THE WORLD'S GREATEST

EPYX®

AMSTRAD CPC COMPUTER

SUPER CYCLE

INTRODUCTION

Open road racing – wheel to wheel – pistons screaming and rubber burning. That's the challenge of SUPER CYCLE. Before you begin, choose your machine and your leathers. Choose carefully, there's an ordeal ahead.

You and your machine will be pushed to the max by the course, the other competitors and the relentless clock.

You must complete each of the race courses within a time limit, in order to continue. Crash and you lose valuable seconds. Each of the more than seven courses poses unique challenges – water on the road, ice, road barricades and other dangerous obstacles. When you see a road sign that means slippery when wet, you better listen. There's day and night courses, city and country, hills and mountains, desert courses and streaking through the sunlight next to Cape Canaveral.

Accelerate up through the gears, jockey for position and bump the other riders. Go for top speed, but try not to go out of control.

Good luck. Your reflexes better be as sharp as the turns up ahead.

OBJECTIVE

You must complete each race course within the specified time, in order to go on to the next course. Watch out for the other riders – you can bump them and they can bump you. Steer through the pack, and avoid road obstacles – crashing eats up valuable time. Complete all the courses at one of the difficulty levels and you get a checkered flag next to your name on the racing scoreboard.

GETTING STARTED: AMSTRAD

CASSETTE:
Press CTRL and SMALL ENTER key and press PLAY on the cassette recorder. If your Amstrad has a disk drive consult user manual. This game is multi-load.

DISK:
Type RUN " DISK and press ENTER and game will load automatically.

THE CONTROLS

Push forward on the joystick to accelerate and pull back to slow down. Push left or right with the joystick to steer.

There are three gears. To gear up, push the joystick forward and press the FIRE BUTTON. With the joystick centred, simply press the FIRE BUTTON to gear down. The three lights in the centre of the dash indicate what gear you are in. The top light is the highest gear. The bottom light is the lowest gear. The light is coloured yellow for the gear you're in.

Keyboard:
O – Left
P – Right
A – Decelerate
Z – Accelerate
SPACE BAR – Change gear

RACING

Each course has a set time limit. The bottom of your dash shows your elapsed time, and your total points. The more distance you cover, the more points you accumulate.

Watch out for road conditions and unusual obstacles. You never know what you're going to find out there. Lamp posts, oil slicks, even road pylons that narrow the course to a single lane. Watch for special bonus flags – hit those for extra points and time.

Time it just right, cut and accelerate with split second precision, and you could end up on top. On top of the racing scoreboard!

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WINTER GAMES

MOMENT OF TRUTH

You're an athlete at the 1988 Winter Games at Calgary, Alberta, Canada. You're about to move across snow and ice with as much speed, strength, endurance and grace as you can muster in the blustery cold.

This is the winter portion of the world's foremost amateur sports competition. You'll match your skills against the top athletes from a hundred countries.

OBJECTIVES

WINTER GAMES challenges your competitive skills with a series of athletic contests for 1 to 4 players. You can compete in seven challenging winter events – Ski Jump, Bobsled, Figure Skating, Freestyle Skating, Hot Dog Aerials, Speed Skating and Biathalon (cross-country skiing and rifle shooting). Practice each event first to hone your skills.

WINTER GAMES provides judges, keeps scores, and awards medals to the winners – the Gold for first, the Silver for second, and the Bronze for third place. If you break a "World Record", WINTER GAMES will save your name and display it on a special World Record screen.

Get ready to give it your best – and remember the motto of the ancient Greek athletes:

Citius – Altius – Fortius
"Faster – Higher – Stronger"

LOADING

LOADING INSTRUCTIONS (Cassette)
Place the cassette into the tape recorder and press CTRL and (ENTER).

LOADING INSTRUCTIONS (DISK)
● Set up your Amstrad as shown in the owners manual.
● Plug your joystick(s) into the joystick port if desired.
● Insert the WINTER GAMES disk into the drive with Side 1 label facing up.
● Type RUN " DISK" and press (ENTER).

STARTING PLAY

OPENING CEREMONIES (Disk version only)

A spectacular opening ceremony welcomes you to WINTER GAMES. An athlete bearing the flaming torch mounts the steps to light the sacred fire that burns night and day throughout the WINTER GAMES. White doves are released over the stadium, to symbolize peace on earth. Let the games begin!

Press the SPACE BAR to continue.

How to Play

Once the opening ceremony concludes, a menu screen offers you a choice of six options. To make a selection, press the SPACE BAR to run down the menu and then press (ENTER), or simply press the number on the keyboard corresponding with your choice.

OPTION 1: COMPETE IN ALL EVENTS
Compete in all seven events (disk), Bobsled, Biathlon, Speed Skating, Ski Jump, Figure Skating, Hotdog and Free Skating. The computer keeps a running tally of medals awarded to each player.
● To enter your name, type your name on the keyboard and press (ENTER).
● Repeat entering names for each additional player (up to 4).

OPTION 2: COMPETE IN ONE EVENT
Similar to option 1, but you only compete in the event you select.
● To choose which event you wish to compete in, press the SPACE BAR until your event is highlighted and then press (ENTER).

OPTION 3: PRACTICE ONE EVENT
No scores or records are kept during practice rounds.
● To choose which event you wish to practice in, press the SPACE BAR until your event is highlighted and then press (ENTER).

OPTION 4: SELECT NUMBER OF PLAYERS (X)
To select a number of players press the SPACE BAR top option 4 and press (ENTER). This will increment the number of players and display it in brackets at the far right of option four. If the number four is in the brackets and this number is chosen, the number of players will go back to one.

OPTION 5: CHANGE GAME CONTROLS
Select this option if you do not wish to play with th joystick. You will be prompted to enter the keys you wish to use for LEFT, RIGHT, DOWN, UP and FIRE.

If more than one player is competing in Winter Games you will be asked to define a second set of keys. Players 1 and 3 will use the keys selected for Player 1, and Players 2 and 4 will use the keys selected for Player 2. Initially the controls are set for joystick, if you should select the Keyboard Control and then decide to use a joystick simply select Option 5 and push the joystick, LEFT, RIGHT etc. in response to the prompts.

IMPORTANT
If there is more than one competitor it is important to select different controls for each player since problems will arise if the same controls are used for the speed skating where players can compete against each other.

OPTION 6: SEE WORLD RECORDS
This displays the highest score recorded in all events, with the name of the player who achieved each world record.

**OPTION 7: SEE OPENING CEREMONIES (Disk only)**
Repeats the opening ceremonies.

THE GAMES

Figure Skating

Figure Skating (Short Program) is a one-minute, timed exercise of seven compulsory movements: **Camel Spin, Sit Spin, Double Axel Jump, Triple Axel Jump, Double Lutz Jump, Triple Lutz Jump, and Camel Into Sit Spin.** You can perform these in any order you choose. It's the grace and form of your skating that count!
● Press the FIRE BUTTON to start Figure Skating.
● To begin a movement, point the joystick in the direction of the movement you want to make and press the FIRE BUTTON.
● To COMPLETE a movement, centre the joystick and press the FIRE BUTTON.
● To SKATE BACKWARDS, centre the joystick and press the FIRE BUTTON

These are the key Figure Skating movements, in their relative joystick position:

DOUBLE LUTZ JUMP	CAMEL SPIN	DOUBLE AXEL JUMP
SKATE BACKWARD	SKATE BACKWARD	SKATE FORWARD
TRIPLE LUTZ JUMP	SIT SPIN	TRIPLE AXEL JUMP
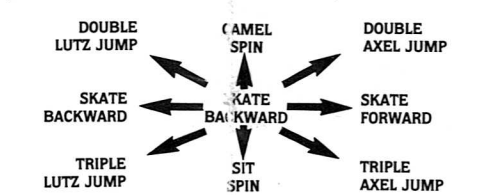
FIGURE SKATING TIPS:

AWKWARD: A movement will be judged as elegant or awkward, depending on when you press the FIRE BUTTON. If you're skating **forward** and "trigger" a jump when the skater's legs are in **open stride**, the jump will be perfect. If the skater's legs are **closed**, the jump will be awkward. The opposite is true if skating **backwards**: trigger the jump when the skater's legs are **closed** and the jump will be perfect. Practice makes perfect, so keep trying!

FORWARD SKATING performers can do a **Double** or **Triple Axel Jump** or turn around and begin skating backward. Remember: Be skating forwards when time runs out – if you're skating backwards you'll fall down.

BACKWARD SKATING athletes can do a **Double** or **Triple Lutz Jump**, and **Camel** or **Sit Spin**, or turn around and begin skating forward. When you do **SPINS**, try to make six rotations. If you turn fewer than six times, your exit will be awkward; more than six turns will make you dizzy and you'll fall.

DON'T FALL DOWN!
You'll fall down if you try to move directly from a spin to a spin, a spin to a jump, a jump to another jump, or a Sit Spin to another Camel Spin. Skate backwards in between movements; skate forwards before you do an Axel Jump.

CAMEL INTO SIT SPIN: You can move directly from a Camel Spin to a Sit Spin – a very elegant combination worth 1.2 points!

FIGURE SKATING SCORES
You begin with a score of 0.0. The best score is 6 points. All scores are displayed in tenths. And don't worry – your score can't go below 0.

After you successfully complete each Figure Skating Movement, your score is added like this:

MOVEMENT	POINTS
Camel Spin	.7
Sit Spin	.7
Double Axel Jump	.6
Triple Axel Jump	1.1
Double Lutz	.6
Triple Lutz	1.1
Camel into Sit Spin	1.2
Total	6.0

● **Total Score Penalties**
  .7 Point penalty for each fall.
  .2 Point penalty for each awkward movement.
CREDITS: Only the first attempt at each movement completed within the one minute is scored.

Free Skating

In Free Skating competition, you choose the jumps and spins, inventing your own choreography to music. You have two minutes to complete the program.

FREE SKATING SCORES
In Free Skating, you try to make three successful attempts of the **seven figure skating movements**: Camel Spin, Sit Spin, Double and Triple Axel, Double and Triple Lutz and Camel Into Sit Spin. The judges will watch you closely in this event and calculate your **maximum score** based upon the number of falls and awkward movements in your routine. A smart performer will complete three attempts of as many difficult movements as possible within the two minute time limit, to get the highest possible score. You begin with 0 points. The maximum score (ceiling) you can get is 6.0 – no matter how high your total score.

Note: If you successfully complete a fourth attempt at a movement the Judges will not credit your score.

Free Skating Scores

MOVEMENT	POINTS EACH ATTEMPT
Camel Spin	.3
Sit Spin (1.8 points maximum)	.3
Camel Into Sit Spin (1.5 points maximum)	.5
Double Lutz Jump (1.2 points maximum)	.2
Double Axel Jump (1.2 points maximum)	.2
Triple Axel Jump (2.4 points maximum)	.4
Triple Lutz Jump (2.4 points maximum)	.4
Total (6.0 Maximum Ceiling)	6.9

Total and Maximum Score Penalties

PENALTY	TOTAL	MAXIMUM
Fall	–.5	–. 2
Awkward	–.2	–.05

Note: No penalty for failing to attempt all seven movements.

EXAMPLE:

Your Total Score	6.9	Maximum:	6.0
1 Fall	–.5	–.2	
2 Awkwards	–.4	–.1	
		Your Final	
Total	6.0	Score	5.7

CREDITS: Only the movements completed within the two minutes are scored.
Movement attempts will be added to your score only if they're successfully completed.

Speed Skating

Speed Skaters can move 30 miles per hour – much faster than athletic track runners. In fact, Speed Skating champions are the fastest self-propelled human beings over level earth!

In Speed Skating, two racers skate side-by-side, in separate lanes, as fast as they can go!
● When "**PRESS YOUR BUTTON**" appears on either half of the screen, the players whose name appears on that half of the screen must press the joystick FIRE button. The next player does the same. This begins the countdown.
● When the countdown reaches "**GO**" begin skating by moving the joystick to the **LEFT** and **RIGHT** to move your skater's legs. The trick is to make the skater's legs move back and forth as in real skating.
● Continue skating by moving the joystick back and forth in rhythmic strokes to move your racer's legs. Build your natural skating rhythm faster to get up to speed – and GO FOR IT!

SCORES
The score is based on both style and difficulty, and is displayed after you land. The maximum is 10 points.

Hot Dog Aerials

This demonstration sport tests your guts, grace and precision on skis. Strive for performance of athletic artistry as you flip through the air in a dazzling series of daredevil moves.
● Push the FIRE BUTTON to start a jump.
● Push the joystick in one of these six directions to begin a movement:

	Back	Back Scratch
Daffy	Land	
Back Flip		Forward Flip
Mule Kick		Swan
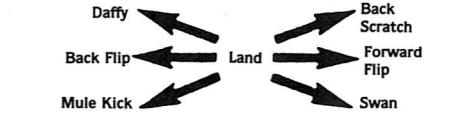
● To do one movement after another, move the joystick when the Hot Dog Skier is in mid-air – timing is crucial.
● To get out of a move or to begin another move push the joystick to the centre (LAND) position.
● Hold each movement (except the Flips) until you choose a different move.
● Go into the landing position before you hit the ground, or you'll fall.

SCORES
The score is based on both style and difficulty and is displayed after you land. The maximum is 10 points.
DIFFICULTY is judged by the number of different manoeuvres performed in mid-air. Any combination of movements can be mixed together for a total count for the most points. Points will be deducted for awkward movements. Watch your landing! If you fall, you won't receive a score.

STUNTS

STUNTS	POINTS
1 Stunt	6.3
1 Flip	7.2
2 Stunts (Same)	8.7
2 Flips (Same)	9.2
2 Stunts (Different)	9.6
2 Flips (Same)	10.0
1 Flip and 1 Stunt	10.0

● 1.4 point penalty for each awkward movement.

Ski Jump

Every gust of wind chills your body as you look down from the top of the jump tower to the runway far below. The judges and spectators look like insects from this height. GO! Your coiled body lurches forward and suddenly you're into another world!

You crouch down low, in a tuck position, to accumulate as much speed as possible. At the take-off, you leap out, push out, and lean forward, over the edge of your skis, to reduce wind resistance and increase the length of your jump.
● Press the FIRE BUTTON to begin your approach.
● When you reach the take off point, press the FIRE BUTTON.
● In the air, watch the upper right-hand corner of the screen for faults. Correct faults quickly to get maximum style points and distance.
  ● If your knees are BENT, move the joystick UP to correct.
  ● If you're TOO FAR FORWARD move the joystick LEFT.
  ● TOO FAR BACK, move the joystick RIGHT.
  ● SKIS CROSSED move joystick DOWN.
● If you don't correct your faults in time, your Ski Jumper's wild antics will cause wind resistance and you will lose style points.

Ski Jump scores are based on distance and style.
DISTANCE is based on the timing of the takeoff, and the aerodynamics of the jumper in the air.
STYLE: You'll get more points if you recover quickly from faults and log-rolling.
SCORES
Your maximum is tallied by multiplying your **DISTANCE** (x) 3 (+) **STYLE POINTS.** A respectable **Ski Jump** score would be a flight of 69 metres and 20 style points for a total of 227 points.

Biathalon

Race over a cross-country track on skis with a 2.2 calibre rifle slung over your shoulder. You have only a few cartridges to fire at the required targets, so steady your sights and develop an eagle eye before you fire away!
● Press the FIRE BUTTON to start cross-country skiing.
● Move your joystick left and right to move your skier's legs in steady, rhythmic kicks and glides.
● On LEVEL GROUND, keep up a steady pace by moving your joystick back and forth.
● For UPHILL terrain, move the joystick faster to increase speed.
● DOWNHILL stretches go fastest if you use the double-pole technique. Pull the joystick down when the skier's hands are in front, to get the maximum push down the slope.
● SHOOTING: You are issued five cartridges to shoot at five targets, and every miss is a 5-second penalty. The gun must be loaded and the shell ejected after each shot. Pull the joystick BACK to open the gun chamber. Push the joystick FORWARD to load the shell. Push the FIRE BUTTON to shoot. Repeat for the next shot. The skier's heart rate affects accuracy – so cool down, and take careful aim before you fire!
● The winner or highest score is the skier with the fastest total time.

Bobsled

Prepare to career down a track of solid ice – while you crouch in a precision-built machine of steel and aluminium. You'll fly around hair-raising turns, then plummet down the bumpy straightaways at speeds exceeding 90 miles per hour!
● Press the FIRE BUTTON to begin the race.
● Move the joystick left and right to guide your sled.

HINTS: Steer hard! To avoid capsizing at the turns, try to anticipate the pull of centrifugal force, and steer hard in the opposite direction. Watch your speed! The faster you go, the harder you have to steer to keep plummeting toward the finish.
Learn the course! An intimate knowledge of the course is important, so you must learn the best position to take at each corner.
● The winning bobsled's score is based upon the fastest time through the track.

SCORING
Awards Ceremony
After every event the names and scores of all competitors are listed in the order they are placed. The name of the Gold Medal winner appears at the top of the screen.

Champion Ceremony
If players compete in all WINTER GAMES events, a Grand Champion of the games is selected based on the number of points awarded.

Gold Medal	–5 points
Silver Medal	–3 points
Bronze Medal	–1 point

The points are totalled after all events have been completed, and the player with the most points is honoured as the Grand Champion.

World Records
If a world record is achieved in any event, the name of the record-breaking player is saved by the WINTER GAMES program. The records are displayed on the World Records screen. If a new record is set for an event, the previous record is erased and the new information appears in its place.

HOW DID WINTER SPORTS BEGIN?
Skiing, skating and sledding began centuries ago as fun and practical ways for people to move across snow and ice.

Skiing
The earliest skis may have existed about 4,000 or 5,000 years ago in Scandanavia. Ski bindings were invented in the 1860's by Sondre Nordheim, of Mordegal, Norway.
Once skiers could slip the toes of their boots into iron pieces, then fasten their heels with straps or springs, they gained much more control of their skis using long wooden slats – and they could move with breathtaking speed. Norwegian emigrants pioneered the sport all over the world.

Skating
Skating began around 1000 B.C. Before the Iron Age, Nordic people made skates from elk, ox and reindeer bones. In fact, anthropologists have discovered bone skates they believe to be at least 20 centuries old! Since the Middle Ages, people have skated on canals in Holland. Ice skating was a very fashionable recreation in the French court in the 1770's, when Marie Antoinette was an avid skater.

Sledding
Primitive sleds were used for transportation before 3,000 B.C. in Northern Europe. The American Indians tied poles together with thongs to carry loads over snow.
The thrill of riding a speeding sled down a steep hill caught on in the 1500's in Germany, when people rode toboggans over snowy hillsides. Sledding became a real sport when British and American tourists started racing sleds down snowbound mountains in the European Alps in the middle of the 19th Century. Bobsled races developed in the 1880's in Switzerland.

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WORLD GAMES

Look out world. Here we come!

You're about to travel the globe with EPYX to compete in eight of the world's most glamorous and unusual sports. From Europe to the Far East, you'll be ocean-hopping to the sites where daring divers sail from rocky cliffs and giants of men match raw power in the sumo ring. You're going to be on Home turf. But it doesn't matter. You'll wipe them out.

"Excusez-moi. Wheech way to ze Slalom?"

To become the WORLD GAMES champion, you'll ski the Slalom course at Chamonix. Toss an enormous caber in the hills of Scotland. Fly over the ice to jump barrels in Germany. And pump heavy iron in the Soviet Union. In Japan, you'll go stomach to stomach with a 400-pound sumo wrestler. In Mexico, you'll leap from the treacherous cliffs of Acapulco and in Canada you'll fight for your balance against a bucking bull. And, in the States you'll ride the meanest bull in the Wild West.

The brand new challenge of eight international events. The glamour of visiting exotic locales World-class competition reaches new heights of drama, colour and excitement in the latest athletic challenge from EPYX.

In any language, you're about to experience the thrills of WORLD GAMES. Bonne chance!

OBJECTIVE

WORLD GAMES challenges your competitive skills with a series of athletic contests for one to eight players. The line-up of eight realistic and colourful events takes you on a journey around the world:

RUSSIA	– Weightlifting
GERMANY	– Barrel Jumping
MEXICO	– Cliff Diving
FRANCE	– Slalom Skiing
CANADA	– Log Rolling
UNITED STATES	– Bull Riding
SCOTLAND	– Caber Toss
JAPAN	– Sumo Wrestling

Practice each event first to sharpen your skills. Then choose your options for competition and let the Games begin. You may represent any of 16 countries as you compete in the events. WORLD GAMES judges each event, keeps scores and awards medals to the winners. The winner gets the gold, a second place finish earns the silver and the third finisher receives a bronze medal. If you break a "World Record", WORLD GAMES will save your name and display it on a special World Records screen.

Plug in your best joystick. This is the game you've been waiting for. The new thrills of WORLD GAMES are about to begin!

GETTING STARTED

LOADING INSTRUCTIONS
CASSETTE: Press CTRL and SMALL ENTER and then press PLAY on your cassette recorder.
DISK: Type RUN " DISK" and press ENTER and game will load automatically.
Keyboard controls are set up as:

CONTROLS – AMSTRAD	
O – Up	
Q – Left	Joystick Compatible
A – Down	All keys are redefinable by user.
P – Right	
SPACE – Fire	

STARTING PLAY

When WORLD GAMES has loaded you will be presented with a menu screen. The WORLD GAMES menu offers a choice of six options for practising and competing in the events. To make a selection, use UP and DOWN to move to one of the options and press the FIRE key.

OPTION 1: Play All Events
Play all events. Weight Lifting, Barrel Jumping, Cliff Diving, Slalom Skiing, Log Rolling, Caber Toss, Sumo Wrestling. The computer tallies the number of medals awarded to each player as you compete.
● To enter your name, type your name on the keyboard and press RETURN.
● Repeat the name selection for each additional player (up to four). When all players' names are entered press RETURN.
● A verification screen appears, if all names are correct, select YES with the up and down keys then press FIRE. If you need to make changes select NO.

OPTION 2: Play some events
● Similar to OPTION 1, but you compete only in the events you select. Select the event(s) by moving UP and DOWN and pressing FIRE.
● The events you select will be displayed in white.
● When you are finished selecting the events, move the cursor to the word DONE and press FIRE.

OPTION 3: Play one event
● Similar to options 1 and 2, but you compete only in the event you select. Use UP and DOWN to choose the event, then press FIRE.

OPTION 4: Practice one event
● Use UP and DOWN to choose the event, then press FIRE.
NOTE: Scoring is not kept during practice rounds.

THE GAMES

Weightlifting

The scene for this event is Russia, home of the best Olympic weightlifters in the world. The Soviets have ruled the "Iron Game" since 1960, when 360-pound giant Leonid Zhabotinsky squashed his competition by hoisting 1262 pounds in three lifts. Weightlifting is more than a test of strength – it is also a sport of strategy and style. The "snatch" and "clean and jerk" require timing, skill, and determination.

● In practice rounds select the type of lift by moving the joystick or press FIRE to continue.
● In competition you must complete the "snatch" before competing in the "clean and jerk".
● To select the weight, press UP and RIGHT. Press FIRE to continue.
● If no lifter wants to increase the weight after a successful round of lifts, the judges raise the weight 5kg.
● Press FIRE to begin the lift.
● A total of three attempts at each type of lift are allowed for each player in the weight lifting competition.

The Snatch
Several up and down movements are necessary to complete a successful Snatch, and each must be made at the right moment.
● To bend down and grasp the bar, press DOWN.
● To begin lifting the bar, press UP.
● During the lift, press DOWN to drop underneath the bar and "snatch" it over your head.
● To stand up from the squatting position, press UP.
● When two or more judges' lights in front of the platform turn WHITE, press DOWN to lower the weights back down to the floor.

The Clean and Jerk
A successful lift is even harder in the Clean and Jerk – extra up and down movements are required, timing is more critical and you'll need to rest to "gather your strength" momentarily before each part of the lift.
● To grasp the bar, press DOWN.
● To begin lifting the bar, press UP.
● During the lift, press DOWN, to "clean" the bar and drop into a squat with the bar resting on your chest.
● To stand up from the squatting position, press UP.
● To "jerk" the bar above your head, press DOWN again.
● To straighten your legs and complete the lift, press UP one more time.
● When two or more judges' lights in front of the platform turn WHITE, press DOWN to lower the weights to the floor.

SCORING: The winner is the lifter who successfully lifts the greatest weight. At least two of the judges must give white success lights for a lift to be considered successful. The judges vote on the accuracy of your timing. Two "hesitant white votes mean your timing was poor. Three quick white votes mean your timing was perfect.

TIMING: As the weight increases, timing becomes more critical. The right moment to clean the bar to your chest is easy to judge at lower weights, but extremely difficult as the Clean and Jerk approaches 200 kg. After you clean the bar, wait the right amount of time to gather your strength for the final lift. Too short and the lifter isn't ready, too long and his strength gives out. The key to learning the timing is practice. Practice, practice, practice.

STRATEGY: The key to strategy in weightlifting is knowing when to increase the weight and how much to increase it. Know your limits and those of your opponents. A sudden 50kg increase may knock your opponents out of the competition – but make sure you can lift the weight before you take the gamble!

Barrel Jumping

Barrel Jumping takes you to Germany, where skaters compete to jump over the maximum number of barrels in a single attempt. The sport started about 300 years ago in Europe where ice skating was a common form of transportation. In their dash before take-off, jumpers hit speeds above 40 mph, risking painful bruises if they fail to clear the last barrel. However, barrel jumpers keep protective gear to a minimum for lighter weight and longer leaps.

● To choose the number of barrels to jump, move and press LEFT or RIGHT. Press FIRE to continue.
● Your skater appears on the ice ready to start. Press FIRE to begin skating.
● To move the skater's legs move LEFT and RIGHT alternating in rhythm with the movement of his legs.
● To skate faster, maintain your movements in rhythm with his legs.
● To jump, press FIRE. The black flag indicates a good take-off point for most jumps.
● To prepare for landing, press DOWN.
● Each player is allowed three attempts.

SCORING: The winner is the skater who clears the greatest number of barrels in one of their three attempts with a successful landing.

STRATEGY: Build up as much speed as possible before jumping. The length of the jump depends on the speed at take-off. The timing of the jump is also important. If you jump too soon, you may not clear the last barrel – but if you jump too late, you may crash into the first barrel.

Cliff Diving

The cliffs of sunny Acapulco, Mexico, provide the setting for this dangerous sport. High on a cliff named La Quebrada ("the break in the rocks"), courageous divers launch themselves from a craggy ledge toward the crashing surf far below. To avoid the rocks at the cliff base, divers have to jump outward 27 feet during their 118-foot descent. Diver Raul Garcia has taken the leap from La Quebrada over 35,000 times.

● To select the height of your dive, press DOWN. Press FIRE to prepare for the dive.
● Your diver will appear on the ledge you selected. Press FIRE to start the dive.
● To arch your back during the dive, press UP.
● Before you enter the water, press DOWN to straighten out and complete the swan dive.
● To avoid hitting the bottom surface under the water, move LEFT immediately after entering the water.
● Each player is allowed three attempts.

SCORING: Each diver is scored on the style and height of his dive. Smoothly executed swan dives score the highest style points. The highest scores are obtained with perfect swan dives from the highest ledge on "La Quebrada", while barely missing the rocks at the foot of the cliff.

WIND: The wind velocity for each dive is indicated by the length of the arrow at the top of the screen. The stronger the wind, the longer you must keep your diver's back arched to avoid the rocks.

STRATEGY: The depth of the water varies as waves go in and out. Try to time your dive so that you enter the water at its maximum depth. To achieve a better score, try to barely miss hitting the rocks near the foot of the cliff by arching your back as long as necessary during the dive. Also remember, that LEFT, RIGHT, or DOWN at the time of the leap adds extra velocity in that direction.

Slalom Skiing

The setting for this event is Chamonix, France, where the first Winter Olympics took place in 1924. Skiing originated in Norway thousands of years ago. Ski racing dates from the earliest days of skiing in Norway, and modern slalom racing probably evolved from old traditional Nordic obstacle races. Slalom courses are designed as a test of reflexes, agility, precision and control. Of course, speed is vital – but skiers rarely exceed 25 mph in the slalom.

- To start skiing down the course, press FIRE.
- Control your skier's turns by moving LEFT or RIGHT to turn in that direction.
- Press and hold FIRE as you move the joystick to increase your speed and turning sensitivity (how sharp you turn).
- Complete the course by passing through each gate. A gate is two flags of the same colour – you must pass between each pair of flags.
- Missing a gate adds a five second penalty.

SCORING: The winner is the skier who successfully completes the course with the fastest time. You will be disqualified if you fall. If you collide with a gate head-on you'll "wipeout".

STRATEGY: Sharp turns slow you down. Try to use moderate turns as often as you can, timing each turn to position yourself for the next gate. As you pass through one gate, you should be setting up your approach for the next gate down the hill.

Log Rolling

Log rolling brings a visit to Canada, where two lumberjacks try to dislodge each other from a large floating log, spinning it back and forth until one contestant plunges into the icy river. (Splash). Needless to say, log rolling requires great balance and agility. Log rolling began in Canadian lumber camps around 1840. The novice lumberjack always gets the same piece of advice. "Never take your eyes off your opponent's feet".

- You may compete against another person or the computer.
- When "PRESS YOUR BUTTON" appears on either half of the screen, the player whose name appears on that half must press FIRE. The next player does the same. This begins the event.
- To move the lumberjack's legs, move LEFT and RIGHT. Stay in rhythm with the log or you may lose your balance.
- To slow the rolling of the log from forward or backward, and change its direction, press FIRE while running.
- Each player gets three attempts.

SCORING: The winner is the last lumberjack to remain on the log. A scoring bonus is awarded to the winner based on the balance of the two contestants. A balance meter is displayed at the bottom of the screen. You score points whenever your balance is better than your opponent's. Scoring also depends on the length of the event. If you take too long to finish off your opponent, you'll receive a lower score.

BALANCE: Establish a rhythm with your lumberjack's legs; if you don't build speed at the correct rate he may lose his balance. The computer keeps balance meters (shown at the bottom of the screen) for both players. When a lumberjack is off-balance, his arms extend to help him recover.

STRATEGY: Make your opponent lose his balance by stopping the log, then changing the direction of the log's rotation quickly back and forth. Finish off your opponent by rolling the log rapidly in the direction that will cause him to fall off.

Bull Riding

Bull riding is the most dangerous event in rodeo, a sport born over 100 years ago in the American West when cowboys challenged each other to contests of riding and roping for entertainment. The rider sits bareback on a wild bull weighing two-thousand pounds or more, and holds onto a rope to avoid being thrown. When a rider falls in real competition, rodeo clowns draw the bull's attention so the cowboy can escape.

- To choose which bull you want to ride, move UP or DOWN. The bulls are named (from easiest to hardest) Ferdinand, Elmer, Bob, Tornado and Earthquake.
- Press FIRE to start the event.
- To respond to the bull's movements, move the joystick as follows:
  BUCK: If the bull is bucking, move LEFT or RIGHT, in the direction that the bull is moving.
  SPIN: Press DOWN to stay on the bull when it is spinning around.
  HALT: Move LEFT or RIGHT in the opposite direction that the bull is moving. (i.e. If the bull faces left move RIGHT.)

SCORING: Scoring is based on style and length of the ride. The length of a ride is eight seconds. Riding harder bulls is worth more points. For the highest scores, ride Earthquake... if you dare.

STRATEGY: Try to anticipate the bull's moves correctly. Quick response to each move is the key to finishing a ride. The practice mode allows another player to control the bull's actions. Use this to develop a fast response to all of the moves a bull can make.

Controlling the bull (in practice mode):
UP: 360° spin. The bull makes a full circle.
UP WITH FIRE PRESSED: 540° spin. The bull spins through a circle and a half.

RELEASE KEYS: The bull bucks and runs.
BACK: The bull halts suddenly. Guaranteed to throw the toughest hombre.

Caber Toss

The heather-splashed hills of Scotland are the birthplace of the ancient Caber Toss. In this famous event from the Scottish Highland Games, athletes lift and throw a tree trunk the size of a small telephone pole. Cabers vary in size, but once tossed successfully they can never be shortened. The Braemar caber, one of Scotland's greatest challenges, is 19 feet long and weighs more than 120 pounds.

- To run with the caber, move LEFT and RIGHT in rhythm with the athlete's feet. To gain speed, increase the tempo of the rhythm smoothly.
- To plant your feet and throw the caber, press and hold FIRE.
- As the caber pivots in your hands, release FIRE to complete the throw. If you release too soon or too late, the caber may not flip correctly.
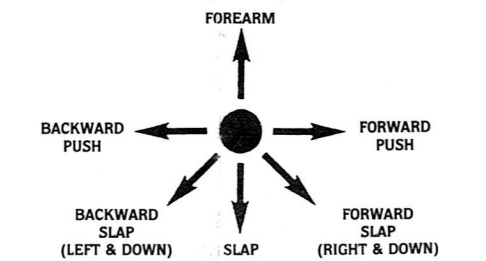
SCORING: The caber must flip over completely for a legal toss. The toss that travels the farthest distance wins the event.

STRATEGY: The secret to the longest throws is building up your speed before the toss, while conserving as much energy as possible. The player who leaves the starting line and tries to reach top speed will usually win the event. Be careful not to run any farther than necessary to make the throw – long runs with the heavy caber will only sap your strength.
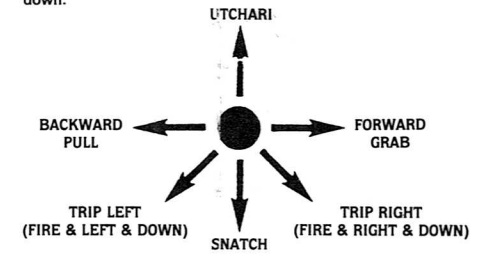
Sumo Wrestling

Sumo is an ancient Japanese sport with many traditions. Two huge wrestlers grapple in a clay-surfaced ring, trying to topple each other to the ground or push each other out of the ring. In one part of the elaborate pre-match ceremonies, the contestants throw salt to purify the ring. Japanese boys must weigh 160 pounds at the age of 13 to enter sumo apprenticeship and today's professional sumo wrestlers often weigh 400 pounds.

- Press FIRE to begin the event and go into the crouch.
- Control your wrestler by repeatedly moving the joystick as indicated for the following wrestling moves:

```
                    FORWARD
                     PUSH
        BACKWARD          FORWARD
        PUSH              PUSH

        BACKWARD          FORWARD
        SLAP              SLAP
        (LEFT & DOWN)     (RIGHT & DOWN)
              SLAP
```

* Press and hold FIRE to attempt to grasp your opponent's belt. Then perform one of the following moves by repeatedly moving the joystick in the direction indicated, while still holding the button down.

```
                    UTCHARI

        BACKWARD          FORWARD
        PULL              GRAB

        TRIP LEFT         TRIP RIGHT
        (FIRE & LEFT & DOWN)  (FIRE & RIGHT & DOWN)
              SNATCH
```

- The computer maintains stamina and balance factors for each wrestler.
- Release FIRE to let go of your opponent's belt.
- The first wrestler to leave the ring or touch the ground with any part of his body but the feet loses the match.

SCORING: Scoring is based on reaction time – both yours and that of your opponent. The player who can execute moves the quickest will get the highest scores. If you throw your opponent to the ground or push him out of the ring, you'll receive enough points to win the match. The shorter the match, the higher your score.

STRATEGY: Timing is important to success in the sumo ring. When you perform a move with FIRE pressed, be sure to release the button at the proper time to complete the move successfully. You can learn the timing through practice. Also keep in mind that the Utchari is a good strategic move. Try using it when you're about to be pushed out of the ring.

WORLD GAMES SCORING

Awards Ceremony

After every event, the names and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen.

Champion Ceremony

If the players compete in all WORLD GAMES events, a Grand Champion of the games is selected based on the number of points awarded.

Gold Medal	– 5 points
Silver Medal	– 3 points
Bronze Medal	– 1 point

The points are totalled after all events have been completed, and the player with the most points is honoured as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event.

WORLD RECORDS

If a world record is achieved in any event, WORLD GAMES saves the name of the record-breaking player. The records are displayed on the World Records screen. If a new record is set for an event, the previous record is erased and the new information appears in its place.

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IMPOSSIBLE MISSION

Mission Briefing

TO: Special Agent 4125 – Mission Briefing

1. **Subject**: Mission of vital importance to national and global security. Operations to begin immediately. Utmost urgency.

2. **Situation**: During the past three days, key military computer installations of every major world power have reported security failures. In each case, someone gained access to a primary missile attack computer.

Only one person is capable of computer tampering on this scale:

Professor Elvin Atombender

(hereafter referred to as 'Elvin')

We believe that Elvin is working to break the computers' launch codes. If he succeeds, he plans to trigger a missile attack that will destroy the world.

3. **Mission**: You must penetrate Elvin's underground stronghold and stop him. To succeed you will have to evade the scientist's robot guards, break his security code and find his control room. Your predecessors, Agents 4116 and 4124 (may they rest in peace), were able to send some information about Elvin's installation. It is detailed in the following pages.

Your only weapons will be your keen analytical mind and your MIA9366B pocket computer. Good luck. The world is depending on you.

Dossier: Elvin Atombender

Sex: Male Age: 62
Race: Caucasian
Height: 5'4"
Weight: 120lbs.
Hair: No Eyes: Yes
Traits: Avoids people.
Hates animals. Likes M & M's.

Childhood:
Elvin was a nice boy – his mother loved him. In school, he loathed sports but excelled in mathematics. He seldom caused any problems (at least none with any global consequences). At home, Elvin spent most of his time gaping into his computer screen, and this did not prove harmful to anyone either.

Oh, there was the time when Elvin broke into the phone company's system and changed the records. Angry at his parents for some real or imagined crime, the playful youngster added a long distance call to their monthly bill. A five-and-a-half hour call to Afghanistan. His parents were tolerant. They were sure he would eventually grow out of his passion for tinkering with other people's computers. "Let him have his fun" his mother would say. To which his father would reply, "Kids will be kids." There was, of course, no way for them to know what the future would bring.

Turning Point:
It was during his days as a college student that Elvin was transformed from a promising young man into a sniveling evil-doer. He had become obsessed with a new computer game, "Giggling Penguin Invaders From Outer Space in the Vicinity of Ursa Minor." (Elvin had always hated penguins from Ursa Minor.)
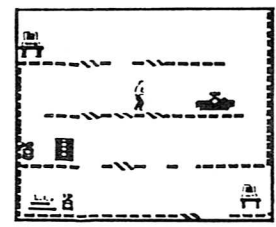
The game's score counter went up to 100 billion and Elvin was determined to "max it out". After playing the game for several days without sleep, he had vaporised enough penguins to pile up 99,999,999,785 points. One more tuxedoed avian and he'd have it.

Elvin shook out his joystick hand. A 250 point penguin waddled onto the screen. Elvin's eyes lit up. He took aim. And then, at that precise moment, the power failed. Elvin's games was lost: he'd never get a score that high again. In that instant, something snapped in Elvin's mind. He was consumed by a single maniacal obsession. He would repay the world for the injustice it had dealt him.

For many years, Elvin waited. He became a distinguished professor, a renowned expert in computers and robotics. Then, eight years ago, he disappeared. His whereabouts were unknown until now.
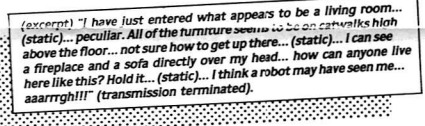
Intelligence Report

Elvin's Stronghold

Using a fortune he amassed by raiding the computer systems of various financial institutions, Elvin constructed a vast, underground stronghold packed with computer equipment. There, in seclusion, Elvin spent four years working to breach the security of military computer installations around the world. As you know, he has succeeded.

Our computers estimate that he will break the launch codes and trigger the missile attack in exactly six hours. This is the amount of time you have to complete your mission.
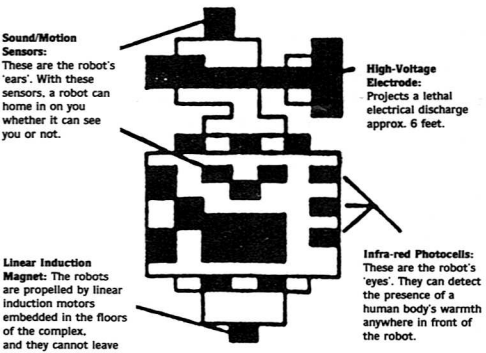


```
(excerpt) "I have just entered what appears to be a living room...
(static)... peculiar. All of the furniture seems to be on catwalks high
above the floor... not sure how to get up there... (static)... I can see
a fireplace and a sofa directly over my head... how can anyone live
here like this? Hold it... (static)... I think a robot may have seen me...
aaarrgh!!!" (transmission terminated).
```

Clearly, Elvin has constructed the rooms of his stronghold in such a way that only he can negotiate them easily. The floors and catwalks often end quite abruptly, dropping off into space. And, of course, they are guarded by Elvin's nasty, human-seeking robots. Devilishly clever, that Elvin.

Elvin's Robots

Height: 1.57 metres. Weight: 67 kilos.
Armour Type: ablative (AC:-4)
VCC: 5 megavolts
Weaponry: high-voltage ionic plasma generator.
Energy Reserves: 3.14 megajoules (estimated).
Maximum Angular Velocity: 1.2 magaradians/fortnight
Longitudinal Velocity:
Alpha Class: 2.5×10^{-3}c
Beta Class: 1.2×10^{-3}c
Gamma Class: 5.9×10^{-9}c
Omega Class: 0c
Photovoltaic Threshold: 0.12 lumens
Entropic Conversion Rate: 2.71828 ergs/rsec
Thermionic Coefficient: 6.07 therms/hour

Sound/Motion Sensors: These are the robot's 'ears'. With these sensors, a robot can home in on you whether it can see you or not.

Linear Induction Magnet: The robots are propelled by linear induction motors embedded in the floors of the complex, and they cannot leave these surfaces.

High-Voltage Electrode: Projects a lethal electrical discharge approx. 6 feet.

Infra-red Photocells: These are the robot's 'eyes'. They can detect the presence of a human body's warmth anywhere in front of the robot.

Elvin's Security System

Our intelligence indicates that Elvin uses three types of codes (or passwords) in his security system. One code deactivates the robots, another operates the lifts and the third code (a password) unlocks the control room.

Now comes the REALLY strange part.

We believe that Elvin hides his passwords in his furniture.

Elvin, who is extremely absent-minded, frequently forgets the passwords for his security system. His solution is to scatter them haphazardly around the house. You can find one of his passwords in the sofa. Or the candy machine. But you must find them. Without the passwords, you will almost certainly end up like Agent 4124 (but we don't want to think about that, do we?)

Once you find the codes, using them should be relatively easy (for the most part). You should be able to log onto a security terminal as you enter each room and deactivate the robots or reset the lifts (if necessary) from there. This should present no problems. However, the control room password is another matter. Realising the importance of this particular code, Elvin has broken it into dozens of pieces, scattering them throughout the complex. You will have to find and retrieve all of the pieces and match them up like a puzzle to form the password.

With the completed password, you can gain access to the control room where Elvin is preparing to launch the missiles. You have to stop him. Or the world is going to be terminally late for dinner tonight.

Objective

To succeed at IMPOSSIBLE MISSION you must penetrate the rooms and tunnels of Elvin's underground stronghold, avoid his robot defenders and put together his secret password. Then you can enter Elvin's control room and put a stop to his plans.

You score points by finding puzzle pieces and putting them together, and by reaching Elvin's control room before time runs out. As your skill at the game increases, you can achieve higher scores by completing the password and reaching the control room with more time left on the clock. But each time you play, the rooms and robots will be rearranged, and the puzzles will be different.

Starting Play

Getting Started

1. Reset your Amstrad by pressing the CNTL/SHIFT/ESC keys simultaneously.

2. **CPC464** Place cassette in recorder and make sure the tape is fully rewound. Press CNTL/SMALL ENTER keys simultaneously.

3. **CPC664/CPC6128** Connect tape recorder to tape port and place cassette in a recorder making sure tape is fully rewound. Type | TAPE and press RETURN. N.B. press SHIFT/@ for |.
CPC664 – Press CNTL/SMALL ENTER keys simultaneously.
CPC6128 – Press CNTL/SMALL ENTER keys simultaneously.

4. The game will load automatically after pressing any key.
After the game is loaded, a score board is displayed. This screen also allows keyboard/joystick selection.

You begin play with your agent in an elevator. The display at the bottom of the screen is your pocket computer.

5. To load disk: Type RUN" DISK and press ENTER. Game will load automatically.

Controls

- **In the Elevator**: Push the joystick forward or back to go up or down. Push the joystick left or right to move in either direction along the corridor. Running off the edge of the screen takes you into a room.

- **In the Rooms**: Push the joystick left or right to move in either direction. When you press the FIRE BUTTON, your agent will perform a mid-air forward flip that you won't believe (this is especially useful for somersaulting over pesky robots).

- **Keyboard Operation**: This game is played in the same manner but please use the following keyboard controls:
  A – Up
  Z – Down
  O – Left
  P – Right
  SPACE BAR – Fire

Game Play

As you explore Elvin's stronghold, your pocket computer (at the bottom of the elevator screen) will display a map of the rooms and tunnels you have entered. In every room you should conduct a search.

Searching for Codes

Search every object or piece of furniture in the rooms for codes and password puzzle pieces (if you can avoid the robots). You can do this by standing directly in front of an object (sofa, desk, fireplace or whatever) and pushing the joystick forward.

The word "Searching" will appear in a box on the screen. You will also see a horizontal bar indicating the length of time it will take to search the object.

You must continue holding the joystick forward until the bar disappears. If your search is interrupted for any reason, you can go back to the object and resume searching where you left off. But if you leave the room or commence searching another object you'll have to start the search from the beginning.

When you have finished searching the object, one of four things will appear in the box.

- The words "Nothing here".

- A picture of a sleeping robot. This represents a SNOOZE password which allows you to temporarily deactivate the robots in a room.

- A picture of a striped lifting platform with an arrow above it. This represents a LIFT INIT password which allows you to reset all of the lifting platforms in a room to their original positions.

- A puzzle piece. This is part of the password which allows entry to the control room. It will be entered into the memory of your pocket computer automatically.

Using the Security Terminals

You can use the SNOOZES and LIFT INITS at any security terminal. These terminals are usually located near the entrance to each room. They look like television sets with darkened screens facing toward you.

To use a security terminal, move directly in front of it and push the joystick forward. The screen of the security terminal will enlarge to fill your display. You can select one of three functions with the joystick (press the FIRE BUTTON when the arrow points to the function you want):

- **Reset Lifting Platforms**: To use this option, you must have a LIFT INIT password in your possession. (Your pocket computer displays the number of LIFT INITS you have.)

- **Temporarily Disable Robots**: To use this option, you must have a SNOOZE password in your possession. (Your pocket computer displays the number of SNOOZES you have.)

- **Log Off.**

Code Rooms

Elvin's stronghold contains two code rooms where you can earn additional passwords. Walk up to the console and push the joystick forward as if you were searching an object. A sequence of squares will flash on the wall, each with a musical note, and a blue square will appear. Use the glove to touch each square in sequence so that the notes are sorted in ascending order (from low to high).
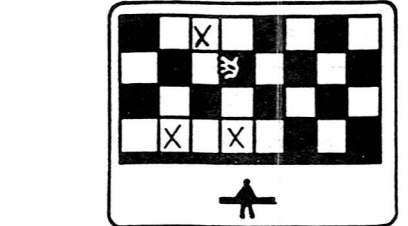
If you produce the proper sequence of notes the checkerboard will flash and you'll get a SNOOZE or a LIFT INIT password. You can do this as many times as you like, but the sequence gets longer each time. You can quit at any time by touching the purple bar.
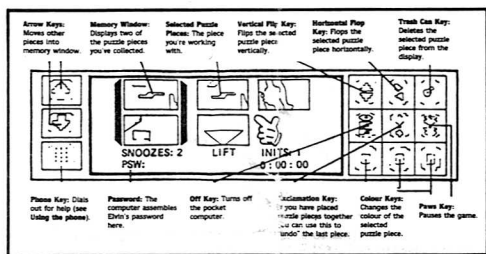
Pocket Computer

Your pocket computer is an amazing device. It allows you to play with the puzzle pieces right on the screen, twisting them around to figure out how they go together.

To activate your pocket computer, you must be standing in one of the elevators or corridors. Press the FIRE BUTTON to turn on the pocket computer. **Note: You can't use the pocket computer in any of the rooms. Pressing the FIRE BUTTON in a room will cause you to do a somersault.**

When the computer is activated, the map of Elvin's stronghold will vanish and a white glove will appear. Use the glove to put the puzzle pieces together, forming the password that will let you enter Elvin's control room.

Using the Glove

- **To Move The Glove**. Move the joystick in the desired direction.
- **To Activate A Function Key**: 'Point' to it with the glove and press the joystick button.
- **To Pick Up A Puzzle Piece** in the memory window, 'point' to it with the glove and press the joystick button. Then you can move it by moving the joystick.
- **To Drop A Puzzle Piece**: Press the joystick button.
- **To Make A Copy** of the selected puzzle piece, 'point' to it with the glove and press the joystick button.
- **To Put Back A Copy** of the selected piece, 'point' to the desired window and press the joystick button.
- **To Select A Puzzle Piece** that isn't selected, 'point' to it with the glove and press the joystick button.
- **To Find Out If Two Pieces Match**, 'point' to the desired window and press the joystick button.

Solving the Puzzles

- Some pieces are upside down or backwards (or both) when you find them, so if a piece doesn't seem to match anything, try flipping it with the function keys.
- Pieces must be the SAME colour, or they won't match. If two pieces with different colours look like they should match, then use the colour keys to change them.
- A completed puzzle looks like a computer punch card: a solid rectangle with several little holes in it.
- A completed puzzle may be upside down or backwards when you finish putting it together (you may have to flip it around before it is recognised as a solution).
- There are FOUR pieces in each completed puzzle, and NINE puzzles in the game. Each time you complete a puzzle, one letter of Elvin's password will appear at the bottom of the pocket computer screen.
- When you have all nine of the letters in the password, you can open the door to Elvin's control centre and save the world.
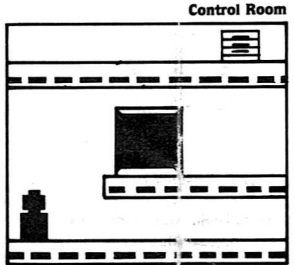
Control Room

The door to Elvin's control room is one of the green rooms. When you have completed the password, position your agent directly in front of the door and push the joystick forward. The door will open, and you'll finally have the last laugh.

Using the Phone

When you touch the phone key on your pocket computer, it dials up the Agency's main computer (to get some help with the puzzles). But there is a charge for using it. Each use of the phone costs two minutes on the game clock.

The Agency's computer will give you three choices. Select the one you want with the glove, then press the FIRE BUTTON.

Correct Orientations of Leftmost Pieces. The computer will flip the two puzzle pieces in the memory window to orient them correctly (right side up and forwards, instead of upside down and backwards). A red mark will appear to the left of each piece that has been flipped.

Have we enough pieces to solve the upper left puzzle? The computer will look at the upper puzzle piece in the memory window and tell you whether you've found all three of the pieces that go with it to make a puzzle.

Hang up. Hangs up the phone.

Scoring

The game clock (on the pocket computer display) starts at 12:00. The game ends when the clock reaches 6:00. *Each time you fall off the bottom of the screen or get tapped by a robot, you are penalised ten minutes.* Each time you use the phone, you are penalised two minutes. When the game ends, you are awarded points as follows:

1 point for each second remaining on the clock.
100 points for each puzzle piece found.
100 points for each SNOOZE or LIFT INIT found.
400 points for each puzzle solved.

Hints

- Some rooms are harder than others. If a room seems too hard (presumably because you don't have any passwords to reset the lifts and turn off the robots), come back to it after you've acquired some passwords.
- Each type of robot has a different behaviour pattern. Some robots move faster than others, some of them shoot lightning bolts, and some have no sight or hearing. So watch them closely. You can often figure out what program a robot is running before you try to get past it.
- Your pocket computer will let you combine any two pieces that don't overlap, but this isn't always enough. Puzzle pieces which don't overlap may not really belong together. If you find that it's impossible to finish a partially-completed puzzle, you may have combined the wrong pieces.
- You don't have to somersault over every hole in the floor. If a gap is no wider than a lifting platform, try stepping over it. But don't let up on the joystick until you get to the other side or you'll fall.
- If you have to cross a very large chasm, you can actually have one foot in the abyss before you press the fire button to jump. If you do this just right, it will give you the extra distance you need.

Well, that's all I'll get out of me. The rest is up to you. After all, saving the world isn't supposed to be easy.

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