

INSTRUCTION FOR:

# OLYMPIC GOLD™

# PERMASTRUCT™

INSTRUCTIONS

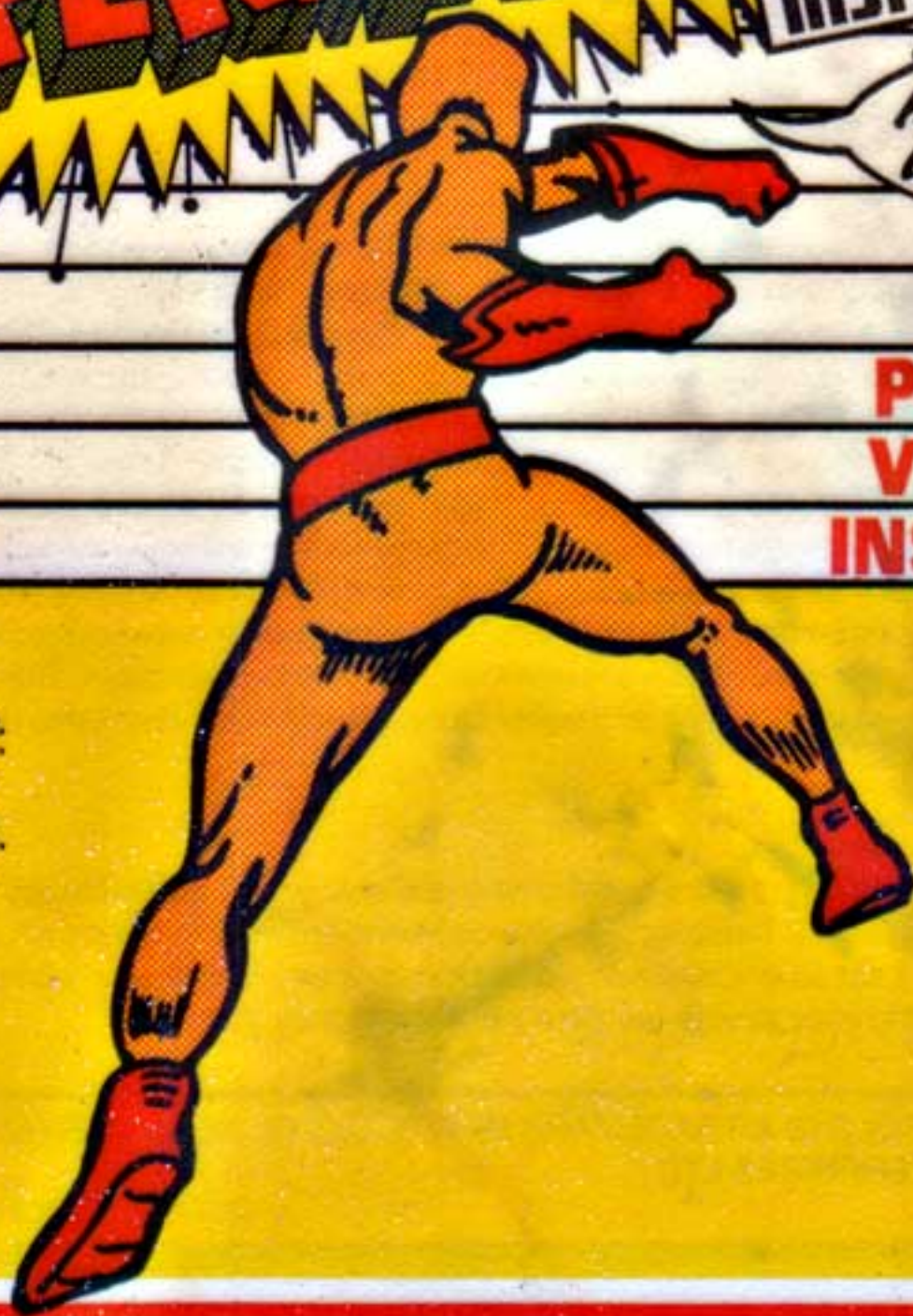
HERE'S YOUR  
INSTRUCTIONS!

PERMANENT  
VIDEO GAME  
INSTRUCTIONS

CREATED BY:  
V.I.D. VIDEO  
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1992

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# BARCELONA '92 OLYMPIC GOLD™

MAS 1151

The year is 1992. The place is BARCELONA. The quest is OLYMPIC GOLD!

## USEFUL TOOLS

The **D CONTROL** highlights selections, directs your athlete (hurdles), directs the Hammer Throw, aims for a target, alters bow tension (for archery use **LEFT /RIGHT**) and sets the height on the "Pole Vault". **BUTTON 1** confirms choices, **BUTTON 2** erases an entered category or letter and ends your training session. **BUTTON 1** or **2** commences the competition, produces an inset and fires the arrow (in archery). All events are controlled by the use of the **D CONTROL** and **BUTTONS 1** and **2**. **100M DASH/HURDLE**: Alternately tap **BUTTON 1** and **2**. The **D CONTROL** makes the athlete jump. **HAMMER THROW**: Initiate the throw with **BUTTON 1**. To accelerate the swing, push **BUTTON 1** and **2** then hold while moving your athlete with the **D CONTROL** across the circle. Release after three swings. **POLE VAULT**: Tap **BUTTON 1** and **2** alternately to run. Push the **DOWN** arrow of the **D CONTROL** to plant the vault. Push the **UP** arrow to launch the athlete, then push **BUTTON 1** to release his hold. **SWIMMING**: Push **BUTTON 1** or **2** to dive. Alternately push **BUTTON 1** and **2** to swim. Use the **D CONTROL** to turn and to finish. **DIVING**: In preparation, **BUTTON 1** and the **RIGHT/LEFT** arrow of the **D CONTROL** will move the springboard. The **D CONTROL**'s **LEFT** = starts the diver, **UP** = makes the forward facing diver jump and **DOWN** commences the dive. The dive: **BUTTON 1** = pike, **BUTTON 2** = twist. **UP** = straight. **LEFT/RIGHT** = tuck. **DOWN** = water entry.

## METHOD OF GAME PLAY

Up to four players may compete for Olympic Gold! To play in the language of your choice, highlight a flag. In "Options", the categories are: "Training session" (to practice in any event), "Mini Olympics" (to select events to join in), "Full Olympics" (participating in all the events) and "Olympic Records" (list record holders). The difficulty levels are: "Club" (beginner), "National" (a higher level than the Club) and "Olympic" (pro circuit). There are seven events that will test your skill! **HURDLES 100M/110M**: Your player is displayed with a blinking marker. To qualify for the final, you must finish place among the fastest runners. **HAMMER THROW**: There are three throws. The farthest throw wins. Time your throw with the gauge (upper = spin and lower = release). **ARCHERY**: Consists of three rounds with six arrows to be fired within one minute. The game screen will show the long-distance target and archer. An inset will display your athlete. **POLE VAULT**: A pole height may be accepted with "Vault" or rejected with "Pass". You are given three tries to clear. **DIVING**: The competitor may select the type of dive by choosing the icon representing it. The required dives are one free-style and four set dives. There are five judges marking the performance according to timing, style and water entry. **SWIMMING**: The same rules applies here as in the "running".

## HELPFUL HINTS

When an event in Mini Olympics is chosen, it turns red. Coming last in any heat automatically disqualifies you. In the Hammer Throw event, swinging the hammer ten turns will penalize you. In "Archery", adjust your shot according to the wind. In "Diving", a series of icons with perfect executions of the dive will be demonstrated by the computer. In Swimming, pushing your athlete too hard will deplete their stamina.

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