EPYX

WINTER GAMES

INSTRUCTION MANUAL

for the Atari 2600™, 7800™, and Sears Tele-Games® Video Arcade™ systems

INTRODUCTION

WINTER GAMES® is a series of seven exciting competitive events. Up to eight players can enter this international contest, each choosing a country for which to compete (no two players can choose the same nation to represent).

The object is to see your country come out on top. You'll compete in pure speed events like skating and in speed-and-control events like slalom, biathlon, bobsled and luge. You'll test your skill against competitors in distance and style events like ski jumping and hot dog skiing. You'll win by scoring the fastest time or by earning the most points. And the nation that wins the most events takes home the gold medal!

GETTING STARTED

- Set up your video game console and plug in the cartridge.
- Turn the power switch on.
- Be sure to set the left difficulty switch correctly as described below (see Switches).

SWITCHES:

- The *left difficulty switch* controls the number of joysticks. Position **A** = two joysticks; **B** = one joystick. If you wish to play head-to-head with your opponent and have two joysticks, select position A otherwise flip the switch to B.
- Control single-player games (against the computer) with the *left* joystick.
- **SELECT** sends you into practice mode, allowing you to cycle between events. Practice in single joystick mode. You'll remain in an event until you press **SELECT** once more.
- **SELECT** also returns you to the country-select menu, from which you may start competing.
- **RESET** lets you restart a game from the middle, but transfers you into practice mode.
- Holding **SELECT** down and pressing **RESET** returns you to the country-select menu.
- The *right DIFFICULTY* and *TV TYPE* switches should be ignored.

STARTING PLAY

WINTER GAMES begins as the title screen appears. From the title screen you will move to the country-select menu by pressing the **FIRE BUTTON** or waiting for the music to end. The country-select menu is a list of eight eligible countries: the U.S.A., USSR, U.K., Japan, Canada, France, Norway, and Sweden.

Highlight the country of your choice by moving the cursor up and down with the joystick. Press the **FIRE BUTTON** to select the highlighted country. If you change your mind after you've made your selection, re-highlight the country you selected and press the **FIRE BUTTON** again. You will then be able to select a new country name from the list. When you have selected your roster of competing countries, move the cursor to "*Done*" and press the **FIRE BUTTON**. The first event's title will appear on the screen.

Events are announced on a screen showing the name of the competing countries and the event's name. Press the **FIRE BUTTON** to enter the event; press the **FIRE BUTTON** again to start the event. If you fault during play, the event will replay up to three times (you can only fault in certain events). When a country finishes an event, the event title screen returns with the name of the next nation to compete. When all competitors have completed an event, the next event begins. The order of competing nations stays the same throughout the series of events.

THE GAMES

SLALOM

In SLALOM, the object is to make the best time down the course while skiing through the gates (marked by a pair of flags). The **FIRE BUTTON** sets your skier on his way. You control his motion by moving the joystick *left* or *right*. Turning will help you to slow down. There's a three-second penalty each time you miss one of the 36 gates on the course and a warning sound lets you know you missed. Avoid hitting any object or person on your way down the slope because they will slow you down considerably! Penalty seconds are added to your time when you complete the run.

BOBSLED

In the two-man bobsled event, the object is to finish in record time. Press the **FIRE BUTTON** to start. Try to complete the winding course as quickly as you can -- keeping the sled under control on the banked turns. Push the joystick *left* or *right* to control the bobsled's direction. Steer into the turns (try to stay off the walls or you'll lose speed and control of the sled). And remember there aren't any brakes on your sled! To speed up the sled, 'bob' the joystick up and down in rhythm, keeping in mind that high speed makes banking on the turns a real challenge. You can monitor sled speed by the speed indicator at the bottom of the screen (the wider the bar, the faster you are going). Each team is allowed three tries to finish this event. Good Luck!

SKI JUMP

This challenging distance event demands your fullest concentration. When you see your jumper at the gate, press the **FIRE BUTTON** and he'll begin his run down the slope. When he passes the yellow flag near the bottom of the take-off run, press the **FIRE BUTTON** to launch him. The longer you wait to press the **FIRE BUTTON** the farther you will go, but be careful not to press it too late!

A split-screen will show your jumper's position and the hill below. You'll get the most distance by maintaining a stable diagonal position throughout the "flight." During flight: move the joystick *forward* to raise his ski tips, *back* to drop them. Push the joystick *left* and *right* to maintain your jumper's body position. Maintain control of both jumper and his skis to extend his flight -- and to land him safely. Each jumper has three attempts to out-distance his opponents. Distance jumped will appear on the screen when he's landed safely.

BIATHLON

This combination skiing-and-shooting event begins with cross-country skiing down a hill. Press the **FIRE BUTTON** to start and move the joystick *left* and *right* in rhythm. Keep pace with the red heart at the bottom of the screen for fastest skiing. When you finish the skiing course, a shooting range replaces the ski slope. There are five targets in each set. Cock your rifle by moving the joystick *down*, then *up*. Sight your target and press the **FIRE BUTTON** to shoot. Remember you're participating in an event where time is important so shoot quickly, but carefully (there is a 5-second penalty for each target missed).

When you are finished on the rifle range, the skiing screen returns and you must ski back up the course. At the top of the course you'll shoot again at the rifle range. Ski downhill again and return for a final try at the rifle range. Ski to the rifle range and shoot each target (three sets of five targets for a total of 15 targets) as quickly as possible. The competitor with the fewest number of misses wins the event.

SPEED SKATING

In this event, the first skater to reach the finish line will earn the best score. At the start you will have the READY/SET/GO sequence. Move the joystick *left* and *right* in rhythm to gain speed. Your time will be displayed in the center of the screen on the time indicators.

Notes:
- SKATING has a computer opponent when played alone.
- The *left* joystick controls the top player and the *right* joystick controls the bottom player.

HOT DOG

In this ski acrobatics event, jumpers compete one at a time. The aim is to pile up points by performing as many tricks as possible in the time allotted. Press the **FIRE BUTTON** to start down the slope. Unlike the *SKI JUMP* event, you don't need to press the **FIRE BUTTON** again to jump. Choose your jumper's tricks by moving the joystick in one of the four possible directions: *forward* for a "daffy"; *right* for a forward flip; *back* for a "swan"; *left* for a backward flip. Press the **FIRE BUTTON** to turn your jumper around but remember to press the **FIRE BUTTON** again before landing. Each trick has its own point score, based on the degree of difficulty,* and the points accumulate as each trick is successfully performed. You also earn points, and a greater cumulative score, for each flip or turn (backward or forward) you perform while in flight.

*SCORING

TRICK	UNTURNED	BKWRD	UPSDE-DN	UPSDE-DN/BKWRD
HALF FLIP	0.6	0.9	----	----
DAFFY	1.0	1.5	2.0	3.5
SWAN	0.6	0.9	1.2	2.1

Your jumper must land facing forward, right side up - or he crashes and faults. After landing, you may press the **FIRE BUTTON** upon passing the yellow flag - and get **1.0** for a standing daffy (but you might not want to take the risk!). Each jumper has three tries to earn the best score.

LUGE

LUGE is similar to the BOBSLED event. The central difference in this speed event is that you won't have a partner to help you steer your sled down the chute. One man takes the luge down a special luge chute designed for speed. Zip along the track, braking as you go by pressing the **FIRE BUTTON**. (The ''bobbing'' option doesn't exist in luge.) Use the same *left-right* motions on the joystick as in the bobsled event to choose the direction of your turn. You will have three tries to make it quickly, and safely down the chute.

SCORING

Awards Ceremony
After every event, the countries of the top three competitors are listed in the order they placed. The country name of the Gold Medal winner appears at the top of the screen.

Champion Ceremony
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	= 2 points

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.

Notes

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IT TAKES A SPECIAL KIND OF ATHLETE TO COMPETE IN THE GAMES.

- Seven Hotshot Events: Gymnastics, Hurdles, Swimming, Skeet Shoot, 100 meter Dash, 100 meter Relay, and Rowing.

- Play for one of the Super Powers: U.S.A., Russia, U.K., Japan, and more...

- One to eight players in individual and head-to-head competitions.

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