

**EPYX**<sup>TM</sup>  
COMPUTER SOFTWARE

# SUMMER GAMES<sup>TM</sup>

INSTRUCTION MANUAL

for the **APPLE II Computers**  
(64K Memory Required)



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Apple version programmed by Chuck Sommerville and Kevin McClard.

# INTRODUCTION

Experience the power, the glory, the thrill and the challenge of the world's greatest athletic competition: the *SUMMER GAMES!*

The awe-inspiring *OPENING CEREMONY* focuses on 3,000 years of noble tradition as you proudly look on, ready to give your very best to honor your country.

This is the moment you've worked and trained so long to achieve, to test your skill under pressure against the best of the world's athletes. You will try to excel in a whole spectrum of sports events—in track and field, swimming and diving, gymnastics, and skeet shooting.

Boldness. Skill. Strategy. Determination. The marks of the true champion. If you are victorious, you'll receive the champion's prize—the coveted *GOLD MEDAL*—before the cheering multitude. Your triumph might even go down in history as the greatest personal performance ever!

Seize the moment!  
Prepare for the ultimate challenge!  
Taste the fruits of hard labor.  
Give it your best and *GO FOR THE GOLD!*

## OBJECTIVES

*SUMMER GAMES* offers a variety of sports competitions for 1 to 8 players. It challenges you with eight realistic events in swimming, track, gymnastics, shooting, pole vault, and diving.

Represent one of 18 countries as you compete in each event. Try to win the most medals for the whole lineup of events! *SUMMER GAMES* keeps scores, provides judges, and awards medals to the winners.

As you get better, try to break "World Records" and set new performance standards. *SUMMER GAMES* also saves the names of record holders and displays them on a special screen.

So, get in shape and try to beat the best. The whole world is watching you!

## GETTING STARTED

1. Set up your **Apple** as shown in the Owner's Manual.
2. Remove all disks from the drives.
3. Plug your joystick or mouse in as shown in your Owner's Manual.
4. Insert the *SUMMER GAMES* program in the disk drive, label facing UP, the slotted section goes in first.
5. Turn the computer **on**.

## STARTING PLAY

A spectacular opening ceremony welcomes you to the International *SUMMER GAMES*. A runner arrives to light the traditional flame and white "peace doves" are released over the stadium.

After the opening ceremony a menu screen offers you a choice of six options. To make your selection, use your joystick, mouse or keyboard arrow keys to make your choice, then press the joystick button, mouse button, or **RETURN** key. Or just type the number of the option you want.

### OPTION 1: COMPETE IN ALL THE EVENTS

Players compete in the complete series of events, in this order:

**Pole Vault, Diving, 4x400-Meter Relay, 100-Meter Dash, Gymnastics, Freestyle Relay, 100-Meter Freestyle, and Skeet Shooting.**

- Players will first be asked to enter their names and pick their countries.
- Type in your name on the keyboard and press **RETURN** key.
- Use the joystick, mouse or keyboard to choose one of the flags, then press the joystick button, mouse button or the **RETURN** key to pick that country (if you just want to hear the anthem press the **S** key).
- Repeat name and country selection for each player. When all competitors are finished, press **RETURN**.
- A verification screen will appear. If all names and countries are correct, select **YES** with the joystick button, mouse button or the **RETURN** key, or press the **Y** key. To delete names and start again select **NO** or press the **N** key.

### OPTION 2: COMPETE IN ONE EVENT

- Similar to OPTION 1, but you only compete in the event you pick.
- Use the joystick, mouse or arrow keys to choose the event, then press the joystick button, mouse button or the **RETURN** key or just type the number of the event (**1-8**).

### OPTION 3: PRACTICE ONE EVENT

- Use the joystick, mouse or keyboard to choose the event, then press the button or **RETURN** key or just type the number matching the number of the event (**1-8**).  
NO SCORING RECORDS ARE KEPT DURING PRACTICE ROUNDS.

### OPTION 4: SEE WORLD RECORDS

- Displays the highest score recorded in all events, with the name of the player who achieved it.

### OPTION 5: OPENING CEREMONIES

- This option returns you to the opening ceremonies.

### OPTION 6: SOUND ON/OFF

- Choose this option to toggle the sound from the Apple speaker to the cassette port and back again (note: IIC owners have no cassette port). If you have an external amplifier connected to the cassette port, this option can provide amplified sound. Otherwise it has the same effect as turning the sound off.

## THE GAMES

### POLE VAULT



You need agility and superb timing to perform well in this event. It takes sprinting, lifting, and gymnastic skills—coordinated in split seconds of fluid movement!

- The display along the bottom of the screen shows the competitor's name and country, the bar height, and status messages.
- The bar height is initially set at 4 meters. A status message will say, "**NEW HEIGHT.**" Press the joystick or mouse button or press **RETURN** or **SPACE**. Next a status message will ask; "**TRY THIS JUMP?**"
- If you wish to compete at that height, push the joystick or mouse forward to answer "**YES.**" Or, pull the joystick or mouse back to answer "**NO**" (or just press **Y** or **N**). The next player then gets the same option. If all the players decide not to jump, the bar is raised and the question is asked again. In practice mode you may use the joystick, mouse or directional keys to manually set the height.

- After you accept a bar height, a status message asks you to **“SELECT POLE GRIP.”**

Use the joystick, mouse or arrow keys to select your grip:

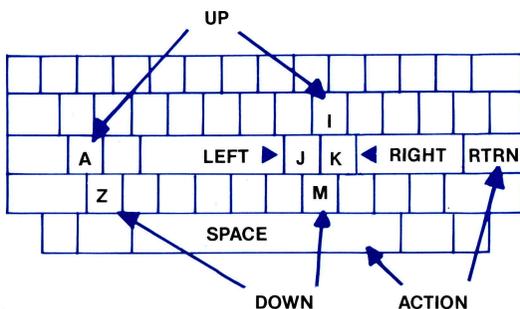
- High (can give you more height)
  - Medium
  - Low (easier to use on low jumps).
- When the status message says, **“READY TO JUMP”**:
    - Press the joystick or mouse button or the **SPACE BAR** or **RETURN** to start running toward the bar.
    - Pull the joystick or mouse **BACK** or press either one of the down **DIRECTIONAL KEYS** (**Z** key, **M** key or down arrow keys) to plant your pole in the vault box (which appears as a dark notch in the landing pit).
      - Push the joystick or mouse **FORWARD** or press an up directional key (**A**, **I**, or up arrow) to kick up and over the bar.
      - Press the joystick or mouse **BUTTON** or **RETURN** or **SPACE** to release the pole.
- Timing is critical in this event. You can fail to clear the bar if you:
- Plant the pole too soon or too late (missing the vault box).
  - Kick up too soon (hitting the bar) or too late (letting the pole fall against the bar).
- You get three attempts to make a successful vault at each height. Three successive failures eliminate you from competition in this event.
  - After each round, the bar height is raised .
  - The winner of this event is the last player to be eliminated.

## DIVING



Stand on a platform 30 feet above the water. Feel the tension rise as the crowd watches your every move. It's time to show your “best stuff” with four tricky dives: forward, backward, reverse and inward. As you take the plunge, remember: Form is Everything!

- Press the **JOYSTICK** or **MOUSE BUTTON** or press **RETURN** or **SPACE** to take off from the diving board.
- Use the **JOYSTICK** or **MOUSE** or **DIRECTION KEYS** to control your body position and rotation speed. There are several options for **APPLE DIRECTION KEYS**. They are:



- You may also use the regular cursor control keys (arrows) on your **APPLE** keyboard. These same keys can be used in any of the events to imitate the actions of the joystick and mouse.

- Here are the body positions and rotations:



- **RIGHT** for FULL-TUCK position, and the fastest rotation.
- **DOWN** for a PIKE POSITION, and the second-fastest rotation.
- **LEFT** for a HALF-PIKE position, and slower rotation.
- **UP** for a LAYOUT position, and the slowest rotation.

- After every dive, the Judges' scores appear in boxes across the center of the screen. A dive is considered perfect (for a score of 10 points) if the body enters the water vertically and fully extended, either head- or feet-first. Any deviation from this ideal entry position costs you points, with a minimum score of zero.
- A second scoring factor is the Difficulty Rating, based on the number of rotations and different positions achieved in a dive. This Rating starts at 1.0, and can go as high as 4.1, increasing with the complexity of the dive.
- The total points for each dive are calculated by eliminating the high and low Judge's scores and multiplying by the Difficulty Rating.
- To get a high score, attempt the most difficult dive you can successfully perform. Easy dives get low Difficulty Ratings; complex dives may earn low scores if they are executed poorly. Remember both of the factors used in scoring this event.
- Three status displays give you this information:
  - A **DESCRIPTION** screen names the next dive you are to perform.
  - A **DIVE RATING** screen indicates the score for your performance.
  - A **CURRENT STANDINGS** screen shows the total points won by all the competitors in this event.

Note: (Press the joystick or mouse button or the **RETURN** or **SPACE** keys to change screens.)

- The winner of this event is the competitor who scores the most points for the four dives.

## 4x400-METER RELAY



It takes speed, pacing, AND perfect teamwork from all four runners on your relay team to win this exciting race. Be sure to watch their vital signs closely—a collapse could be a disaster. And remember, don't fumble the baton!

- Press the joystick or mouse button or the **RETURN** or **SPACE** keys to set your runner at the starting line.
- When your runner is in place, watch the countdown: "MARK . . . SET . . ." The starting gun fires. ". . . GO!"
- Press the joystick or mouse button or press **RETURN** or **SPACE** to start running.
- Move the joystick or mouse or press a directional key to control your runners' speed.
  - **RIGHT** for normal running.
  - **LEFT** for "coasting."
- Pacing is crucial in this event, so watch the gauge at the bottom of the screen to monitor your runner's energy reserves. When the bar is long and white, your runner has plenty of energy. As the bar disappears your energy is depleted.
  - Control your runners' speed to move them as fast as possible without becoming exhausted. They lose energy while sprinting and regain it while "coasting."

- If a runner tries to sprint with little or no energy left, his performance will drop off sharply. Make the runner coast to reduce his speed and regain energy (but don't let him fall too far behind!)
- Each of your runners has a different amount of stamina. Learn their individual traits in order to decide how to control their pace.
- All runners tire more quickly in the first part of their "leg" (or turn) than they do in the second part. Runner one can't regain his energy as fast as runner four can, while runner two loses energy faster than runner three.
- To pass the baton, press the joystick or mouse button or press the **RETURN** or **SPACE** key. Time the pass for the moment when both runners are close to each other; otherwise, you'll lose precious seconds while your progress stops.
- When your fourth runner crosses the finish line, your race time will appear in place of your name.
- The winner of this event is the team with the best time.

## 100-METER DASH



All-out **SPEED** is the key to winning this race!

- The Start procedure is the same as the 4x400-Meter Relay.
- When the race begins, increase your running speed by jiggling the joystick or mouse as rapidly as you can, either side-to-side or up and down. You may also use the **LEFT** and **RIGHT** directional keys.
- The winner of this event is the runner who crosses the finish line with the best time.

## GYMNASTICS



This is the supreme test of grace and precision. Strive for a performance of athletic artistry as you vault from a springboard to the horse, then to the floor. The crowd will really appreciate your attention to form!

- Press the joystick or mouse button once or **RETURN** or **SPACE** to get set.
- Press again to start your run.
- Press the button again to jump onto the springboard.
  - You will get a more powerful vault nearer the edge of the board. Jumping too soon or too late will make you miss the board entirely, and you will have to start again. A second miss will disqualify you from the round.
- Move the joystick or mouse **RIGHT** or **LEFT** or press the **LEFT** or **RIGHT** directional keys as you leave the springboard to perform a 180° axial body twist. This maneuver increases the difficulty of your performance and makes a higher score possible (if you successfully complete your attempt).
- Press the joystick or mouse button or **RETURN** or **SPACE** to push off the horse. The most powerful push-off occurs when the body is nearly vertical.
  - In the air, use the joystick, mouse or directional keys to control body position and rotation speed:



- **UP** for a full-tuck position, at fast rotation.
- **CENTER** the joystick, **STOP** the mouse or use **SPACE** for a layout position, at medium rotation.
- **BACK** for a landing position, at slow rotation. You must be in this position for a correct landing.

- The scoring is based on both execution and difficulty, and is displayed after your landing.
  - **EXECUTION** is considered perfect if you land completely upright on your feet. In a near-perfect landing, you take a step. Use the joystick or mouse or LEFT/RIGHT directional keys to straighten up by moving the vaulter in the opposite direction that your gymnast is leaning. By making this last-second correction, the landing will be judged successful, with only a slight penalty. If your gymnast falls there will be a greater score penalty.
  - **DIFFICULTY** is judged by the number of different maneuvers performed in mid-air. Scores are lowered by poor landings, poor height off the horse and vaults that involve few maneuvers.
- The highest possible score is awarded for a perfect landing after a 180° twist, with maximum height from the horse, followed by a triple somersault.
- The winner of this event is the competitor who scores the most combined points for two consecutive vaults.

## FREESTYLE RELAY



Be ready to spring from your starting block when the countdown reaches "GO." Just a fraction of a second can decide this furious swimming race. It takes power, coordination, and strategy to keep your four swimmers ahead!

- Press the joystick or mouse button or press **RETURN** or **SPACE** to position your first swimmer at the starting block.
- When both swimmers are in place, watch the countdown: "**MARK . . . SET . . . GO!**"
- Press the joystick or mouse button or **RETURN** or **SPACE** to jump into the water. Don't jump too soon—an early takeoff is a false start, and the countdown will begin again. Three false starts disqualify you from the race.
- Press the joystick or mouse button or **RETURN** or **SPACE** every time your swimmer's arm comes out of the water. This makes your swimmer's arm re-enter the water and do the power stroke.
- When your swimmer reaches the far end of the pool, about half way through the section marked with orange floats, move the joystick or mouse to the LEFT or use a LEFT directional key for a kick-turn. Turning at just the right time gives you the best head start for your return lap.
- As your swimmer completes the return lap, move the joystick or mouse RIGHT or press a RIGHT directional key to start your next relay racer. The new swimmer should leave the starting block just as his teammate reaches the end of the pool. If you make this move too early or late, the action stops and you'll lose precious time!
- When your fourth swimmer completes his return lap, the clock displays your final time for the race.
- The winner of this event is the team with the best final time.

## 100-METER FREESTYLE



This race is like the Freestyle Relay, except that a single swimmer completes just two lengths of the pool. To win this "swimming sprint," concentrate on getting a good start and keeping a strong power stroke. Just a split second can be the margin of victory!

- The start, kick-turn and power stroke are controlled the same way as in the Relay event.
- This race is over when your swimmer completes his return lap.
- The winner of this event is the swimmer with the best final time.

# SKEET SHOOTING



Out on the **SUMMER GAMES** skeet range you need steady nerves, an eagle's eye, and lightning reflexes to win this supreme test of marksmanship. Learn the patterns of the clay pigeons, focus your attention, and keep your sights steady as you fire away!

- Move the joystick or mouse or use the directional keys to aim your gunsight.
  - Remember, gravity slowly but constantly pulls the sight downward, so your aim won't stay fixed unless you keep correcting it. This means you can't just set your aim and wait for a target. If you follow a target, the gravity effect is very minor.
- Press the Fire button to release the targets from the trap houses at the sides of the range, and again to shoot. You get only one shot for a single target and two shots for a double target. Make them count! One point is scored for each hit.
- Each round of shooting consists of 25 targets. They appear in a standard sequence as you move through eight shooting positions. Positions start from the left, move to the right, and finish at the center station. Pay attention to the order in which targets are thrown.
- The winner of this event is the shooter who scores the most hits in a round of 25 targets.

## SCORING

### AWARDS CEREMONY

After every event the names, countries, 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, and his or her country's national anthem is played.

### CHAMPION CEREMONY

If players compete in all **SUMMER GAMES** events, a Grand Champion is selected based on the number of medals awarded.

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

When all the events have been decided the points are totaled and the player with the most points is honored as Grand Champion. This occurs after the Awards Ceremony for the final event.

### WORLD RECORDS

The highest score achieved in each event, the name of the player scoring are saved by the **SUMMER GAMES** program. These records are displayed on the World Records screen. If a new record is set for an event, the previous record is deleted and the new information appears in its place.

## CONTINUING PLAY

To restart **SUMMER GAMES** at any time, press **ESC**. The program will return to the main menu.

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