been entered, use the arrow to select one of these)

- (i) 'Done' when you happy with the names, select **RETURN**.
- (ii) 'Delete Name' 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 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.

SEE OPENING SEQUENCE

Selecting this option replays the opening sequence. Pressing the joystick button speeds up the ceremonies. You are then returned to the village map.

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

NUMBER OF JOYSTICKS

Select between one or two joysticks.

RESET WORLD RECORDS

This option lets you reset the world records to the default values.

MUSIC

- Select between:
- 'OFF' No Music
 - 'HALF' No music during play
 - 'ON' Music plays continuously

Sound effects are always on.

VIDEO SYSTEM (ATARI ST ONLY)

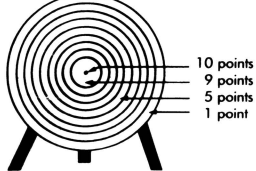
This option allows you to toggle between PAL (50Hz) and NTSC (60Hz) video systems. It automatically defaults to whatever your system is, on boot up.

RETURN TO VILLAGE MAP

Select this to return to the village map.

ARCHERY

In this event you control the pull of the bow while compensating for wind speed and direction as indicated by the windscof. You'll shoot three arrows at a target 90 metres away. You will have 1½ minutes for the event.



KEYBOARD AND JOYSTICK CONTROLS

1. Press the **LEFT** arrow key (or pull joystick to left) to pull back on the bow. Press the **RIGHT** arrow key (or pull joystick to right) to release the strain on the bow.
2. 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. Compensate for the wind factor as indicated by the windscof.
3. Line up your arrow with the target by pressing the keyboard or keypad keys (or by moving the joystick).
4. 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 metre sprint; two riders starting on a 333½ 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

ONE PLAYER GAME

1. The opening screen asks you to select an opponent. Press the **UP** or **DOWN** arrow key (or move the joystick up or down) and choose Computer. Then press **SPACE BAR** or a joystick button.

2. If you're in competition play, a screen gives you the names of the competitors and indicates which competitor will be racing next. Press **SPACE BAR** or a joystick button.
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 (you and your computer opponent) 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 computer 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.
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).

TWO PLAYER GAME

1. Your opening screen asks you to select your opponent. Press the **UP** or **DOWN** arrow key (or move the joystick up or down) and choose the name of your competitor. Then press **INSERT** or **ENTER** (or press joystick button 1).
2. If you are in competition play, the following screen shows you the names of the competitors and indicates which competitor will be racing next. Press **SPACE BAR** or a joystick button. This brings up a tree chart that shows the name of each cyclist who is matched against another for the elimination race.
3. Press **SPACE BAR** or a joystick button to bring up a screen split into three sections. The section on the right of the screen is an aerial view of the track, with dots showing the relative positions of the two cyclists (you and your opponent). On the left side of your screen are two smaller sections. The one on the top shows your (Player 1's) view of the track, and the bottom one shows your opponent's (Player 2's) view of the track. Player 1 is positioned on the right side of the track, with an outside lane position. Player 2 has the inside lane.

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

4. Players 1 and 2 start the game. Player 1 presses joystick button 1 to start the race. Player 2 presses the **SPACE BAR** or joystick button 2 to start.
5. Player 1 increases his speed by repeatedly moving joystick 1 up and down. Player 2 increases his speed by repeatedly pressing the **UP** and **DOWN** arrows or moving joystick 2 up and down.
6. Player 1 moves to the left of the track by moving the joystick to the left. Move to the right of the track by moving the joystick to the right. Player 2 moves left by pressing the **LEFT** arrow key or pushing joystick 2 to the left and moves right by pressing the **RIGHT** arrow key or pushing joystick 2 to the right.

MEDAL WINNING MOVES

1. When each cyclist starts firing, an icon appears of a 'sad face', indicating that he is fatigued. To compensate for the greater fatigue, increase your speed.
2. A picture of a bell comes up (as well as the sound) when one lap remains. This warns you that contestants should plan for a burst of speed before they get to the finish line.

SCORING

The cyclist who finishes first in a single heat wins that 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

The event begins with the diver on the board ready to start the first of three dives. Each dive will be judged by five judges. The more difficult dives are worth more points. During practice play, your dives are evaluated. A wheel is located under the diving board. The closer this wheel is to the diver the more spring he can get out of the board, and the higher he can jump.

JOYSTICK CONTROLS

MOVING THE DIVING WHEEL

Press and hold the joystick button while moving the joystick to the right to stay 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

Swan Dive

Normal Forward Dive

Forward Somersault

Front Pike

Forward Twist

Normal Reverse

Reverse Somersault

Reverse Pike

Joystick Control

Move the joystick up and then down to enter the water.

Move the joystick to the left until the diver enters the dive. Then pull the joystick down to enter the water.

Move the joystick left and release just before the diver makes a complete somersault. Then pull the joystick down to enter the water.

Move the joystick left and at the same time press the joystick button. Then pull the joystick down to enter the water.

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.

Move the joystick right then pull down as the diver enters the dive. Then pull the joystick down to enter the water.

Move the joystick right and release just before the diver makes a complete somersault. Then pull the joystick down to enter the water.

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 step the dive. Release the joystick and enter the sequence for the dive you wish to perform as detailed below:

Type of Dive

Back Layout

Outside Dive

Inside Dive

Back Somersault

Inward Back Pike

Outside Back Pike

Back Twist

Inward Somersault

Move the joystick up, then pull down to enter the water.

Move the joystick left and release it just before the diver starts a somersault. Then pull the joystick down to enter the water.

Move the joystick right releasing it just before the diver starts a somersault. Then pull the joystick down to enter the water.

Quickly move the joystick left and release it just before the diver completes one revolution. Then quickly pull down to enter the water.

Move the joystick right while pressing the joystick button. Then pull the joystick down to enter the water.

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.

Press the joystick button at the same time that you move the joystick up. Then pull the joystick down to enter the water.

Move the joystick right and release before the diver completes one revolution. Then pull the joystick down to enter the water.

DIFFERENT VARIATIONS OF A DIVE

You may want to try different ways of making the same dive. You need to practice your timing on releasing the joystick movements. The table below shows some of the types of dive that are possible:

Forward Dives:

Forward Dive	Twist
Reverse Dive	Forward Somersault
Outside Dive	Forward Quadruple Twist
Inside Dive	Forward Pike
Swan	Reverse Pike

Backward Dives:

Forward Dive	Twist
Reverse Dive	Outside Somersault
Outside Dive	Inside Somersault
Inside Dive	Outside Pike
Layout	Inside Pike

DIFFERENT DIVE COMBINATIONS

Try combining dives by quickly executing 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

In this event the competitor swings a 'hammer', a heavy solid ball attached to a steel chain over a metre in length. Standing in a circle a little more than two metres in diameter, he first warms up, rocking the hammer to get the rhythm of the swing. Then he goes into his wind-up, spinning the hammer above his head. Finally, he makes four or five body turns, moving toward the edge of the circle before releasing the hammer. The distance the hammer travels is the competitor's score and the best of three throws represents his top score for the event.

JOYSTICK CONTROL

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

This event requires the competitor to run 400 metres and clear ten 1.067 metre high barriers. Each runner runs in his own lane during the race. Although you are running against computer competitors, what counts is not whether you or your computer competitor crossed the winning line first, but your time relative to that of the other athletes in the race.

KEYBOARD AND JOYSTICK 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 competition.

2. 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 tire 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

A field event in which the athlete uses a flexible pole to enable him to vault over a crossbar supported by two uprights. The crossbar is raised after each round and competitors remain within the contest until they fail to vault over the crossbar at a particular height after three consecutive tries. The athlete runs with the pole for about 45 metres and places the pole on the box of the end of the track. His momentum vaults him upwards as he lifts his feet towards the crossbar and turns his body to clear the bar.

KEYBOARD AND JOYSTICK CONTROLS

- Follow these steps:
- 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.
 - 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.

- Press **SPACE BAR** (or a joystick button) to race towards the uprights.
- 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.
- As the contestant 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.
- 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.
- 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 clearing the bar, or knocking it off, depending on how successfully you executed these steps.
- 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 6. 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.

RINGS

In this event you perform a series of movements, as you hold two exercise rings. To score well, you must exhibit both precision and strength, with movements that alternate between swings and holds. You must not allow the rings to swing back and forth on the frame while performing the exercise.

JOYSTICK CONTROLS

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 joystick will depend on how difficult particular ring movement is. For instance, you need faster action on the joystick for the iron cross movement, since it requires much more strength than a straight hang. Follow these steps to play this event:

- The opening screen shows your contestant waiting for the event to begin. Pressing or moving **UP/DOWN/LEFT/RIGHT** arrow keys or joystick will prompt the contestant to move onto the starting position. At this point you have two move possibilities:

- If you quickly move the joystick left and right, the contestant will go into a front lever position.
- If you quickly move the joystick up and down, the contestant enters a straight arm hang position.

- Choose your next series of moves from the tree diagram in this section. 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 have.

- Each time you go into 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 the joystick either left or right or up or down, depending on the direction of your last joystick move to get to that new position.

- When practising there is an additional help mode that will be toggled on/off by pressing the **HELP** key. By default the help mode is off when event is first started.

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.

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 toggles 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 but key/joystick left and right movement.

SCORING

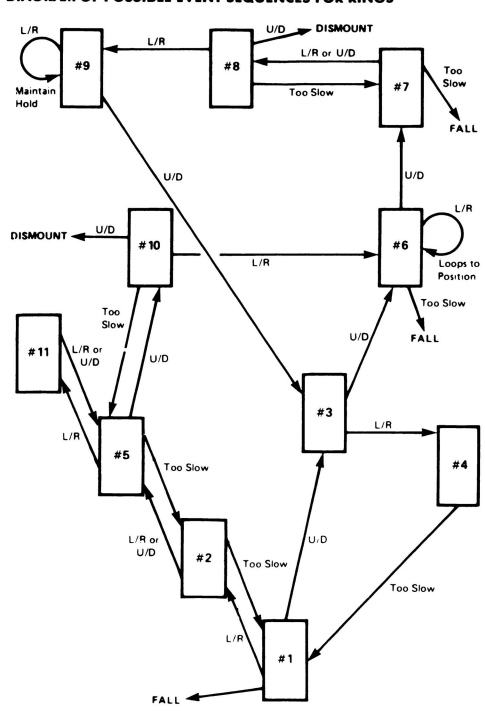
The event is scored using the six following criteria:

- 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

or substitute a move of greater difficulty for one of 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.

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.

UNEVEN PARALLEL BARS

For a good performance, an athlete keeps her swing flowing rhythmically throughout her routines. She is judged on her swinging movements, the passage of her body between the bars, and how she handles any particularly difficult movements in her sequence. There are seven hold or connection points, with thirteen possible sequences, plus two dismounts and two falls.

KEYBOARD AND JOYSTICK COMMANDS

For this event, you will have five options before starting play. You can go into competition play, practice play, demonstration play, help play or slow play. The last three plays can only be done from the practice play option.

DEMONSTRATION PLAY

In demonstration play, you will see a demonstration of the uneven parallel bars exercise that results in a perfect 10.0 from the judges. Get into this play by following these steps:

- While in practice play, press **D**. The gymnast will automatically go through her routines.
- When the contestant is done, press **FIRE** to clear the screen for your next exercise.

Note: You cannot use the joystick to get into demonstration play.

SLOW MOTION PLAY

You can evaluate each move more carefully in slow motion play. Follow these steps:

- While in practice play, press the **S** key. The gymnast will automatically go through her routines in slow motion.
- Go through your routine, moving your joystick as you would in a game that was not in slow motion play.
- When you have finished the routine, press the joystick button to clear the screen for the next exercise.

THE MOUNT

Your first move is either the straddle mount or the extended body mount. To get into mount follow these steps:

- Press the joystick button to start your approach to the mount.
- 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 the 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:

- 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.
 - The centre position will usually produce a hold position or a swing movement.
 - 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 you gymnast is still performing when the time runs out she will fall to the floor. 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.

DIAGRAM OF POSSIBLE SEQUENCES FOR UNEVEN PARALLEL BARS

