SUMMER GAMES II
INSTRUCTION MANUAL
for the Commodore 64™

INTRODUCTION

A thousand athletes. A hundred countries. Billions watching around the world as you enter the stadium, marching confidently among your nation's strongest, fastest and boldest young men and women. Your gaze sweeps the crowd as you realize the scope of your achievement. You are walking in the footsteps of Jim Thorpe and Jesse Owens. In the footsteps of the ancient Greeks. You are about to compete against the world's best athletes in a 3,000-year-old competition. The pinnacle of athletic achievement. The Summer Games.

The majesty, scope and glory of the original SUMMER GAMES return in SUMMER GAMES II. Now you can explore the thrill of the world's greatest athletic competition with eight brand new events. Challenge your timing in the triple jump. Test your endurance in the equestrian arena. From fencing to kayaking, you'll be at the heart of the action as you "go for the gold."

Strategy, skill and determination are the qualities you'll need to succeed. Give your best in every event. Nothing can be held back. Not if you want to be a champion. Strive for victory—if you win, the gold medal will be yours. Break the world record, and your achievement will be heralded as the greatest performance ever!

There's plenty of time for practice, but you'd better be ready when the fanfare sounds the start of the opening ceremonies, because this is world class competition. This is SUMMER GAMES II.

OBJECTIVES

SUMMER GAMES II challenges your competitive skills with a series of athletic contests for 1 to 8 players. Experience the excitement and realism of eight different events—cycling, equestrian, fencing, high jump, javelin, kayaking, rowing, and triple jump.

Practice each event first to sharpen your skills. Then choose from the 18 countries you can represent in the competition and let the Games begin!

Try to win the gold as you compete in each event. You'll get a silver medal if you finish second and a bronze medal if you come in third. Try to win the most medals as you compete in all the events. SUMMER GAMES II keeps scores, handles the judging, and awards medals to all of the winners.

If you break a "World Record," SUMMER GAMES II will save your name and display it on a special World Records screen.

So get ready to give it your best. The thrill and excitement of SUMMER GAMES II are about to begin.

GETTING STARTED

Loading Instructions:

- Set up your Commodore 64 as shown in the Owner's Manual.
- Remove all disks from the drives.
- Plug your joystick into Port #2. If you are using two joysticks, plug the second joystick into Port #1.
- Turn the computer and disk drive ON.
- Insert the SUMMER GAMES II disk into the disk drive, with the Side 1 label facing up, and the oval cutout pointing towards the back. (You will be prompted when to remove the disk to load Side 2.)
- Type LOAD"**",8,1 and press the RETURN key.

With the EPYX FAST LOAD Cartridge:

- Set up your Commodore 64 as shown in the Owner's Manual.
- Insert the FAST LOAD Cartridge into the cartridge slot of your computer.
- Plug your joystick into Port #2. If using two joysticks, plug the second one into Port #1.
- Turn the computer and disk drive ON.
• Insert the SUMMER GAMES II disk into the disk drive, with the Side 1 label facing up, and the oval cutout pointing toward the back.
• Press the C = (Commodore) key and the RUN/STOP key to load the program.

STARTING PLAY

A spectacular opening ceremony welcomes you to SUMMER GAMES II. The lighting of the flame marks the start of the international competition. White doves are released over the stadium—a traditional symbol of peace.

Once the opening ceremony concludes, a menu screen offers you a choice of nine options. To make a selection, use your joystick to move the cursor to your choice, then press the fire button. You may also select an option by typing the corresponding numbered key.

OPTION 1: COMPETE IN ALL THE EVENTS
This option allows the players to compete in all eight (or sixteen if you own SUMMER GAMES I—see OPTION 6) of the events; while keeping a running tally of medals awarded to each player. You’ll compete in the events in this order: Triple Jump, Rowing, Javelin, Equestrian, High Jump, Fencing, Cycling, and Kayaking.
• You will first be asked to enter your name and pick your country.
• Type your name on the keyboard and press the RETURN key to enter.
• Use the joystick to move the cursor to the flag of your choice, then press the fire button to pick that country. (If you just want to listen to the anthem, type $.)
• Repeat the name and country selection for each additional player (up to eight). When all players’ names and countries have been entered, press the RETURN key again.
• A verification screen will appear. 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; however, you can compete in any number of the listed events for this round of international competition.
• 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 can compete in any single event of your choice.
• Select the event by typing the corresponding numbered key or by moving the joystick and pressing the fire button.

OPTION 4: PRACTICE ONE EVENT
• Use the joystick to select the event, then press the fire button or type the corresponding lettered key. No scoring records are kept during practice rounds.

OPTION 5: NUMBER OF JOYSTICKS (1 or 2)
• Select 1 or 2 by pressing the fire button or typing 1 or 2.
• If you are using only one joystick, make sure it is plugged into Port #2, and select 1.
• If you are using two joysticks, plug both of them in and select 2. This will allow two players to compete “head-to-head” in cycling, rowing, and fencing.

OPTION 6: SUMMER GAMES I EVENTS (YES or NO)
• If you own SUMMER GAMES I, move the cursor to this option and press the fire button to select YES. This will allow you to compete in 16 different events. The program will prompt you when to insert the SUMMER GAMES I disk.

OPTION 7: 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 8: OPENING CEREMONIES
- Allows you to view the opening ceremonies.

OPTION 9: CLOSING CEREMONIES
- Allows you to view the closing ceremonies.

THE GAMES

TRIPLE JUMP

The stadium is alive with excitement as the athletes prepare to compete in the first track and field event. The triple jump consists of three continuous, fluid actions: the hop, the step, and the jump. Victory in this event requires strength and coordinated, fluid movement!

- Press the fire button to start running down the track.
- When you reach the takeoff line, move the joystick to the RIGHT to begin the “hop.”
- As you land after the hop, move the joystick to the RIGHT again to initiate the “step.”
- As you land from the step, move the joystick LEFT to begin the "jump."
- Finally, push the joystick FORWARD to give yourself a final boost as you fly through the air into the landing pit.

Note: The joystick movements correspond to the movements of your feet. (i.e. Move the joystick RIGHT to jump off from the right foot.)

- Timing is important in this event. You must move the joystick at just the right moment to perform each action correctly.
- The right moment to move the joystick for the takeoff, or hop, is just as you reach the takeoff line.
- The proper time to move the joystick for the step and the jump is just as you land from the previous jump.
- The judges will declare a fault if you move the joystick too late for any of the three actions.
- After each jump, press the fire button to continue play.
- You get three attempts in the triple jump.
- The longest of your three attempts becomes your final score.
- The winner is the player who achieves the greatest distance in a single attempt.

ROWING

Single sculls is the most demanding rowing event in the Games. Alone in your boat, you confront a single opponent in head-to-head competition. Be ready to bend to the oars when the countdown reaches "GO." Keep a steady rhythm going, because a single stroke can mean the difference between victory and defeat!

- When "PRESS YOUR BUTTON" appears on either half of the screen, the player whose name coincides with that part of the screen must press the fire button on his or her joystick. Then, the next player will be asked to do the same. This will begin the countdown.
- When the countdown reaches “GO,”
  begin rowing by moving the joystick to
  the LEFT to pick up your oars, and then
to the RIGHT to push them through the
  water (the stroke).
- Practice in order to get the best rhythm
  for the fastest movement through the
  water.
- Continue rowing by moving the joystick
  LEFT and then RIGHT, alternating the
  rhythm of the oars.
- After the end of the race, press the fire
  button to begin the next event.
- The winner is the rower with the fastest
  final time.

- You get three attempts to throw the
  javelin. Your longest throw will be
  recorded as your final score.
- Press the fire button to continue after
each throw.
- The winner is the player with the long-
est throw.

**EQUESTRIAN**

This is the pinnacle of competition for
horse and rider—a fierce test of skill and
endurance. You must be prepared for
anything, because even a champion thor-
oughbred can fall or refuse to jump. Keep
a tight grip on the reins and watch out:
stone walls can be dangerous!

- Press the fire button when you are
  ready to begin.
- Watch the countdown at the bottom of
  the screen. When it reaches “GO,” push
  the joystick FORWARD to start
  the horse.
- Your horse's speed will increase each
time you push the joystick FORWARD.
- As you arrive at each barrier, move the
  joystick to the RIGHT to make the
  horse jump.
- If you move the joystick too early or
too late, the horse may refuse the
  jump.
- As your horse lands, push the joystick
to the LEFT to prevent him from falling.
- If your horse stops in front of a barrier,
  he has refused to jump.
- Pull the joystick BACK to make the
  horse turn around.
- Go back far enough from the barrier
to build up speed for the jump, then
  push the joystick FORWARD to turn
  the horse around again and continue
  on the course.
- If your horse falls, press the fire button
  once to get back in the saddle and then
  press it again to start the horse.

**JAVELIN**

Soaring in a long, graceful arc, the javelin
brings appreciative cheers when thrown
with power and precision. To win, you
must build up speed on the runway and
choose the right moment to throw. Strive
to release the javelin at the best angle
for distance in flight and you'll make a
record-breaking throw!

- Press the fire button to start running
down the track.
- Keep pressing the fire button to gain
  speed on the runway. The more times
  you press the button, the faster you
  will go.
- As you near the end of the runway,
  move the joystick LEFT to break stride
  and begin your throw.
- As you hold the joystick to the LEFT,
  the javelin will continue to rise. When
  you release the joystick, it will “lock in”
  the angle and begin the throw.
- If you release the javelin too low, your
  throw will have a low arc.
- Releasing the javelin too high will re-
  sult in a high throw and a disappoint-
  ing performance.
- The best angle to release the javelin
  at will be discovered through
  practice.
- If you cross the throwing line, you will
  incur a fault.
- Penalties are assessed for refusals and falls. You are also penalized for exceeding the time limit for the course.
  - 6 points for each time you fall.
  - 20 points for each refusal to jump.
  - 1 point for every second that your time exceeds the optimal time of 50 seconds.
- You can be disqualified if:
  - Your total points from faults and refusals exceeds 99.
  - Your total time exceeds 100 seconds.
- This is a very difficult event. Success requires practice and concentration. Try to anticipate the next obstacle and strive for a smooth transition from one jump to the next.
- The winner of this event is the contestant with the lowest score.

- As you make your approach, move the joystick to control your position and speed:
  - RIGHT to run faster.
  - FORWARD to approach closer to the bar.
  - BACK to widen the angle of your approach to the bar.
- Press the fire button to jump. If you do not press the fire button you will run past the bar. You may then repeat the attempt without penalty.
- Push the joystick FORWARD to flip up and over the bar.
- You get three attempts to clear each height. Three successive failures eliminate you from the high jump competition.
- You may refuse a jump even after you have made one or two attempts at a given height. You will then be able to compete at the next height.
- The bar height is raised after each round.
- The winner of this event is the last player to be eliminated.

HIGH JUMP

A cheer wells up from the crowd as you approach the high-jump bar for your final attempt. Already you have shattered the record. Two and a half meters. Now you are striding toward a bar set even higher. Gather your strength and feel your legs explode as you soar over the bar!

- The display at the bottom of the screen shows the contestant's name and country, and the bar height. The bar begins at the minimum height.
- If you wish to compete at that height, move joystick to the RIGHT. If not, then move the joystick to the LEFT to answer "NO." If all of the players decide not to jump, the bar is raised and the question is asked again.
- After you accept a bar height, the display will read "FIRST ATTEMPT," "SECOND ATTEMPT" or "THIRD ATTEMPT."
- You will now be running toward the high jump on your approach.

FENCING

You need good strategy, flawless timing and lightning reflexes to capture the gold in this event. Try to stay on the attack, but don't ignore your defenses. En garde!

- The fencing competition is a "round-robin" tournament. The names of the first two contestants are displayed on the scoreboard at the bottom of the screen.
- The first player named on the scoreboard is always the fencer on the left of the screen, and the second player is the fencer on the right.
- Press the fire button to salute your opponent and begin the bout.
For defense, move the joystick to try to block your opponent's moves.
To block (parry) your opponent:
- Move the joystick UP or DOWN to position your foil at the same level as your opponent's foil.
- Move your joystick LEFT or RIGHT to position your foil to the extreme left or right.
- Now make a sweeping motion with your foil by moving your joystick in the other direction. If your foil was positioned correctly, you will block your opponent's foil, immobilizing it for a brief moment. You can now thrust to score a hit on your opponent.
- For attacking moves, and to control your fencer's movement on the field of play, press and hold the fire button and then move the joystick:
  - FORWARD to thrust with your foil and recover to a defensive posture.
  - BACK to thrust and advance.
  - LEFT to move left on the playing field, or "fencing piste."
  - RIGHT to move right on the fencing piste.

**Note:** You must return the joystick to the center position before pressing the fire button, or your move will not be recognized.

- A successful thrust scores a hit against your opponent.
- Retreating too close to the edge of the fencing piste will score a hit against you.
- The scoreboard displays the number of hits scored against each fencer.
- The winner of a bout is the player who scores the most hits against his opponent.
- A bout lasts until three minutes have elapsed, or until five hits are made against a fencer.
- If a score is tied at the end of three minutes, a one-minute "sudden death" fence-off begins. The first player to score a hit is declared the winner. If neither player scores a hit during the fence-off, both players are assessed a loss.
- Strategy is crucial in this event. You must try to catch your opponent off guard, parrying and feinting (by pulling back) before thrusting for a hit.

If your blade is parried, you are temporarily defenseless and the only possible move is retreat.
After completing a bout, press the fire button on the joystick in Port #2 to continue.
The winner of the fencing competition is usually the player who wins the most bouts in the tournament. The actual rankings are determined by the number of points awarded for the margin of victory.

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[(Wins - losses) \times 10,000] + 
[(Hits made - Hits against) \times 1,000]
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**CYCLING**

This is an all-out sprint for the finish line. You can’t let up even for a moment, because the margin of victory can be a fraction of a second!

- When “PRESS YOUR BUTTON” appears on either half of the screen, the player whose name coincides with that part of the screen must press the fire button on their joystick. Then the next player will be asked to do the same. This will begin the countdown.
- When the countdown reaches “GO,” begin pedaling.
- To pedal your bicycle, rotate your joystick in a clockwise circular motion.
- Watch the pedals of your bicycle. You must move the joystick in the same direction.
- A rotating arrow display also indicates the direction in which you should be moving the joystick at all times.
- To maintain speed, match the position of your pedals (or the arrow display) as you rotate the joystick.
- To go faster, lead the pedals (or the arrow) with your joystick. Be careful—if you lead too far, your cyclist may stop pedaling!
After completing the race, press the fire button to continue. The winner of this event is the player who finishes the race in the shortest time.

KAYAKING

Kayaking involves speed, determination, and planning. Handling your boat properly throughout the course is going to take your last ounce of effort!

Press the fire button when you are ready to begin.
Each time you move the joystick, your kayaker will paddle once in the direction indicated:
• FORWARD to go forward.
• BACK to back up.
• LEFT to turn left.
• RIGHT to turn right.

For example, if you want to paddle forward twice, push the joystick FORWARD and release it. Your kayaker will paddle once. Now push the joystick FORWARD again. Your kayaker will paddle a second time.

Note: If you hold the joystick in one direction, your kayaker will not keep paddling. You will paddle only once each time you push the joystick.

You must go through each gate properly to negotiate the course without incurring penalties.
To go through a gate properly, you must always keep the red marker on your left.
There are three types of gates:

DOWNSTREAM NORMAL: This gate has a red marker on the left and a blue marker on the right. Face forward as you go through this gate.

DOWNSTREAM REVERSE: This gate has a yellow marker on the left and a red marker on the right. You must turn your kayak around and go through this gate backwards. (Red marker will be on your left as you pass through.)

UPSTREAM: This gate has a blue marker on the left and a red marker on the right. Go around this gate and pass through it in the opposite direction facing upstream. Then turn your kayak around, go around the markers (don't go through them again) and continue to the next set of gates. Do not paddle through the gate backwards or you will incur a penalty.

You receive a 20-second penalty each time you miss a gate or go through a gate the wrong way. Penalties are also assessed if you go through the same gate more than once. (You will hear a beeping noise each time you incur a penalty.)

When you complete the course, a recap screen will display the gates you missed, completed, or went through incorrectly, as well as your total time. To improve your score, try to anticipate each gate and position your kayak accordingly. Always be thinking a gate or two ahead, and don't be afraid to paddle backwards to get into position (a missed gate is worse than a couple of seconds of lost time).

After completing the course, press the fire button to advance to the next event. The winner of this event is the player who completes the course with the fastest time (including penalties).
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 II events, a Grand Champion of the games is selected based on the number of medals 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 honored as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event.

CLOSING CEREMONY
Following the awards ceremony for the final event, a thrilling Closing Ceremony brings the games to an end. Daredevil jet rocket flyers zoom across the arena, fireworks light up the sky, and the famous EPYX blimp flies across the stadium, closing out another exciting edition of SUMMER GAMES II.

WORLD RECORDS
If a world record is achieved in any event, the name of the record-breaking player is saved by the SUMMER GAMES II program. 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 SUMMER GAMES II at any time, press RUN/STOP and RESTORE at the same time. The program will return to the main menu. You may be instructed to change disks at this time.
1984 MEDALISTS

CYCLING

Individual Road Race
GOLD—Alexi Grewi, United States
SILVER—Steve Bauer, Canada
BRONZE—Dag Otto Lautzen, Norway

Women’s Individual Road Race
GOLD—Connie Carpenter, United States
SILVER—Rebecca Twigg, United States
BRONZE—Sandra Schumacher, W. Germany

EQUESTRIAN

Individual Jumping
GOLD—Jose Fargis, United States
SILVER—Conrad Homfeld, United States
BRONZE—Heidi Robbiano, Switzerland

Individual Dressage
GOLD—Reiner Klimke, W. Germany
SILVER—Anne Grethe Jensen, Denmark
BRONZE—Heidi Robbiano, Switzerland

FENCING

Men’s Individual Foil
GOLD—Mauro Numa, Italy
SILVER—Matthias Behr, W. Germany
BRONZE—Stefano Cerioni, Italy

Women’s Individual Foil
GOLD—Luan Juije, China
SILVER—Cornelia Hanisch, W. Germany
BRONZE—Dorina Vaccaroni, Italy

HIGH JUMP

Men’s High Jump
GOLD—Dietmar Mogenberg, W. Germany
SILVER—Patrik Sjoberg, Sweden
BRONZE—Zhu Jianhua, China

Women’s High Jump
GOLD—Ulrike Meyfath, W. Germany
SILVER—Sara Simeoni, Italy
BRONZE—Joni Huntley, United States

JAVELIN

Men’s Javelin
GOLD—Arto Harkoenen, Finland
SILVER—David Ottley, Great Britain
BRONZE—Kenth Eldebrink, Sweden

Women’s Javelin
GOLD—Tessa Sanderson, Great Britain
SILVER—Tina Lillak, Finland
BRONZE—Fatima Whitehead, Great Britain

KAYAKING

500 M One-Man Kayak
GOLD—Ian Ferguson, New Zealand
SILVER—Lars Erik Moberg, Sweden
BRONZE—Bernard Bregeon, France

500 M One-Woman Kayak
GOLD—Agneta Andersson, Sweden
SILVER—Barbara Schulter, W. Germany
BRONZE—Annemiek Derckz, Netherlands

ROWING

Single Sculls
GOLD—Pertti Karpinnen, Finland
SILVER—Peter-Michael Kolbe, W. Germany
BRONZE—Robert Mills, Canada

Women’s Single Sculls
GOLD—Vakerue Racila, Romania
SILVER—Charlotte Geer, United States
BRONZE—Ann Haesebroek, Belgium

TRIPLE JUMP

Men’s Triple Jump
GOLD—Al Joyner, United States
SILVER—Mike Conley, United States
BRONZE—Keith Conner, Great Britain
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FLYING IS ONLY HALF THE STORY.

- Features Realistic Flight and Combat Simulation
- Includes Take-Offs, Landings, and Aerial Dogfights
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COMPUTER SOFTWARE

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