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GENESIS™

OLYMPIC SUMMER GAMES

CENTENNIAL OLYMPIC GAMES

OFFICIAL SEGA SEAL OF QUALITY

INSTRUCTION MANUAL

Black Pearl SOFTWARE

KIDS TO ADULTS
AGES 6+

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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Still pictures or images may cause permanent picture-tube damage or mark the phospher of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE:

- This Cartridge is intended exclusively for the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself and the Sega Cartridge.

Black Pearl Software
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Package and Manual Design: Beeline Group, Inc.

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OLYMPIC SUMMER GAMES

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Prepare yourself for competition!
You've been selected to represent your country in the most prestigious athletic event the world has ever known... and the world is lining up to challenge you in 10 Olympic events. You'll compete in track, field and shooting events ranging from the 100 meter Sprint to the archery competition as the world watches its best athletes display their physical superiority!

Bring all the drama and excitement of the Olympic Games home in time for the 1996 Atlanta Olympic Games. Give it your best... ***The world is watching!***

In the Olympic Summer Games, you can choose to represent one of 32 nations in competition, as well as participating in any number of events or only the events at which you excel. The events include: **100m Sprint, 110m Hurdles, Pole Vault, Long Jump, Triple Jump, Javelin, High Jump, Discus, Skeet,** and **Archery**.

GETTING STARTED

1. Make sure the power switch is OFF and that there is no game cartridge in your Sega Genesis System.
2. Plug a Genesis Controller into the "Control 1" port on your Sega Genesis. If two players will be playing, insert a second Genesis Controller into the "Control 2" port.
3. Insert the **Olympic Summer Games** cartridge firmly in the cartridge slot on the Genesis System and turn the system on.
4. When you're ready, press the START Button on your Controller to begin play.

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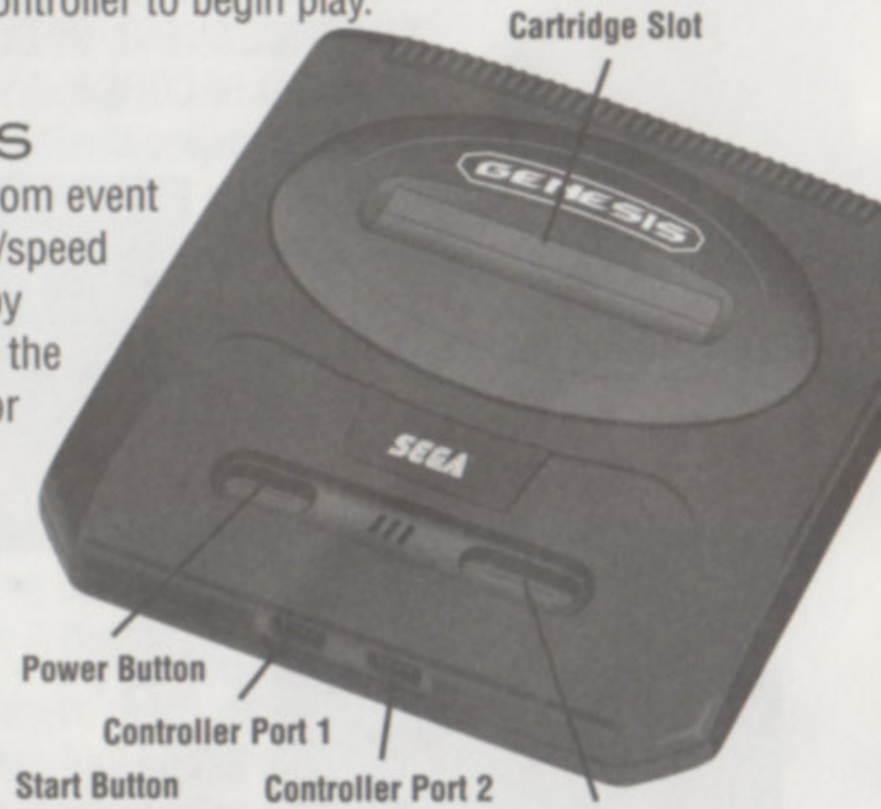
CONTROLS

The controls vary from event to event, but power/speed is usually attained by repeatedly pressing the A and B Buttons. For more information about controls for individual events, see COMPETITION, page 8.



Menu Controls

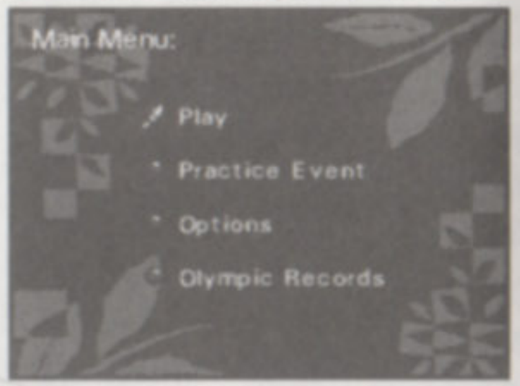
D-Pad Up/Down: Moves Olympic torch up or down to highlight option or selection.

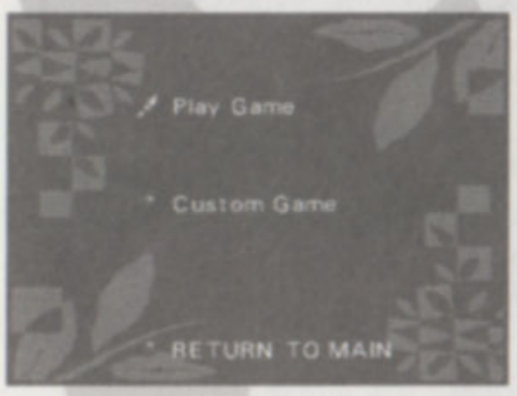
A Button: Chooses menu item.

Multi-player controls: Before each player competes in an event, the player's name and country will appear on the screen. Press the START Button on the controller that you want to use to control the player. The other controller will be inactive during the event.

MAIN MENU

The main menu consists of PLAY, PRACTICE EVENT, OPTIONS, and OLYMPIC RECORDS. To scroll though the Main Menu, use the D-Pad Up/Down to highlight desired option. When ready, press the A Button.





PLAY

Before you can begin a competition, you must choose between three options: PLAY GAME, CUSTOM GAME, and RETURN TO MAIN. Highlight the option you want by moving the Olympic Torch up/down and pressing the A Button.

Play Game

After you choose PLAY GAME, a menu appears allowing you to choose the number of human players, players names, and countries for each player to represent.

To accept current information, move the Olympic Torch to highlight OK and press the A Button.

To select human players, move the Olympic Torch to highlight the blue circle next to the player name an press the A Button. Players controlled by humans will be displayed in yellow. Olympic Summer Games allows up to eight human players to compete against each other.

To enter a new name, move the Olympic Torch to highlight the player name and press the A Button. A table of characters will appear. Use the D-Pad to highlight a letter and press the A Button. When you are finished entering the name, highlight END and press the A Button.

To choose a country to represent, move the Olympic Torch to highlight the three letter abbreviation of the current country. Press the A Button to scroll through the 32 available countries.

To continue entering player information, move the Olympic Torch to highlight NEXT PAGE and press the A Button. When you are ready to begin competing, move the Olympic Torch to highlight OK and press the A Button.

Custom Game

After you choose CUSTOM GAME, a list of the events is presented along with ON after each event. If you would prefer not to participate in one or more events, use the D-Pad Up/Down to highlight the event you wish to skip and press the A Button to turn the event on or off. Events marked OFF will be by-passed. When you are done choosing your events, move the Olympic torch down to highlight PLAY CUSTOM GAME and press the A Button. To enter a player name and choose a country to represent, see Play Game on page 5.

PRACTICE

In the PRACTICE mode, you can choose to practice any of the Olympic events. After you have completed your practice of a particular event you have the option to continue a practice session or to return to the event listing. A player can then choose choose a new event to practice or return to the MAIN menu.

OPTIONS

Within the OPTIONS menu you can set the SKILL LEVEL (Easy, Medium, Hard), turn the HEAD TO HEAD option on/off, turn MUSIC on/off, and turn SOUND FX on/off. Additionally, players can select SFX TEST and MUSIC TEST to cycle through the sounds. To change an OPTION, move the Olympic Torch up/down to highlight an option. Change the option by pressing the A Button. When you have finished adjusting your options, use the D-Pad to move the Olympic Torch to the RETURN TO MAIN option and press the A Button.

Note: The Head to Head options allows two human players to compete against each other in the track events (100 Meter Sprint and 110 Meter Hurdles). Human players will only race against each other in the semi-final and final track heats.

COMPETITION

When you are ready to compete against the worlds best, you will participate in the events listed below. In the Track and Field events, you will find slight differences in the controls. Under each event listed below, there is a complete description of the controls.

100 Meter Sprint

Repeatedly press the A and B Buttons to make the player run. Press the D-Pad Up at the end of the race to lunge through the finish line tape.

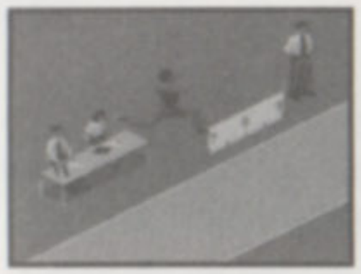
110 Meter Hurdles

Repeatedly press the A and B Buttons to make the player run. Press the D-Pad Up to jump over hurdles. Press the D-Pad Up at the end of the race to lunge through the finish line tape.

Pole Vault

Repeatedly press the A and B Buttons to make the player run. Press the D-Pad Down to set the pole. Press the D-Pad Up to lift the player off the ground, then press the D-Pad Right to give the player added momentum to get over the bar.

Note: If you don't set the pole earlier enough, your player will not rise off the ground.



Long Jump

Repeatedly press the A and B Buttons to make the player run. Press the D-Pad Up at the line to jump.

Note: The length of time that you hold the D-Pad Up determines the angle of the jump.

Triple Jump

Repeatedly press the A and B Buttons to make the player run. Press the D-Pad Up at the line to make the player jump. When the player lands, press the D-Pad Up again for the second jump. Then, when the player lands again, press the D-Pad Up for the third and final jump.

Javelin

Press and hold the D-Pad Left and then repeatedly press the A and B Buttons to make the player run. When the player crosses into the triangle, press the D-Pad Right to release the javelin. Immediately press the D-Pad Left to stop the player from crossing the line and becoming disqualified.

Note: The longer you wait to release the javelin, the further it will travel.

High Jump

Repeatedly press the A and B Buttons to make the player run. When the player starts to turn his back (just before the cross bar), press the D-Pad Up to get the player off the ground and over the bar.

Practice mode: To set bar height in PRACTICE mode press the D-Pad Up/Down, press the A Button when ready.

Note: The closer you are to the bar when you jump (D-Pad Up), the higher you will travel

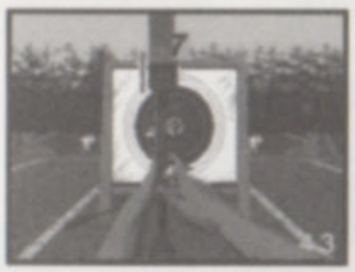
Discus

Repeatedly press the A and B Buttons to give the player power and set him in motion. When the player's foot lands on the center line, press the D-Pad Left to set the angle. Then press the D-Pad Right to throw the discus.

Skeet

Press the B Button to launch the pigeon. Use the D-Pad to move the sight around the screen. Press the A Button to shoot.

Note: You get two shots per pigeon.



Archery

Use the D-Pad to aim the bow. Remember to account for wind. Press and hold the A Button to set the power. To release the arrow press the B Button.

Note: There is a wind factor involved in the game and players much watch the wind meter on top of the target to aim accurately. If you hold the B Button down too long, the bow will shake due to strain.

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