

WORLD GAMES[™]

For the Apple II[®]GS[™]

Please refer to the Apple II[®] manual for the introduction, objective and playing instructions. This card will explain any differences between the Apple II and the IIGS versions.

Loading Instructions:

- Set up your Apple IIGS home computer as shown in the owner's manual.
 - If you're using a joystick, plug the joystick in as shown in the owner's manual. If there are multiple players, each player can choose to play with the keyboard or joystick. The program will check before each player's turn to determine which controller was selected. If the keyboard is being used, players can take turns using the **I, J, K, M** keys (the number keys or the *cursor arrow* keys also work). The Solid Apple **OPTION** key functions as the **FIRE BUTTON**.
- Note:** the only exceptions are Log Rolling and Sumo Wrestling in which one player may use the joystick and the other may use the keyboard.
- Insert the WORLD GAMES disk into the drive, label facing up, cutout pointing toward the back.
 - Turn ON the computer. The program will AUTOBOOT.
 - After a few seconds, the title screen will appear.

Important:

U I O	7 8 9	↑	↑
J K L	= 4 5 6 =	←	→
N M ,	1 2 3	↙	↘

Also note that through out the manual, where ever it tells you to press the **FIRE BUTTON**, you can also use the **OPTION** key on the keyboard (instead of RETURN).

Option 7: SOUND ON/OFF (page 3) is not included on the IIGS version of WORLD GAMES.

Events: (Different from the manual)

Slalom Skiing

- To start skiing down the course, press the **FIRE BUTTON (OPTION key)**.
- Control your skier's turns by moving the joystick **LEFT** or **RIGHT** (or by pressing keys **J** or **K**) to turn left or right.
- Press and hold the **FIRE BUTTON (OPTION key)** before moving the joystick in order to increase your speed and turning sensitivity (how sharply you turn). Release the **FIRE BUTTON (OPTION key)** to resume normal sensitivity.
- Complete the course by passing through each gate. A gate is two flags of the same color - you must pass between each pair of flags.
- The gates alternate colors, so you must ski between blue flags, then red flags. Missing a gate adds a five second penalty.

Scoring and Strategy are the same as shown in the manual.

Log Rolling

- 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 (OPTION key)** to begin the event. The next player does the same.
- To move the lumberjack's legs, continuously move the joystick **LEFT** and **RIGHT** (or keys **J** and **K**). Stay in rhythm with the log or you may lose your balance.
- To slow the rolling of the log from forward or backward, and change its direction, press the **FIRE BUTTON (OPTION key)** while running.
- Each player is allowed three attempts.

Scoring and Strategy are the same as shown in the manual.

Caber Toss

- To run with the caber, move the joystick **LEFT** and **RIGHT** (or press keys **J** and **K**) in rhythm with the athlete's feet. To gain speed, increase the tempo of the rhythm smoothly. Avoid running past the white line. If you do, you will drop your caber (automatically judged a Fault).

- To plant your feet and throw the caber, *press and hold* the **FIRE BUTTON** (or *press and hold* the **OPTION key**).
- As the caber pivots in your hands, *release* the **FIRE BUTTON** (or *release* the **OPTION key**) to complete the throw. If you release too soon or too late, the caber may not flip correctly.

Scoring: A toss is measured from the white line to the tip of the caber that touches the ground first, and the caber must flip over completely for a legal toss. The toss that travels the farthest distance wins the event.

Strategy: When you start out, the caber will be tilting forward. As it continues to rotate forward, walk towards the white line, keeping the caber tilted forward a bit. When you are close to the white line, start running with maximum speed until the caber is almost in a vertical position. Before the white line, plant your feet and let the caber rotate forward a little again, then release the **FIRE BUTTON** (or release the **OPTION key**).

Sumo Wrestling

- Press the **FIRE BUTTON (OPTION key)** to begin the event and go into the crouch.
- Control your wrestler by repeatedly moving the joystick or pressing the keys as indicated for the wrestling moves (see page 11 in the manual for diagrams of wrestling moves).
- Press and hold the **FIRE BUTTON (OPTION key)** to attempt to grasp your opponent's belt. Then perform one of the moves (see page 11 in the manual) by repeatedly moving the joystick (or keys) while continuing to hold the **FIRE BUTTON (OPTION key)** down.
- The computer maintains stamina and balance factors for each wrestler.
- Release the **FIRE BUTTON (OPTION key)** to 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.

Continuing Play

To restart **WORLD GAMES** at any time, *press and hold* the **CONTROL**, **OPEN-APPLE**, and **RESET** buttons simultaneously. The program will reboot to the beginning of the game.

EPYX

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



- Select one of eighteen different countries to represent and listen to their national anthems.
- Watch the fascinating opening and closing ceremonies.
- Play against the computer or with seven other players.
- **Winter Games:** includes Bobsled, Figure Skating, Hot Dog Aerials, Freestyle Skating, Ski Jump, Speed Skating, and Biathlon.
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PROOF-OF-PURCHASE
EPYX
PRODUCT NO.
19003D



INSTRUCTION MANUAL

for Apple II® home computers

Game Program by Designer Software

Part No. 19003D-60

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 four hundred-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, orneriest bull in the wild west.

The brand new challenge of eight international events. The glamor of visiting exotic locales. World-class competition reaches new heights of drama, color 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 colorful 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

Practice each event first to sharpen your skills. Then choose your options for competition and let the games begin. You may represent any of eighteen countries as you 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.

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 Apple II® home computer as shown in the owner's manual.
 - If you're using a joystick, plug the joystick in as shown in the owner's manual. If there are multiple players, they must take turns using a single joystick or, if the keyboard is being used, they must take turns using the **I, J, K, M** keys.
- Note:** *the only exceptions are Log Rolling and Sumo Wrestling in which one player may use the joystick and another may use the keyboard.*
- Insert the WORLD GAMES disk into the drive, label facing up, cutout pointing toward the back.
 - Turn on the computer. The program will AUTOBOOT.
 - After a few seconds, the title screen will appear.

STARTING PLAY

When the WORLD GAMES title screen appears, press the **FIRE BUTTON** (RETURN key) to load the menu screen. The WORLD GAMES menu offers a choice of seven options for practicing and competing in the events. You can make a selection any of the following ways: 1) use your joystick to move the cursor to one of the options and then press the **FIRE BUTTON**; 2) use the keyboard (**I, J, K, M** keys) and the **RETURN** key or; 3) use the cursor keys (**↑ ↓**) and the **SPACE BAR**.

Note: cursor controls are unavailable during regular game play.

OPTION 1: Compete in All 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.

- Enter your name(s) on the keyboard and press **RETURN**. (To return to the menu, press **RETURN** without entering name(s)).
- To choose your country, use the joystick, keyboard (**I, J, K, M**) or cursor keys (**↑ ↓**) to move the cursor to the flag of your choice, then press the **FIRE BUTTON**, **RETURN** key or **SPACE BAR** to make the selection.
- Repeat the name and country selection for each additional player (up to eight). When all players' names and countries are entered, press the **RETURN** key.
- A verification screen appears. If all names and countries are correct, select **YES** with the joystick, keyboard or cursor keys, and then press the **FIRE BUTTON**, **RETURN** key or **SPACE BAR**. To delete names and start again, select **NO** with the joystick, keyboard or cursor keys.

OPTION 2: Compete in Some Events

Similar to OPTION 1, but you compete only in the events you select.

- Select the event(s) by using your joystick, keyboard or cursor keys and pressing the **FIRE BUTTON**, **RETURN** key or **SPACE BAR**.
- The events you select will be displayed in white.
- When you're finished selecting the events, move the cursor to the word **DONE** and press the **FIRE BUTTON**, **RETURN** key or **SPACE BAR**.

OPTION 3: Compete in One Event

Similar to OPTIONS 1 and 2, but you compete only in the event you select.

- Use the joystick, keyboard or cursor keys to choose the event, then press the **FIRE BUTTON**, **RETURN** key or **SPACE BAR**.

OPTION 4: Practice One Event

- Use the joystick, keyboard or cursor keys to choose the event, then press the **FIRE BUTTON**, **RETURN** key or **SPACE BAR**.

Note: No scoring records are kept during practice rounds

OPTION 5: 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**, **RETURN** key or **SPACE BAR** to return to the menu.

OPTION 6: Include Travelogue

Displays the location and description of each event before you compete.

- Press the **FIRE BUTTON**, **RETURN** key or **SPACE BAR** to select **NO** if you don't want to see the descriptions. Select **YES** if you would like to read them before each event.

OPTION 7: SOUND ON/OFF

Allows you to turn the sound on or off.

- Press the **FIRE BUTTON**, **RETURN** key or **SPACE BAR** to toggle sound off. Press again to toggle sound back on.

THE GAMES

Note: in the following pages, keyboard users should follow the instructions set in parentheses after each joystick instruction.



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 practice rounds**, select the type of lift by moving the joystick **FORWARD** or **BACK** (or by pressing keys **I** or **M**). Press the **FIRE BUTTON** (**RETURN** key) 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** and press the **FIRE BUTTON** to continue (or press keys **J** or **K** and the **RETURN** key).
- A total of three attempts at each type of lift are allowed for each player in the weightlifting 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** (press **M**).
- To begin lifting the bar, push the joystick **FORWARD** (press **I**).
- During the lift, pull the joystick **BACK** (press **M**) to drop underneath the bar and "snatch" it over your head.
- To stand up from the squatting position, push the joystick **FORWARD** (press **I**).
- When two or more judges' lights in front of the platform turn white, pull the joystick **BACK** (press **M**) 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** (press **M**).
- To begin lifting the bar, push the joystick **FORWARD** (press **I**).
- During the lift, pull the joystick **BACK** (press **M**) 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** (press **I**).
 - To "jerk" the bar above your head, pull the joystick **BACK** again (press **M**).
 - To straighten your legs and complete the lift, push the joystick **FORWARD** (press **I**).
 - When two or more judges' lights in front of the platform turn white, pull the joystick **BACK** (press **M**) 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 200 kg. 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 practice. Practice, practice, practice.
- 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 50 kg. 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 300 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** and press the **FIRE BUTTON** (or press keys **J** or **K** and the **RETURN** key) to continue.
 - Your skater appears on the ice ready to start. Press the **FIRE BUTTON** (**RETURN** key) to begin skating.

- To move the skater's legs, move the joystick **LEFT** and **RIGHT** (or use keys **J** and **K**), alternating in rhythm with the movement of the skater's legs.
- To skate faster, maintain your joystick movements or keystrokes in rhythm with his legs.
- To jump, press the **FIRE BUTTON** (**RETURN** key). The flag indicates a good take-off point for most jumps.
- To prepare for landing, pull the joystick **BACK** (press **M**).
- Each player is allowed three attempts.

SCORING: The winner is the skater who clears the greatest number of barrels in one of his attempts and lands successfully.

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 **I** or **M**). Press the **FIRE BUTTON** (**RETURN** key) to prepare for the dive.
- Your diver will appear on the ledge you selected. Press the **FIRE BUTTON** (**RETURN** key) to start the dive.
- To arch your back during the dive, push the joystick **FORWARD** (press **I**).
- Before you enter the water, pull the joystick **BACK** (press **M**) to straighten out and complete the swan dive.
- To avoid hitting the bottom surface under the water, move the joystick **LEFT** (press **J**) 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 **FORWARD**, **LEFT**, **RIGHT** or **BACK** (or holding down the **I**, **J**, **K**, or **M** keys) 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 mph in the slalom.

- To start skiing down the course, press the **FIRE BUTTON** (**RETURN** key).
- Control your skier's turns by moving the joystick **LEFT** or **RIGHT** (or by pressing keys **J** or **K**) to turn in that direction.
- Press and hold the **FIRE BUTTON** before moving the joystick (or press and release the **RETURN** key before pressing the appropriate keyboard key) in order to increase your speed and turning sensitivity (how sharply you turn). Release the **FIRE BUTTON** (or press and release the **RETURN** key again) to resume normal sensitivity.
- Complete the course by passing through each gate. A gate is two flags of the same color—you must pass between each pair of flags.
- The gates alternate colors, 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. 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 (RETURN key)**. The next player does the same. This begins the event.
- To move the lumberjack's legs, continuously move the joystick **LEFT** and **RIGHT** (or use keys **J** and **K**, pressing the **RETURN** key in between keystrokes in order to change direction). Stay in rhythm with the log or you may lose your balance.
- To slow the rolling of the log from forward or backward, and change its direction, press the **FIRE BUTTON (RETURN key)** while running.
- Each player is allowed 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 rhythm 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 rodeo, a sport born 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 which bull you want to ride, move the joystick **FORWARD** or **BACK** (or press keys **I** or **M**). The bulls are named (from easiest to hardest) Ferdinand, Elmer, Bob, Tornado and Earthquake.
- Press the **FIRE BUTTON (RETURN key)** to start the event.
- To stay on the bull respond to the his movements as follows:
 - **BUCK:** If the bull is bucking, move the joystick **LEFT** or **RIGHT** (or press keys **J** or **K**) in the direction the bull is moving.
 - **SPIN:** Pull the joystick **BACK** (press **M**) to stay on the bull when it's spinning around.
 - **HALT:** Move the joystick **LEFT** or **RIGHT** (or press keys **J** or **K**) in the *opposite* direction that the bull is moving. (i.e., if the bull faces left move the joystick **RIGHT** or press **K**).

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 practice 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 during practice mode:

- Move the joystick **FORWARD** (press **I**) for a 360° spin. The bull makes a full circle.
- When the joystick returns to the **CENTER** position (or the **I** key is released) the bull bucks and runs.

- Move the joystick **FORWARD** with the **FIRE BUTTON** pressed (or press *and release* the **RETURN** key and *then* press **I**) for a 540° spin. The bull spins through a circle and a half.
- Move joystick **BACK** (press **M**): 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 small 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** (or press keys **J** and **K**) in rhythm with the athlete's feet. To gain speed, increase the tempo of the rhythm smoothly.
- To plant your feet and throw the caber, press and *hold* the **FIRE BUTTON** (or press *and release* the **RETURN** key).
- As the caber pivots in your hands, *release* the **FIRE BUTTON** (or press *and release* the **RETURN** key again) 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 usually win the event. Be careful not to run any farther than necessary to build up your speed—long runs with the heavy caber will only sap your strength.

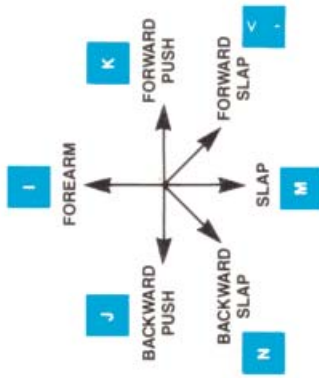


Sumo Wrestling

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 ceremonies, the contestants throw salt to purify the ring. Japanese boys must weigh 160 pounds at the age of 13 to enter sumo apprenticeship, and today's professional sumo wrestlers often weigh 400 pounds.

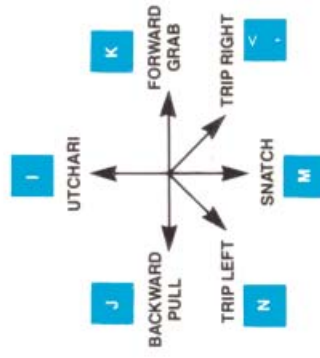
- Press the **FIRE BUTTON** (**RETURN** key) to begin the event and go into the crouch.
- Control your wrestler by repeatedly moving the joystick or pressing the keys as indicated for the following wrestling moves:

No Fire Button



- Press and *hold* the **FIRE BUTTON** (or press and *release* the **RETURN** key) 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 **FIRE BUTTON** down (or by pressing the appropriate keys repeatedly).

With Fire Button



- The computer maintains stamina and balance factors for each wrestler.
- *Release* the **FIRE BUTTON** (or press and *release* the **RETURN** key again) to 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.

Note: The diagrams shown above are for the wrestler on the **left** side of the ring. If your wrestler is on the **right** side, all directions are flipped according to the direction he is facing (i.e. a **FORWARD GRAB** or **PUSH** would be executed by moving the joystick to the **LEFT** (or by pressing the **J** key)).

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 (RETURN** key) pressed, be sure to release the button (or press **RETURN** again) at the proper time to complete the move successfully. You can learn the timing through practice. Also keep in mind that the 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 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 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 honored 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 **CONTROL** and **RESET** buttons simultaneously. The program will reboot to the beginning of the game.