

SUMMER CHALLENGE

GETTING STARTED

What You Need

- Atari® 520ST™, 1040ST™, or Mega™; Amiga™ (512K minimum); Commodore 64™ or 128™; IBM® PC/XT/AT, Tandy® 1000/3000 families, or 100% IBM compatibles (512K minimum)
- One or two disk drives (Commodore and Amiga users only need one disk drive)
- Monitor or TV (color recommended)
- Joystick (required for Atari, Commodore and Amiga; recommended for IBM)
- Optional blank formatted disk for saving records (Atari only)

Loading Instructions

Atari

1. Make sure the joystick is plugged into port 1 of your computer.
2. Insert **Summer Challenge Disk 1** into Drive A. If you have two disk drives, insert **Disk 2** into Drive B at this time. If you have only one disk drive, you will be prompted during the game to insert **Disk 2**.
3. Turn on the monitor or TV, the disk drive(s), and the computer.
4. If you have saved previous records and would like to load them, type **Y** at the **Load Records** prompt. If you do not have any saved records or would like to start new records, type **N**.
5. If you have selected to load your saved records, eject the **Summer Challenge Disk 1** and insert your records disk.

Amiga

1. Make sure the joystick is plugged into port 2 of your computer.
2. Insert a **Kickstart 1.2** disk into the disk drive, and turn on the monitor or TV and the computer.
3. When prompted for the **Workbench** disk, insert the **Summer Challenge** disk into the disk drive. The game will load automatically.

Commodore

(Commodore 128 users must run **Summer Challenge** in 64 mode.)

1. Insert the joystick into port 2 of your computer.
2. Insert the **Summer Challenge** disk, label side up, into the disk drive, and close the drive door or latch.
3. Turn on the monitor or TV, the disk drive, and the computer.
4. At the Ready prompt, type **LOAD""",8,1** and press **Return**.
5. The game will load automatically.
6. During the game, you will be prompted to insert Side B. To do this, remove the disk and insert it, label side down, into the disk drive.

Note to "Fast Load" cartridge users:

This program has its own "fast load" system to minimize loading time. The presence of any type of fast load cartridge will not accelerate loading any further. Due to the program's intricate design, the program may not load with certain fast load cartridges attached to your computer. If you use a fast load cartridge and experience problems loading the program, turn off the computer and disk drive, remove the fast load cartridge, and then follow the loading instructions already given. With no cartridge attached, the program should load normally.

IBM

Use **DOS 2.1** or higher.

1. If you are using a joystick, make sure it is plugged into the game port of your computer.
2. Insert the DOS disk into Drive A of your computer and close the drive door or latch.
3. Turn on the monitor or TV, and the computer.
4. Respond to the date and time prompts.
5. At the **A>** prompt, remove the DOS disk and insert **Summer Challenge Disk 1**. If you have two disk drives, insert **Disk 2** into Drive B at this time. If you have only one disk drive, you will be prompted during the game to insert **Disk 2**.
6. At the **A>** prompt, type **SUMMER** and press **Enter**.

Installing DOS on Summer Challenge Disk 1: One Disk Drive

1. Place the DOS disk into Drive A and close the door. Turn on the monitor or TV and the computer.
2. When the request to enter the date and time appears, press **Enter** twice.
3. At the **A>** prompt, type **SYS B:** and press **Enter**. Follow the instructions on the screen, using the DOS disk as the "diskette for Drive A" and the **Summer Challenge Disk 1** as the "diskette for Drive B." You will see a message telling you that the system has been transferred.
4. At the next **A>** prompt, insert the DOS disk and type **COPY COMMAND.COM B:** and press **Enter**. Follow the instructions on the screen, using the DOS disk as the "diskette for Drive A" and the **Summer Challenge Disk 1** as the "diskette for Drive B."
5. From now on when you want to load the game, just insert **Summer Challenge Disk 1** into Drive A. Turn on the monitor or TV and the computer, and respond to the date and time prompts. In a few moments the game will load into your computer's memory and the title screen will appear.

Installing DOS on Summer Challenge Disk 1: Two Disk Drives

1. Place the DOS disk in Drive A and **Summer Challenge Disk 1** into Drive B, close the drive doors, and turn on the monitor or TV and the computer.
2. When the request to enter the date and time appears, press **Enter** twice.
3. At the **A>** prompt, type **SYS B:** and press **Enter**.
4. At the **A>** prompt, type **COPY COMMAND.COM B:** and press **Enter**.
5. From now on when you want to load the game, just insert **Summer Challenge Disk 1** into Drive A and **Disk 2** into Drive B and close the drive doors. Turn on the monitor or TV and the computer, and respond to the date and time prompts. In a few moments the game will load into your computer's memory and the title screen will appear.

Installing Summer Challenge on a Hard Disk

Installing Disk 2

After installing **Disk 2** on your hard disk, you will be able to run **Summer Challenge** with **Disk 1** in Drive A and will not have to switch disks.

1. Boot the system, if necessary, and get an **A>** prompt.
2. Insert **Summer Challenge Disk 2**, label side up, into Drive A and close the drive door or latch.
3. If the data from **Disk 2** is to be placed in a sub-directory on your hard drive, first make sure that you have accessed the desired sub-directory. (For example: to place the data in the sub-directory **C:\SUMRDIR**, type **CD\SUMRDIR** at the **C>** prompt to access this sub-directory. Consult your DOS manual if you need further help in setting up a sub-directory.)
4. Type **COPY *.* C:** and press **Enter**. All the files from **Disk 2** will be copied onto the hard disk.
5. Now when you want to play **Summer Challenge**, boot the system and get a **C>** prompt. (If you have installed the data from **Disk 2** onto a sub-directory be sure to access that sub-directory as directed in step 3 above before attempting to play the game.) Insert **Disk 1** into Drive A and type **A:**, then press **Enter**. At the **A>** prompt type **SUMMER** and press **Enter**.

Installing Both Disks

After you complete the procedure outlined below, **Summer Challenge** will run entirely from your hard disk; you will not need to use the floppy disks. The procedure will create a sub-directory on the hard disk and copy all relevant files to it. You will be asked to provide a name for the new sub-directory, just enter the name of that sub-directory in Step 3, and ignore the message about being unable to create a directory.

NOTE: Once **Summer Challenge** has been copied to a hard disk, you can transfer the hard disk installation capability back to your floppy disks from the ahrd disk by following the procedures given in the section entitled "*Uninstalling Summer Challenge from a Hard Disk*."

WARNING: Before you attempt either to make an archival backup of your hard disk, or to run a hard disk "optimization" or "defragmenting" program after having installed **Summer Challenge** on the hard disk, first make sure that you follow the instructions to uninstall **Summer Challenge**. If you don't, **Summer Challenge** will no longer be executable from the hard disk, and you won't be able to re-install the program. After you make the backup or run the optimization program, follow the installation instructions given below to re-install the program on your hard disk. The instructions for hard disk installation are as follows:

1. Boot the system, if necessary, and get a **C>** prompt.
2. Insert **Summer Challenge Disk 1**, label side up, into Drive A and close the drive door or latch.

3. Type **A:SETFIXED NAME**, where **NAME** is the name you have chosen for the new directory. The name must not be longer than eight characters. When you press **Enter**, **Summer Challenge** will install itself on the hard disk. Follow the on-screen instructions when prompted to switch disks.
4. When the installation is complete, the system must be rebooted. To reboot, press the **Ctrl**, **Alt**, and **Del** keys at the same time. To run **Summer Challenge** from the hard disk after rebooting, type **CD\NAME**, where **NAME** is the new directory name, and press **Enter**. Then type **SUMMER** and press **Enter**. After a few seconds, the program will load into your computer's memory and the title screen will appear.

Uninstalling Summer Challenge From a Hard Disk

1. Boot the system, if necessary, and get an **A>** prompt.
2. Insert **Summer Challenge Disk 1** into Drive A and close the drive door or latch.
3. At the **A>** prompt, type **UNINSTAL** and press **Enter**.
4. When the process is complete, **Summer Challenge** will no longer be executable from the hard disk. To re-install **Summer Challenge** on the hard disk, follow the hard disk installation instructions already given.

GAME OPTIONS

Entering Players' Names

1. After you load the game, type in the name of the first player, and press **Return**. IBM users must first type in the number of people who will be playing. As many as six people can play the game.
2. The Flag Screen will appear giving you the opportunity to select the country you would like the player to represent. Use the joystick or keyboard to position the cursor over the desired country; press the joystick fire button or **Return** to select the flag.
3. Repeat steps 1 & 2 for each player. After you have entered all the players' names and countries, press **Return**. The Events Screen will appear.

Selecting Events

1. *Atari, Amiga and Commodore:* To select the events, position the cursor over the mini-television screens for each event and press the fire button. If the event is animated, that event is selected. To de-select an event, position the cursor over the event and press the fire button again.
IBM: Select events by typing **Y** or **N** for each event screen.
2. *Atari and Amiga:* When you are ready to play the games, move the cursor over the button at the bottom of the screen. When the button says **Start Games**, press the fire button.
Commodore: When you are ready to play the games, move the cursor over the button at the bottom of the screen. When the button says **Start Games**, press the fire button. When prompted, press the fire button to load the first event. If you are prompted to insert Side A, simply press the fire button again. If you are prompted to insert Side B, remove the disk from the drive and flip it over. Insert the disk, label side down, and press the fire button.
IBM: To play the game, press **Y** at the "**Correct?**" prompt. If you would like to change your selection of events, press **N** and re-select your events.

THE EVENTS

After you have completed an event, you will be given the opportunity to replay it by typing either **Y** or **N**. However, any medals you have won will be lost should you choose to replay an event.

Skeet Shooting

In this event, you shoot clay pigeons fired from the blinds. There are seven stations to complete, each at a different position on the shooting range. You may only have to shoot one pigeon (singles) at a time, or you may be required to shoot two pigeons (doubles) fired at the same time.

Commodore users must use a joystick for this event. Atari and Amiga users may either use a joystick or a mouse for this event. IBM users may use either a joystick or the keyboard to play this event. (When number keys are indicated, they refer to the numeric keypad.)

Joystick - Press the fire button to start a station. Move the joystick up to fire a pigeon. Then position the cursor by moving the joystick. Press the joystick fire button to fire the gun.

Mouse - Press the left mouse button to start a station. Press the left mouse button again to fire a pigeon. Move the mouse to aim the target, and then press the right mouse button to fire your gun.

Keyboard - Press the spacebar to start a station. Use the numeric keypad to position the cursor. Press the spacebar to fire the gun.

Position the gunsight just in front of the pigeon, keeping in mind that there is a delay between the time you fire the gun and actually hit the clay pigeon. Your score is based on the number of pigeons you have successfully shot. Each round is played at a different station. You don't have unlimited ammunition, so aim carefully!

Fencing

This is the gentlemanly way to fight; it takes a sharp eye to foil your enemy. Block perries and jabs while you try to push your opponent back into his territory and gain the upper hand. Try to get the most direct hits in the time available to be the winner.

Commodore, Atari and Amiga users must use a joystick to play this event. IBM users may use a joystick or the keyboard. (When number keys are indicated, they refer to the numeric keypad.)

Joystick	Keyboard
↑ - Move Forward	8 - Move Forward
↓ - Move Backward	2 - Move Backward
← - Parry	4 - Parry
→ - Riposte	6 - Riposte
Fire - Lunge	Spacebar - Lunge

Move the joystick forward to push your opponent into his territory. Pull the joystick back to retreat. Press the fire button to lunge towards your opponent. Use the Parry and Riposte maneuvers to block your opponent's moves. Atari and Amiga users must score 3 direct hits in 60 seconds during the first round, 4 direct hits in 75 seconds during the second round, and 5 direct hits in 90 seconds during the third round. Commodore users must score 5 direct hits to win each round. IBM users must score 3 direct hits in 90 seconds for all rounds.

Commodore Users: Please note that this event loads in two parts, first on Side A and then on Side B.

Diving

Not even the circus high-dive clown can do these moves. As you approach the edge of the diving platform, prepare a mental image of the perfect dive: flawless pike, effortless spins and tucks, and a smooth entry. It takes control and expert training to please these judges.

Commodore, Atari and Amiga users must use a joystick to play this event. IBM users may use a joystick or the keyboard. (When number keys are indicated, they refer to the numeric keypad.)

Commodore:		
Take-Off	Dive - Fire Button Not Pressed	Dive - Fire Button Pressed
← - Back Flip	↑ - Back Flip	← - Spin Left
→ - Forward Dive	↓ - Pike	→ - Spin Right
Fire - Pike	← - Roll Left	
	→ - Roll Right	

Atari, Amiga and IBM (joystick only):

↑ - Tuck
↓ - Untuck
→ - Rotation Clockwise
← - Rotation Counter-clockwise
Fire - Pike

IBM (keyboard):
2 - Tuck
8 - Untuck
6 - Rotation Clockwise
4 - Rotation Counter-clockwise
Spacebar - Pike (During Take-Off)

On the right side of the screen is a picture of your location and the diving platform. Once you reach the edge of the diving board, press the fire button to start your dive. Score points for clean take-offs, good tumbling, and smooth entries. Try to enter the water head or feet first in a straight position. Atari and Amiga users can press **R** to see the Instant Replay of the dive.

Triple Jump

Going for the gold is more than a hop, skip and a jump! It takes speed, accuracy and strength to go the distance. See if you're quick enough and strong enough to jump into the record books.

Commodore, Atari and Amiga users must use a joystick to play this event. IBM users may use a joystick or the keyboard. (When number keys are indicated, they refer to the numeric keypad.)

Keyboard	
4 & 6	— increase speed while running
2 & 8	— adjust angle of jump
Spacebar	— set speed, jump

Move the joystick alternately left and right (or the keyboard equivalents) to increase speed. When the desired speed is reached, press fire to set the speed. Now set the angle of the jump by moving the joystick up or down. Press the fire button to start the jump as you approach the take-off board. Alter the jump angle when in air by moving the joystick up or down. Keep in mind that although a higher angle jump may make you jump higher, it won't necessarily make you jump farther.

Hurdles

Stretch your skills to the limit, but don't trip up. See if you can keep up with the other racers and still have enough stamina to jump over the hurdles. Watch out for false starts!

Commodore, Atari and Amiga users must use a joystick to play this event. IBM users may use a joystick or the keyboard. (When number keys are indicated, they refer to the numeric keypad.)

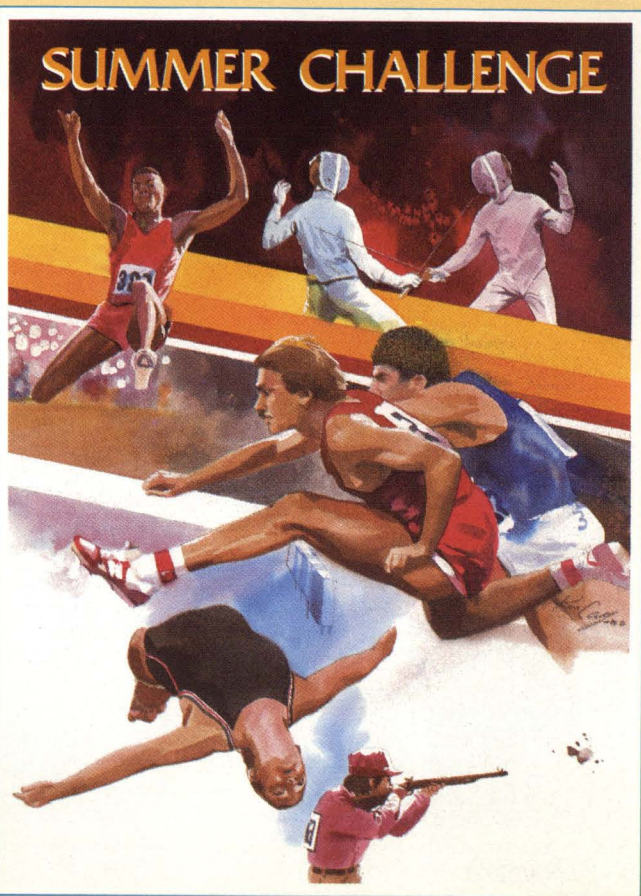
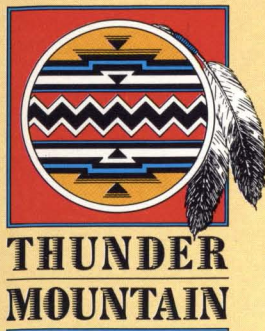
Keyboard	
4 & 6	— increase speed while running
Spacebar	— jump

After the "On your marks, Get set, Go" press the fire button or spacebar to start the race. Move the joystick to the left and right (or alternately press the **4** and **6** keys) to gain speed. Press fire to jump over the hurdles.

Saving Records

Atari ST and Amiga only
You must have a blank, formatted disk ready before you play the game. At the end of all of the events, you will be able to save your records to a data disk. To do so, remove the disk in Drive A (Atari) or Drive 0 (Amiga), and insert the data disk. Then type **Y** at the **Save Records** prompt. When you play the game again, simply insert the data disk in Drive A (Atari) or Drive 0 (Amiga) when you see the **Load Records** prompt, and type **Y** to load your records.

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SUMMER CHALLENGE
Sports/Action – Ages 10 and up



Atari® ST™ version

You've trained hard for this moment. Now get ready for record-setting excitement as you compete in five events that test your skill and experience. *En Garde:* suddenly there's a new point to Fencing. Stretch to the limit as you vault the Hurdles. Hit your mark in the High Dive. Push yourself that extra inch in the Triple Jump. Then take aim and shoot for the gold in Skeet Shooting. If you've got what it takes, you'll wear gold this summer.

Features

- Gold medal action in five events: Fencing, Hurdling, High Dive, Triple Jump and Skeet Shooting
- Exciting graphics and animation
- Multiple-player options: one to six players can vie for top honors
- Realistic game play and scoring

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