

EPYX®

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# THE GAMES



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Apple® II and  
Compatibles

128K Required  
Double Hi-Res

DISK 19503D



OFFICIAL  
U.S.O.C. LICENSED  
PRODUCT

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THE 1988 U.S. OLYMPIC TEAM GAME



**It's the next best thing to being there.**

These seven events, modeled after the official Calgary competition, put you right there in the Canadian Rockies competing against the fastest and strongest athletes in the world.

## Going for the gold takes endurance...

The easy part ends after the Calgary opening ceremonies. After that you'll sweat icicles in the cross-country competition. Slice through ice in the oval-track speed skating event. And with burning muscles, you'll make a self-styled figure skating routine look easy.

## ...and daring.

You'll cruise the luge at 95mph with only a fiberglass board and some razor sharp blades between you and a rock-hard chute of ice. To get downhill to the gold you'll have to ski over 70 mph—without hitting any flags. And you'll taste the Calgary stratosphere as you freefall down a 90 meter ski jump, ride the wind and touch down on white concrete. Do it better and faster than anyone else and you've got the gold!

- ▶ **Seven events created with input from former U.S. Olympic Team athletes: Downhill Skiing, Slalom, Luge, Figure Skating, Ski Jump, Cross-Country Skiing and Oval-Track Speed Skating.**
- ▶ **Unique camera-angle views capture your performance. And in the downhill event you can set up cameras all over the course!**
- ▶ **Opening, closing and awards ceremonies take place in the Canadian Rockies depicting actual Calgary pageantry.**
- ▶ **Up to eight can play at once, each competing for the country of their choice.**



**Downhill: Don't sweat it. Jump out of the starting gate and fly down the mountain. Cameras are rolling.**



**Luge: Make fast tracks down an icy tube. Just make sure you bring the luge with you all the way.**



**Figure Skating: Carve-out a gold medal with a rigorous routine of your own design.**

\*Screens from Commodore 64®/128™ version of the game. Authorized Pursuant to 36 U.S.C. Section 380. © 1988 Epyx, Inc.

Rating:



**Epyx Coding:** Epyx games are coded to indicate the degree of emphasis on "Action," "Strategy," or "Learning."



Action



Strategy



Learning



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# The Games — Winter Edition

## Command Card

### for the Apple® II series

Read *The Games — Winter Edition* instruction manual for loading and general gameplay instructions. Read this command card for keyboard controls and variations from the manual for the Apple II version of the game.

## Loading and Start Up

**Disk Swapping** *The Games — Winter Edition* for the Apple II uses five sides of three disks. Follow the on-screen prompts to load a particular side of a disk.

**Music** Music options mentioned in the manual are not available for the Apple II version.

## The Options

If you select Option 1, 2, or 3, you can enter the names and countries of each contender. Enter the contenders' names and countries as described in the manual. (You cannot clear all names from the screen.) After all your selections are made, press **Return**.

Select Option 5 to change joystick or keyboard control.

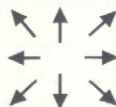
## Keyboard and Joystick Controls

You can use either keyboard or joystick controls to play *The Games — Winter Edition*. The diagram below shows keyboard and joystick equivalents:

### Keyboard

U I O  
J L  
M , .

### Joystick



Open Apple key  
Closed Apple key  
Spacebar or K

=  
=  
=

Fire Button 0  
Fire Button 1  
Joystick Center

**At the starting gate** Press fire button 0.

**Flip** Hold down fire button 0.

## Slalom

Select one of the four courses. Two of the courses are long; two are short. One of the long courses has evenly spaced flags, and the other has flags spaced at varying distances. The same is true for the short courses.

## Winning Tips

Stay as close to the flags as possible to reduce your distance and time.

If the flags are spaced evenly on the course, build up a tight rhythm.

If the flags are not spaced evenly, learn the course and plan your moves.

**Note:** Pressing the fire button does not increase your speed.

## The Ski Jump

**To go into landing position** When your feet cross the slope, press fire button 0. Then push the joystick handle to the left until your body is at a 45-degree angle.

## Cross Country Skiing

**Selecting the track** Move your joystick handle up or down to choose your track length.

**Beginning** Only one skier appears on the screen.

An even rhythm works best when moving the joystick handle in time with the skier's legs.

**EPYX®**

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**THE GAMES  
WINTER EDITION**



**Disk A**

**for the Apple II® and Compatibles**

Authorized pursuant to 36 U.S.C., Section 380

Part#19503DA-74

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**THE GAMES  
WINTER EDITION**



**Disk B**

**for the Apple II® and Compatibles**

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Part#19503DB-74

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**THE GAMES  
WINTER EDITION**



**Disk C**

**for the Apple II® and Compatibles**

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