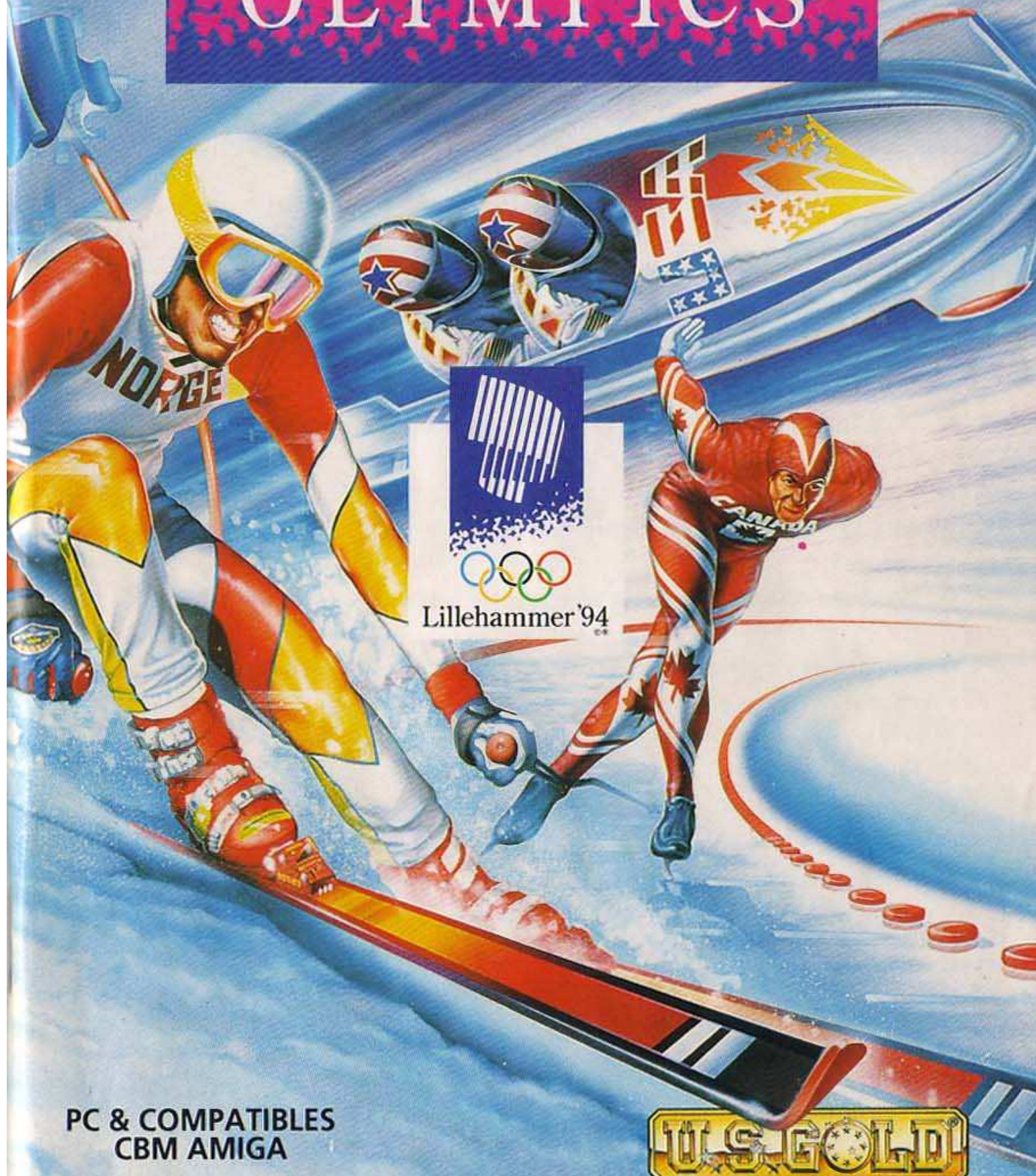


# W i n t e r OLYMPICS



PC & COMPATIBLES  
CBM AMIGA

U.S. GOLD!







## Table of Contents

The Olympic Winter Games in Lillehammer .....	2
Winter Olympics .....	2
System Requirements (PC & Compatibles) .....	3
Installing the Game (PC & Compatibles) .....	3
Starting the Game .....	4
Controls .....	4
Options .....	5
System Requirements (CBM Amiga) .....	5
Installing the Game .....	5
Starting the Game .....	5
Controls .....	6
Options .....	6
Copy Protection .....	6
Main Selection .....	6
Player Selection .....	7
Event Selection .....	7
Skill Level .....	8
Opening Ceremony .....	8
Biathlon .....	8
Downhill .....	9
Super-G .....	9
Giant slalom .....	10
Slalom .....	10
Ski jumping .....	10
Bobsleigh .....	11
Luge .....	11
Short track speed skating .....	11
Medal Table .....	12
Closing Ceremony .....	12
Limited Warranty .....	12
Trouble Shooting (PC & Compatibles) .....	12



# **The Olympic Winter Games in Lillehammer**

Lillehammer, a small town situated 100 miles north of Oslo in Norway, has invited the World to join them for the XVII Olympic Winter Games to be held from the 12th to the 27th February 1994. It will be 70 years since the first Olympic medals for winter sports were awarded in Chamonix, and 42 years since the Games were last held in Norway.

## **Winter Olympics**

Sixteen of the world's leading sporting nations have come together on your PC to compete in the XVII Olympic Winter Games. You and three friends may compete against each other and some of the best computer controlled athletes in the world to be awarded the ultimate accolade - an Olympic Gold medal. You may compete in 14 disciplines, covering 6 Olympic sports in the full or mini Olympics, or practice a single discipline. The featured sports are:

- **Alpine**
- **Bobsleigh**
- **Luge**
- **Biathlon**
- **Short track speed skating**
- **Ski Jumping**

All the sports are based around the actual venues and incorporate scenery found in and around Lillehammer. In the Short track speed skating, two competitors may battle it out against each other on screen at the same time.



## System Requirements: PC & Compatibles

The minimum system requirements for this game are:

640k of RAM

VGA

DOS 3.3 or greater

A Hard Drive

In addition to the basic system requirements, you must have 8 megabytes of space free on your hard drive and at least 593,920 bytes of free RAM.

**Note:** The hard disk size and the system's total available memory have no bearing on the amount of free RAM.

To check your free RAM, type CHKDSK from within the DOS directory. The free RAM will be listed as "BYTES FREE" at the bottom line of the CHKDSK display. Compare the listed amount of free memory required by the game.

If your amount is lower than the game requires, read the instructions given under the "Memory" section of this manual.

## Installing the Game: PC & Compatibles

Your Winter Olympics package should contain: two high density 3.5" disks, one instruction manual and one souvenir brochure.

**Note to purchasers of the PC version of this game.** A CD-ROM version is available as a disk upgrade option on this program for a special price of £7.50 including postage and packing. To take advantage of this offer please return the original disks contained in this package to U.S. Gold Limited., Customer Services Department., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. You will need to check whether the program is compatible with your system before purchase.

The floppy disks supplied with the game are in a compressed form, and must be installed before commencing play.

- To install the game, place Disk 1 only in the A: or B: drive. Ensure this drive is the active drive. E.g. to make drive A the active drive, type A: then Enter/Return.
- Type INSTALL and press Enter/Return.
- Follow the on-screen prompts.

## Starting the Game: PC & Compatibles

- Boot your system normally with DOS 3.3 or greater.
- Be sure that the hard disk containing the game is the active drive.
- Change the current directory to the game's directory.

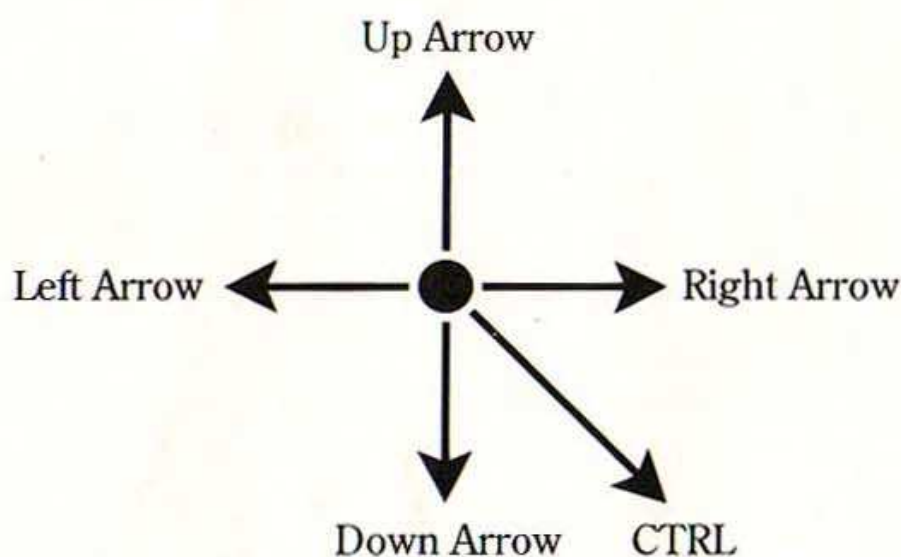
For example, to change to the default directory type  
CD\WO94 and press Enter/Return.

- Type WO94 and press Enter/Return.

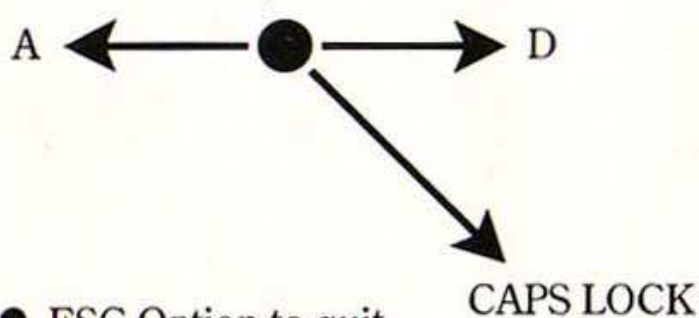
The program will now load and run automatically, with the introduction sequence being displayed.

## Controls: PC & Compatibles

You may use either the keyboard or joystick (recommended) to control this game. The joystick must be initialised from the Options menu prior to use. The default keyboard buttons are:



Short Track Speed Skating tss  
Player 2



- ESC Option to quit
- P Pause game



## Options: PC & Compatibles

Certain aspects of the game may be changed via the Options Menu.

- **Sound**

This option allows you to re-select the type of Sound Card you have attached to your machine. Valid selections are; Ad-Lib, Sound Blaster, Roland or None.

- **Initialise Joystick**

If you are using a joystick with this game, you will need to initialise it by selecting this option, and following the on-screen prompts. This game will run with 1 or 2 joysticks connected.

- **Language**

Should you have selected the wrong language during the installation you may change it from here. Valid language choices are; English, Norwegian, French, German, Spanish, Italian, Swedish or Dutch.

- **Exit to DOS**

- **Start Game**

## System Requirements: CBM Amiga

You will require a minimum of 1 megabyte of memory (including 1/2 megabyte of chip memory) to run this game. Should you have a higher specification machine this will be automatically detected and enhanced features will become active:

1 megabyte of chip memory - extra graphics and sound effects will be loaded into some of the events.

2 megabytes of either fast or chip memory - will pre-load the biathlon and front end presentation sequence.

A1200 AA Chip set - more detailed skiing scenery and faster gameplay.

## Starting the Game: CBM Amiga

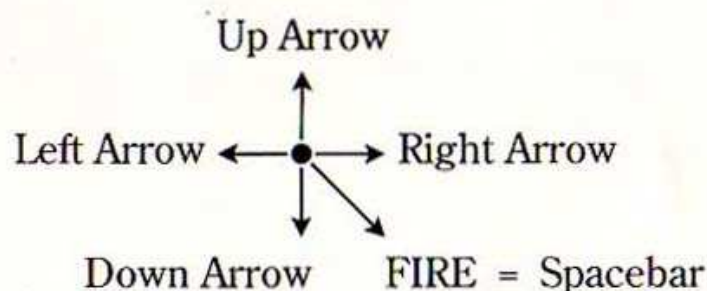
- While the machine is switched off, insert disk 1 into the floppy drive.
- Turn on your machine.

The program will now load and run automatically, with the introduction sequence being displayed.



## Controls: CBM Amiga

You may use either the keyboard or joystick (recommended) to control this game. The default keyboard buttons are:



OPTION TO QUIT = ESC

PAUSE GAME = P

## Options: CBM Amiga

Certain aspects of the game may be changed via the Options Menu.

- **Music**

This option allows you to turn the music on and off.

- **Sound Effects**

This option allows you to turn the sound effects on and off.

- **Language**

Allows you to chose which language you wish all in-game text to be displayed in.

- **Start Game**

## Copy Protection

After the introduction sequence has been displayed, you will be prompted to enter a word from the manual. You will be given a reference to the PAGE, LINE and WORD. PAGE refers to the page number, LINE to the number of lines down the page, excluding headings and WORD to the number of words in from the left hand margin. This word should be entered via the keyboard and then press Enter/Return. Should you enter the word incorrectly you will be given a second chance.

## Main Selection

Here you are presented with a number of options. Move the highlight between the options available by pressing the up and down arrow keys on the keyboard, or if you have defined the joystick, the up and down directions of the joystick. The available options are:

- **Full Olympics**

The Full Olympics features the Biathlon and four other chosen disciplines from the sporting categories. The Opening and Closing ceremonies are also featured.



- **Mini Olympics**

The Mini Olympics allows you to select from one to four disciplines from the 4 sporting categories. You can not select the biathlon or view the Opening and Closing ceremonies.

- **Practice**

Practice will allow you to select one discipline and train in that discipline.

## **Player Selection**

Up to four players can compete against each other in the Games at one time. The Player Selection screen allows you to select the number of players, their names, country they wish to represent and control method.

When requested, each player may enter their names in turn, followed by the Enter/Return key (pressing the Enter/Return key without entering a name will exit the player selection and enter the event selection). After entering your name, you will be prompted to select the country you wish to represent during the Games. This is done by using the UP and DOWN arrow keys and Enter/Return key to select. Next you will be asked if you would prefer to use either the keyboard or joystick, use the LEFT and RIGHT arrow keys, and Enter/Return to select.

## **Event Selection**

You are presented with the pictograms representing each of the sports. To move between each sport, use the LEFT and RIGHT arrow keys. When you have selected a sport, you may change your discipline by pressing the UP and DOWN arrow keys. The featured disciplines are:



Downhill,



Super-G,



Giant slalom



Slalom



Bobsleigh:  
2-Man Bobsleigh,  
4-Man Bobsleigh





Luge:



Biathlon  
1-Man Luge,  
2-Man Luge



Ski jumping:  
120 or 90 Metre



Short track: 3000m Elimination,  
2000m Time Trial, 1000m Pursuit

Please note that the biathlon may not be selected as a sport in your Mini Olympic programme.

## Skill Level

Three different levels of competition for the computer controlled athletes are included. Use the up and down direction buttons to cycle through them.

**Club** - An easy level for beginners or young children

**National** - The opposition is tougher than Club

**Olympic** - The opposition are international level

## Playing Full and Mini Olympics

Each player takes turns playing the sports, with the exception of the Short track speed skating, when two human players can play against each other at the same time.

## Opening Ceremony

If you are playing the game in the Full Olympic mode, when the last event has been completed, you are able to view the Opening Ceremony and celebrations which open the Games. You may exit this sequence and proceed with the events by pressing FIRE.

## Biathlon

Biathlon is a combined sport of Cross-country skiing and rifle shooting that was first included in the 1960 Winter Olympics. The Birkebeineren Ski Stadium in the Lillehammer Olympic Park will be home to the Biathlon.

The Biathlon is a link event between sports in the Full Olympic programme, it is not selectable in the Mini Olympics. During the cross country sections,



use the LEFT and RIGHT directions to move the pointer along the bar, this will improve the biathletes rhythm. When the biathletes leaves the screen, you will have 15 seconds to set the speed for the next section, which is achieved by the alternating between the LEFT and RIGHT directions.

In the shooting sections, use the UP, DOWN, LEFT and RIGHT directions to aim the rifle, then FIRE to shoot. You have five shots which must hit the black centre of each of the targets, which can be hit in any order. For each target missed, a one minute time penalty is added to your overall time.

## **Downhill**

One of the world's toughest downhill courses lies 50 km north of Lillehammer, at Kvitfjell and forms part of the Lillehammer Olympic Alpine Centre.

Measuring 3,150 metres in length, it has a vertical descent of 820 metres, and at its steepest point there's a drop of 70-80 metres. However, Alpine disciplines have not always been a part of the Olympic programme, as they were first introduced in the 1936 Games.

The course is designed primarily for speed and the gates are positioned in order not to interfere with the fastest line; however, they do test the competitor's technical ability and control the speed where necessary. The winner is decided after 1 run and is the competitor who completes the course in the fastest time.

Controlling the skier, you must ski from the starting hut to the finishing line, ensuring that you go through all the gates positioned down the course.

Missing a gate will disqualify you. You will still be able to complete the course, but no result will be given. Do not hit objects off the course as this will result in fatal injury, preventing you from completing your run. There are also jumps and tight turns to overcome.

All the Alpine disciplines feature the same controls. After starting the event, use the LEFT and RIGHT directions to manoeuvre the skier left and right. Extra speed may be gained by moving the skier into the 'tuck' stance, this is activated by the UP direction. Slowing down may be performed by adopting the braking stance, which is activated by the DOWN direction.

## **Super-G**

The Super-G is also to be held at Kvitfjell and is a somewhat shorter track than that used for the downhill. The course has a natural sequence of long and medium turns and the gates are positioned to slow the skiers down and create more sweeping lines across the mountain side. The winner is decided after 1 run.



## **Giant slalom**

The Lillehammer Olympic Alpine Centre, Hafjell, just 15 km north of Lillehammer is the home of the Giant slalom event. The course has been designed with long, medium and tight turns in a natural sequence and gates are positioned so that competitors can exploit natural topographical variations. The winner is decided after 2 runs and the player's rank is calculated against the overall time.

## **Slalom**

The Slalom course at Hafjell is the shortest of all the alpine skiing events. The gates are positioned to provide a number of changes of direction, while also making it possible to gain speed and maintain a steady flowing rhythm through the course. The winner is the competitor with the fastest aggregate time after the two runs down the course.

## **Ski jumping**

Ski jumping has a long tradition as a winter sport, and was a central feature of the Winter Games at Chamonix in 1924. The longest jump on that occasion was 49 metres. The Lysgårdsbakkene Ski Jumping Arena just a few hundred metres from the centre of the Lillehammer will host the Ski jumping events.

Ski jumping requires strength, grace and courage. Competitors make two jumps from a specially constructed hill, and points are awarded for style and technique as well as for the distance achieved.

The ideal jump is one executed with power, boldness and precision, while giving an impression of calm and steady control.

Pressing the FIRE button when the green light is lit in the status area, will start your descent down the jump. Starting whilst the light is still on red, will mean instant disqualification. Speed may be gained whilst going down the jump by keeping the skies displayed in the status area straight. This is achieved by using the LEFT and RIGHT directions.

Whilst you are in the air, manoeuvre yourself into the correct stance by using the UP and DOWN directions. As you are approaching the ground, press FIRE to adopt the landing position. Pressing too early will lose you valuable distance, whilst pressing too late, you will almost definitely crash! Points are awarded for both style and distance.



## **Bobsleigh**

Bobsleigh competitions have been in the Olympic programme since the Winter Games were first held in 1924, except for the 1960 Games in Squaw Valley. Stretching 1,365 metres in length, the course at the Lillehammer Olympic Bobsleigh and Luge Track near Hunderfossen, 15km north of Lillehammer, is northern Europe's most modern track. Made of concrete to high standards, competitors are subject to forces of up to 4 G.

The bobsleigh is push-started by its crew. The initial thrust and force of gravity are the only permitted means of powering the bobsleigh down the course. The aggregate time after two runs determines the winners.

To push-start the bobsleigh, alternate between the LEFT and RIGHT directions and using the FIRE to make each of the runners jump into the bobsleigh. By the end of the run-in, all members of the bobsleigh's crew must be in, else you will be disqualified. During the event, use the LEFT and RIGHT directions to steer the bobsleigh down the course. If the front man's head is pointing straight on, you are on the best line. If his head is pointing in another direction, manoeuvre the bobsleigh in that direction.

## **Luge**

The Luge, a light toboggan, is a relative newcomer to the Winter Olympics and was included in the programme for the first time at the Innsbruck Games in 1964. Also being held on the Hunderfossen track, but from a different starting position. The best aggregate times over the two runs wins.

The same controls as featured in the bobsleigh have been adopted, with the exception of using the LEFT and RIGHT directions at the start of the event to build-up the speed by rocking backwards and forth.

## **Short track speed skating**

Speed skating on a short track was introduced to the Olympic programme at the Albertville Games in 1992. This event differs in several ways from conventional speed skating, particularly in the size of the track. The events will be staged in the Hamar Olympic Amphitheatre.

After the light turns green you are off. Start too early and a false start is awarded against you. If you or any other contestant make two false starts you are disqualified from the event. Use the LEFT and RIGHT directions alternately to build up your speed. Avoid other skaters by moving in and out of the track, using LEFT and RIGHT directions whilst FIRE is being pressed. Be careful not to crash into other contestants as this may leave you flat on the ice! In the Elimination, after the 2nd and 4th laps, the slowest contestant will be eliminated.



## **Medal Table**

At the end of an event the results are displayed. Should any of the human contestants come in the top three in an event, they will be awarded with either a bronze (3rd place), silver (2nd place) or gold (1st place) medal.

The Medal Table will then be displayed, which is based on both the number of medals won and points, which will be awarded depending on your results.

## **Closing Ceremony**

If you are playing the game in Full Olympic mode, when the last event has been completed, you are able to view the Closing Ceremony and celebrations which conclude the Games. You may exit this sequence and return to the Main Selection screen by pressing any Button.

## **Limited Warranty**

U.S. Gold reserves the right to make improvements in the product described in this manual, at any time and without notice. U.S. Gold makes no warranties expressed or implied, with respect to this manufactured material, its quality, merchantability or fitness from any particular purpose. If any defect arises during the ninety day limited warranty on the product itself (i.e. not the software program, which is provided "as is") return it in its original condition to the point of purchase.

## **Trouble shooting (PC & Compatibles only)**

This section provides you with several easy steps to solve common problems.

### **Memory**

This game requires 59,3920 bytes of free memory to run. Read the section System Requirements to find out how to check your free RAM. A computer with 16 megabytes of RAM can easily run out of free memory. If you do not have enough free memory, the game may tell you in the form of an error message, begin to run poorly, or not run at all. If you have found that your free RAM is too low, you can correct this by adjusting your CONFIG.SYS and AUTOEXEC.BAT files or by creating a bootable disk. Below are sample CONFIG.SYS and AUTOEXEC.BAT files. See the following section for instructions on editing these files. Remember: altering these files may affect how other programs run on your machine, so save copies of your current files.



### **CONFIG.SYS**

FILES=25

BUFFERS=25

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=c:\DOS\EMM386.EXE 1024

DOS=HIGH,UMB

### **AUTOEXEC.BAT**

PATH=C:\C:\DOS

PROMPT \$P\$G

Another way to free more memory while not changing the way your system runs is by creating a bootable disk. A boot disk is a way to temporarily change your system's configuration without possible side effects.

Create a boot disk by placing a blank disk in your A: drive. (NOTE: It must be your A: drive to operate properly.) Next, at the DOS prompt, type **FORMAT A: /S** and then press Enter/Return. After the boot disk is finished formatting, you may wish to create **CONFIG.SYS** or **AUTOEXEC.BAT** files on the boot disk.

### **Editing your CONFIG.SYS or AUTOEXEC.BAT files**

MS-DOS 5.0 comes with a text editor. If you need to change or create a file, type **EDIT filename** (replace the word "filename" with the appropriate name of the file).

If your version of DOS came without an editor, you may have to purchase a text editor or consult your DOS manual before any changes to these files can be made. NOTE: You should back-up or copy your original **CONFIG.SYS** and **AUTOEXEC.BAT** files before altering them.

### **Sound Cards**

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. 80% of all sound card problems are due to mistaken configurations.

If you are running a sound card that is not listed on the box label of this game, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

Please read the following section before calling the Help Line

If you are having problems, please consult the "Trouble shooting" section of this manual before calling our Help Line. We have a staff of technical support specialists ready to help you with any problems you may encounter with the game. If your problem is due to your system configuration they will tell you of the game's requirements and possible solutions



Because of the millions of different hardware and software combinations possible with today's PCs, you may still have to refer to your computer dealer, hardware manufacturer, or software publisher in order to properly configure their product to run with our game. If at all possible, be near your computer when you call. The Help Line agent will need specific information about your machine and may need you to access or change some files while you are on the phone. If it is not possible to be near your computer, be sure to have:

- a listing of all your machine's hardware and its settings
- the contents of your AUTOEXEC.BAT and CONFIG.SYS files
- all the information listed after the CHKDSK or MEM command (read the "Memory" section)
- the current configuration of your game.

Our Help Line number is 021 326 6418. Our hours are between 9 am and 5.30 pm, Monday through Friday, bank holidays excluded.