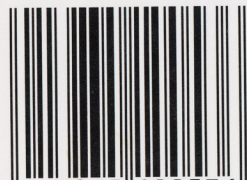


FIVE STUNNING EVENTS, OUTSTANDING GRAPHICS AND GAME PLAY - Comes complete with a booklet on the Winter Olympics with an introduction by Sports Commentator DAVID VINE.

TYNESOFT
COMPUTER SOFTWARE



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WINTER OLYMPIAD 88

CBM 64

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LOADING: To load press SHIFT / RUN STOP keys together in the CBM64 mode and leave the PLAY BUTTON on the Data Recorder depressed.

After the opening credit screen press the FIRE BUTTON to continue to the first option screen.

- OPTION 1 -** Select the number of players 1 - 6 then press RETURN.
Now type in the players' names no more than 8 characters.
Press RETURN.
- OPTION 2 -** On the Flags of Nations screen select the Country you wish to compete for, using the Joystick and FIRE BUTTON for each player.
- OPTION 3 -** Events Screen
You can select to play or miss an Event by pressing the Y or N key as it flashes next to the event.
After the Opening Ceremonies have been completed press the FIRE BUTTON to start loading the first Event you have selected.

EVENT 1 SKI JUMP (3 HEATS)

To start the descent press the FIRE BUTTON then as he approaches the take-off point re-press the FIRE BUTTON to launch him into the air.
While in the air, control the skies with the Joystick keeping them level for landing. To land the skier safely push the joystick to the left just as he touches down.
Points are awarded for both distance and style.
Style is the length of time you have held the skies in a level position together with a safe landing.

EVENT 2 DOWNHILL (1 HEAT)

Fire button starts the Skier's descent down the twisting route. Push joystick UP to accelerate, pull Down to slow, Left and Right to move skier.
FIRE BUTTON to jump the hazardous fallen logs.

After the scores have been displayed and you have selected either 'NEXT EVENT' or 'RE-TRY' push the joystick UP to continue.

EVENT 3

BIATHLON (1 HEAT)

Fire button will push the skier off from the Start then left and right on the Joystick slowly at first will build up his rhythm and speed. On reaching the Firing Range he has five bullets for the five targets, speed and accuracy is required here for the best scores. After the Score

EVENT 4

SLALOM (3 HEATS)

Fire Button starts the Skier's run followed by left and right for controlling the skier.
The Fire Button can be used to straighten up the skier and push the sticks for more speed. Ideal for that extra speed over the Finish line.
Weave through the gates with the Yellow flag to his right and the Brown flag to his left.
Fire button after Score Board to go on to the next Event.

EVENT 5

BOB SLED (3 HEATS)

Fire Button starts the Event with left and right on the joystick to control the Bob as it hurtles down the run.
The optimum position on the track, on corners for your best time is up towards the rim of the corner. But Beware!
Fire Button operates the brake when things get a little hairy and out of control.

After completing your last Event you will be shown the final Medal Table. To replay the game re-load the game as per loading instructions.