ENGLISH
WORLD GAMES
COMMODORE 64/128 Cassette/Disc

INTRODUCTION

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 *their* home turf. But it doesn't matter. You'll wipe them out.

"Excuse-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 log-rolling lumberjacks. And in the States you'll ride the meanest, ornerriest 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 lineup 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

Practise each event first to sharpen your skills. Then choose your options for competition and let the Games begin. You may represent any of 8 nations to 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
- Set up your Commodore 64/128 computer as shown in the owner's manual.
- Plug your joystick into **PORT 2**. If you are playing with more than one person, plug a second joystick into **PORT 1**.
- Turn the computer and the disk drive **ON**.
- Insert your game disk into the disk drive with the label facing up and the oval cutout pointing towards the back. You will be prompted when to turn the disk over the other side.
- Type **LOAD "*",8,1** and press the **RETURN** key.

Cassette Loading Instructions
- Set up your Commodore 64/128 computer as shown in the owner's manual.
- Plug your joystick into **PORT 2**. If you are playing with more than one person, plug a second joystick into **PORT 1**.
- Turn the computer **ON**
- Put the cassette into the tape recorder with **SIDE 1** facing up, and make sure that it is re-wound.
- Hold down the **SHIFT** button and tap **RUN/STOP**, then press **PLAY** on the tape recorder.

STARTING PLAY

When the WORLD GAMES title screen appears, press the **FIRE** button on your joystick to load the menu screen. The WORLD GAMES menu offers a choice of seven options for practising and competing in the events. To make a selection, use your joystick to move the cursor to one of the options and press the **FIRE** button. You may also select an option by typing the corresponding numbered key.

OPTION 1: Compete in All the Events

Compete in all eight events: Weight Lifting, Barrel Jumping, Cliff Diving, Slalom Skiing, Log Rolling, Bull Riding, Caber Toss and 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**
- To choose your country, use the joystick to move the cursor to the flag of your choice, then press the **FIRE** button to make the selection. (To just listen to the country's anthem, type S).
- Repeat the name and country selection for each additional player (up to eight). When all players' names and countries are entered, press **RETURN**.
- A verification screen appears. If all names and countries are correct, select YES with the joystick and press the **FIRE** button, or type **Y**. If you need to make any changes, select NO or type **N**.

OPTION 2: Compete in Some Events

Similar to OPTION 1, but you compete only in the events you select.
- Select the event(s) by typing the corresponding numbered key or by moving your joystick and pressing the **FIRE** button.
- 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 the **FIRE** button.

OPTION 3: Compete in One Event

Similar to OPTIONS 1 and 2, but you compete only in the event you select.
- Use the joystick to choose the event, then press the **FIRE** button. (Or type the key matching the event number).

OPTION 4: Practise One Event
- Use the joystick to choose the event, then press the **FIRE** button. (Or type the key matching the event number.)

NOTE: No scoring records are kept during practise rounds.

OPTION 5: Number of Joysticks

For one player, plug your joystick into **PORT 2** and select **1**.
For two or more players, plug in two joysticks and select **2**.
- Select **1** or **2** by pressing the **FIRE** button (or type **1** or **2**).

OPTION 6: See World Records

Displays the highest score recorded in all events, with the name and country of the player who achieved each world record.
- Press the **FIRE** button to return to the menu.

OPTION 7: Include Travelogue

Displays the location and description of each event before you compete.
- Press the **FIRE** button to select NO if you don't want to see the descriptions. Select YES if you would like to read them before each event.

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 practise rounds,* select the type of lift by moving the joystick **FORWARD** or **BACK**. Press the **FIRE** button to continue.
- *In competition,* you must complete the 'snatch' before competing in the 'clean and jerk'.
- To select the weight, move the joystick **LEFT** or **RIGHT**. Press the **FIRE** button to continue.
- If no lifter wants to increase the weight after a successful round of lifts, the judges raise the weight 5kg.
- Press the **FIRE** button 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 joystick movements are necessary to complete a successful **Snatch**, and each must be made at the right moment.
- To bend down and grasp the bar, pull the joystick **BACK**.
- To begin lifting the bar, push the joystick **FORWARD**.
- During the lift, pull the joystick **BACK** to drop underneath the bar and 'snatch' it over your head.
- To stand up from the squatting position, push the joystick **FORWARD**.
- When two or more judges' lights in front of the platform turn WHITE, pull the joystick **BACK** 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, pull the joystick **BACK**.
- To begin lifting the bar, push the joystick **FORWARD**.
- During the lift, pull the joystick **BACK** to 'clean' the bar and drop into a squat with the bar resting on your chest.
- To stand up from the squatting position, push the joystick **FORWARD**.
- To 'jerk' the bar above your head, pull the joystick **BACK** again.
- To straighten your legs and complete the lift, push the joystick **FORWARD** one more time.
- When two or more judges' lights in front of the platform turn WHITE, pull the joystick **BACK** 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 200kg. 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 practise. Practise, practise, practise.
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 most barrels in a single attempt. The sport started about 100 years ago in Europe where ice skating was a common form of transportation. In their dash before take-off, jumpers hit speeds above 40 m.p.h., 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 *hold* the joystick **LEFT** or **RIGHT**. Press the **FIRE** button to continue.
- Your skater appears on the ice ready to start. Press the **FIRE** button to begin skating.
- To move the skater's legs, move the joystick **LEFT** and **RIGHT**, alternating the rythmn to the movement of his legs.
- To skate faster, maintain your joystick movements in rythmn with his legs.
- To jump, press the **FIRE** button. The green flag indicates a good take-off point for most jumps.
- To prepare for landing, pull the joystick **BACK**.
- Each jumper is allowed three attempts.

SCORING: The winner is the skater who clears the greatest number of barrels in one of their 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, push the joystick **FORWARD** or pull **BACK**. Press the **FIRE** button to prepare for the dive.
- Your diver will appear on the ledge you selected. Press the **FIRE** button to start the dive.
- To arch your back during the dive, push the joystick **FORWARD**.
- Before you enter the water, pull the joystick **BACK** to straighten out and complete the swan dive.
- To avoid hitting the bottom surface under the water, move the joystick **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 in order to 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 holding the joystick **LEFT**, **RIGHT**, **FORWARD** or **BACK** at the time of your 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 m.p.h. in the slalom.
- To start skiing down the course, press the **FIRE** button.
- Control your skier's turns by moving the joystick **LEFT** or **RIGHT** to turn in that direction.
- Press and *hold* the **FIRE** button 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.
- The gates alternate colours, so you must ski between blue flags, then red 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 'wipe out'.
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 the joystick **FIRE** button. The next player does the same. This begins the event.
- To move the lumberjack's legs, move the joystick **LEFT** and **RIGHT**. Stay in rythmn with the log or you may lose your balance.
- To slow the rolling of the log from forward to backward, and change its direction, press the **FIRE** button 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 rythmn 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 the rodeo, a sport born well 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 the bull you want to ride, move the joystick **FORWARD** or **BACK**. The bulls are named (from easiest to hardest) Ferdinand, Elmer, Bob, Tornado and Earthquake.
- Press the **FIRE** button to start the event.
- To respond to the bull's movements, move the joystick as follows:
  BUCK: If the bull is bucking, move the joystick **LEFT** or **RIGHT**, in the direction that the bull is moving.
  SPIN: Pull the joystick **BACK** to stay on the bull when it is spinning around.
  HALT: Move the joystick **LEFT** or **RIGHT** in the *opposite* direction that the bull is moving. (i.e. If the bull faces left move the joystick **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 practise 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 with the joystick in practise mode.
FORWARD: 360° spin. The bull makes a full circle.
FORWARD WITH FIRE BUTTON PRESSED: 540° spin. The bull spins through a circle and a half.
CENTER JOYSTICK: The bull bucks and runs.
BACK: The bull halts suddenly. Guaranteed to throw the toughest hombre.

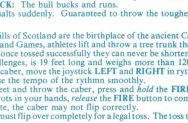
CABER TOSS

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 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 the joystick **LEFT** and **RIGHT** in rythmn with the athlete's feet. To gain speed, increase the tempo of the rythmn smoothly.
- To plant your feet and throw the caber, press and *hold* the **FIRE** button.
- As the caber pivots in your hands, *release* the **FIRE** button to complete the throw. If you release too soon or too late, the caber may not flip correctly.

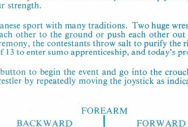
SCORING: The caber must flip over completely for a legal toss. The toss that travels the farthest distance wins the event.
STRATEGY: The secret to the longest throws is building up your speed before the toss, while conserving as much energy as possible. The player who learns how to reach top speed the fastest will win the event. Be careful not to run any further than necessary to build up your speed - 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 ceremony, the contestants throw salt to purify the ring. Japanese boys must begin 160 pounds at the age of 13 to enter sumo apprenticeship, and today's professional sumo wrestlers weigh 400 pounds.
- Press the **FIRE** button to begin the event and go into the crouch.
- Control your wrestler by repeatedly moving the joystick as indicated for the following wrestling moves:



- Press and *hold* the **FIRE** button 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.



- The computer maintains stamina and balance factors for each wrestler.
- *Release* the **FIRE** button and 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 the **FIRE** button pressed, be sure to release the button at the proper time to complete the move successfully. You can learn the timing through practise. Also keep in mind that 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, countries and scores of all the competitors are listed in the order they are placed. The name of the Gold Medal winner appears at the top of the screen, and his or her country's national anthem is played.

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 totaled 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.

CONTINUING PLAY

To restart WORLD GAMES at any time, press and hold the **RUN/STOP** and **RESTORE** keys at the same time. The program will reboot to the beginning of the game.