

WINTER OLYMPIAD

LOADING:

ST & AMIGA: Insert the Disk(1) into the drive and switch ON.

PC: 5.25 users. Switch machine off, insert disk 1 in drive then switch on. The game will now auto-boot.
3.5 users. Type **a:** [RETURN] then type **disk** [RETURN]. Press space bar when game has loaded.

AMIGA OPTIONS:

OPTION 1 - On loading you will be asked whether you already have saved records YES or NO.
If YES, insert your Records Disk before continuing.
Load in your Records then return to Disk.
If NO leave the Disk in the drive and continue.

OPTION 2 - Select number of players 1 - 6.

OPTION 3 - Input your player's names and press RETURN. Select the Country you wish to compete for with your Joystick and press Fire.
If you are happy with your choice answer YES at the end of selection to continue.

OPTION 4 - Select the Events. Answer YES if you wish to compete in all the events or NO if you want to select certain events.

The Opening Ceremonies will then declare the Games open and take you into the first event.

DOWNHILL

Press the Fire / Space Bar to commence the descent down the steep alpine run. Left and Right on the Joystick guides the skier left and right through the trees. UP is to accelerate. DOWN to de-celerate. FIRE / Cursor Keys to Jump.

SKI-JUMP

Press Fire to start the Ski Jumper's descent. On approaching the end of the run press Fire to launch the skier into the air. Whilst in the air use the Joystick / Cursor Keys to correctly land the skier.

PC OPTIONS:

OPTION 1 - To select IBM Joystick (Analogue type) centre Joystick and press Y or N on keyboard.

OPTION 2 - Select number of players 1 - 9.

OPTION 3 - Input your players names and press RETURN. Select the Country by moving the cursor with the Arrow Keys and selecting with Space Bar.

OPTION 4 - Move highlight bar using Cursors. Press Space Bar to select event or Start to play all events. To finish selection move bar to start game and press Space Bar.

Joystick / Cursor Keys:

- | | | |
|-------|---|---|
| Right | - | Leans the Skier forward. |
| Left | - | Leans the Skier backwards. |
| Down | - | Crouches the Skier and corrects the skis. |
| Up | - | Returns the Skier to correct posture. |

Points are awarded for distance and style. Style is calculated on the time the skier has been in the optimum position before a successful landing.

BIATHLON

Press Fire to Start. To propel the skier move the Joystick / Cursor Keys Left and Right in a gentle rhythm to build up his speed. On reaching the Shooting Range take control of the gun sight with the Joystick / Cursor Keys. Move the sight over each of the five targets and press Fire / Space Bar to Fire. The weight of the gun, plus the adrenalin pumping around the athlete's body after a hard slog in the cold makes controlling the sight a little tricky. A five second penalty is incurred for each target missed.

SLALOM

Press Fire to Start. Weave the skier through the gates with the Red Gates to his right and the Green Gates to his left using the Joystick / Cursor Keys. To straighten the skier after a turn press Fire. The Fire Button is also used to push the skier's sticks for that extra speed over the Finish Line. A 5 second penalty is made for each gate missed.

BOB SLED

To start the Bob on its descent waggle the Joystick / Cursor Keys quickly Left and Right. This starts the Driver and Brake Man running down the track pushing the Bob. The Fire Button will allow them to jump in or at the end of their allowed run in, they will automatically get into the Bob. The Fire Button / Up & Down Keys are the brake to slow the Bob down for cornering, making it a safe trip but probably not a Gold.

On completion of your chosen Events a final Medal Table will be displayed, followed by a Record Table. The Record Table is the current World Records achieved by the players. These may be saved to a formatted blank disk that must NOT be write protected and NOT on the Disk of Winter Olympiad, by answering YES at the Save Record prompt.

Keys for PC and Compatible:

- | | |
|-----------------|---------|
| ↑ (Up arrow) | - UP |
| ↓ (Down Arrow) | - DOWN |
| ← (Left Arrow) | - LEFT |
| → (Right Arrow) | - RIGHT |
| SPACE | - FIRE |