

OLYMPIC

SUMMER GAMES



Atlanta 1996



PlayStation

TM

NTSC U/C

TM

PlayStation

KIDS TO ADULTS



CONTENT RATED BY
ESRB

SLUS-00148



EIDOS

INTERACTIVE

WARNING

READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE

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, including games played on the PlayStation game console, may induce an epileptic seizure 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC

- This compact disc is intended for use only with the PlayStation game console.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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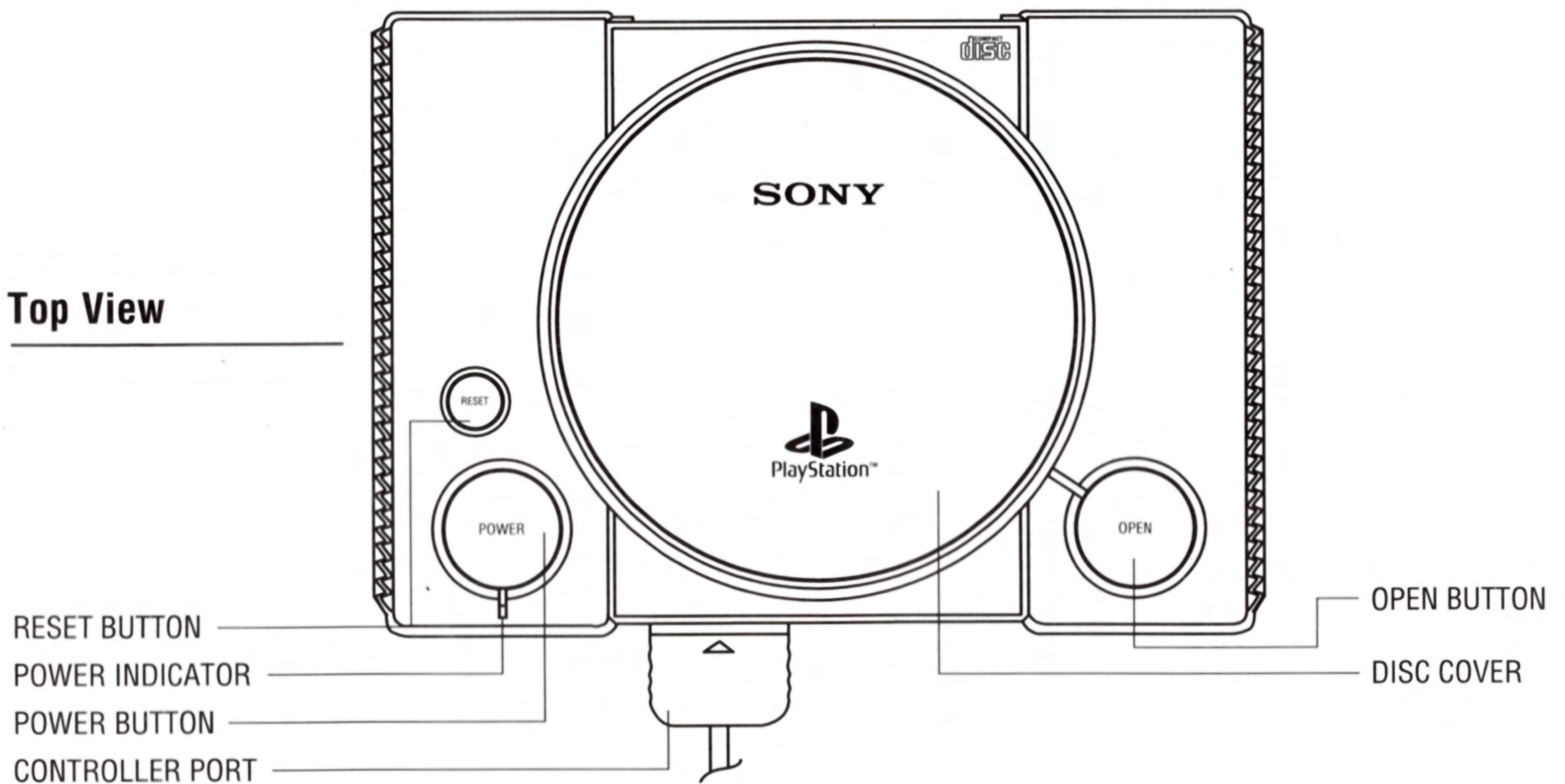
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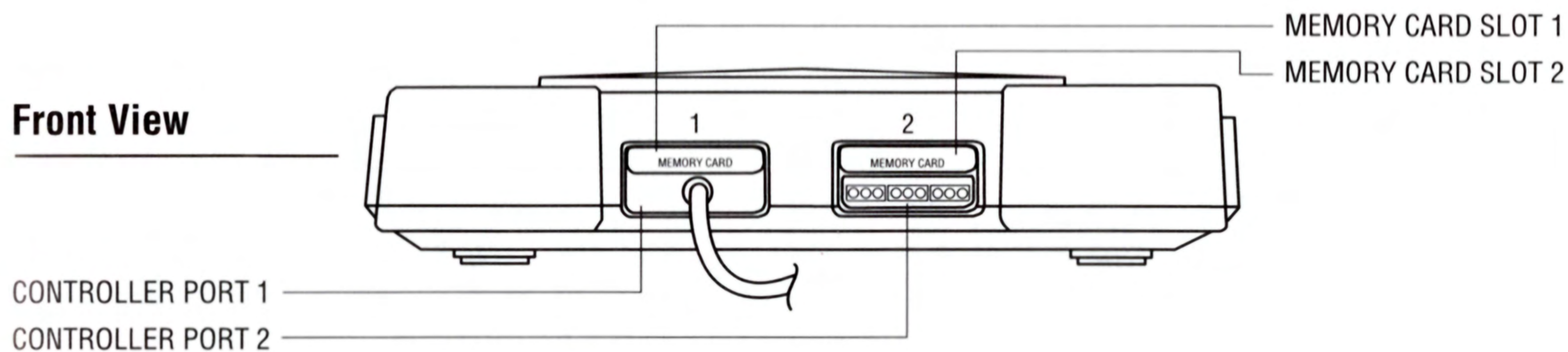
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STARTING UP

CONSOLE

Top View

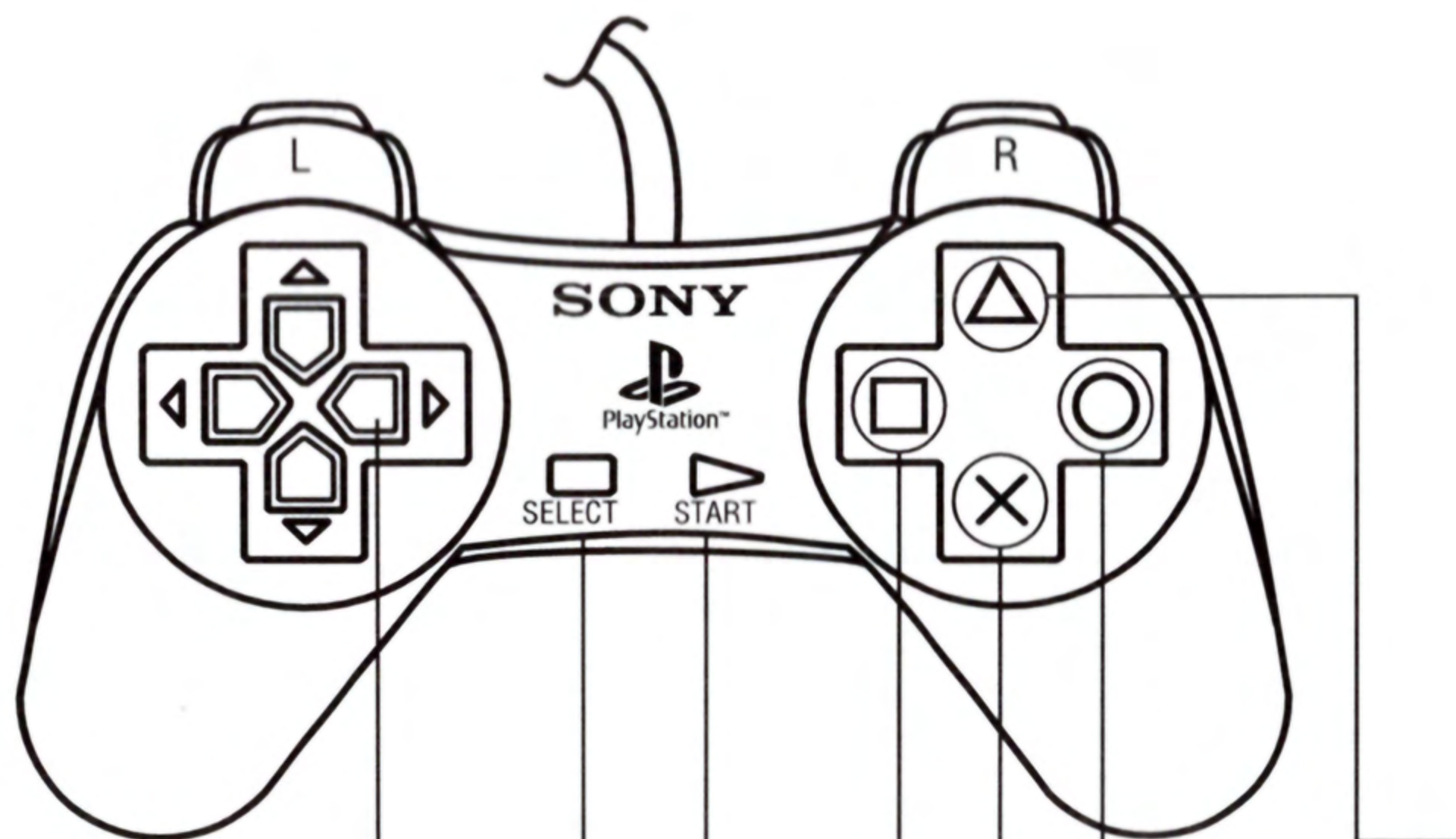




1. Set up your PlayStation game console according to the instructions in its Instruction Manual.
2. Insert the Olympic Games disc and close the CD cover.
3. Insert a game controller and turn the PlayStation game console on. Follow the on-screen instructions to start a game.

CONTROLS

Top View



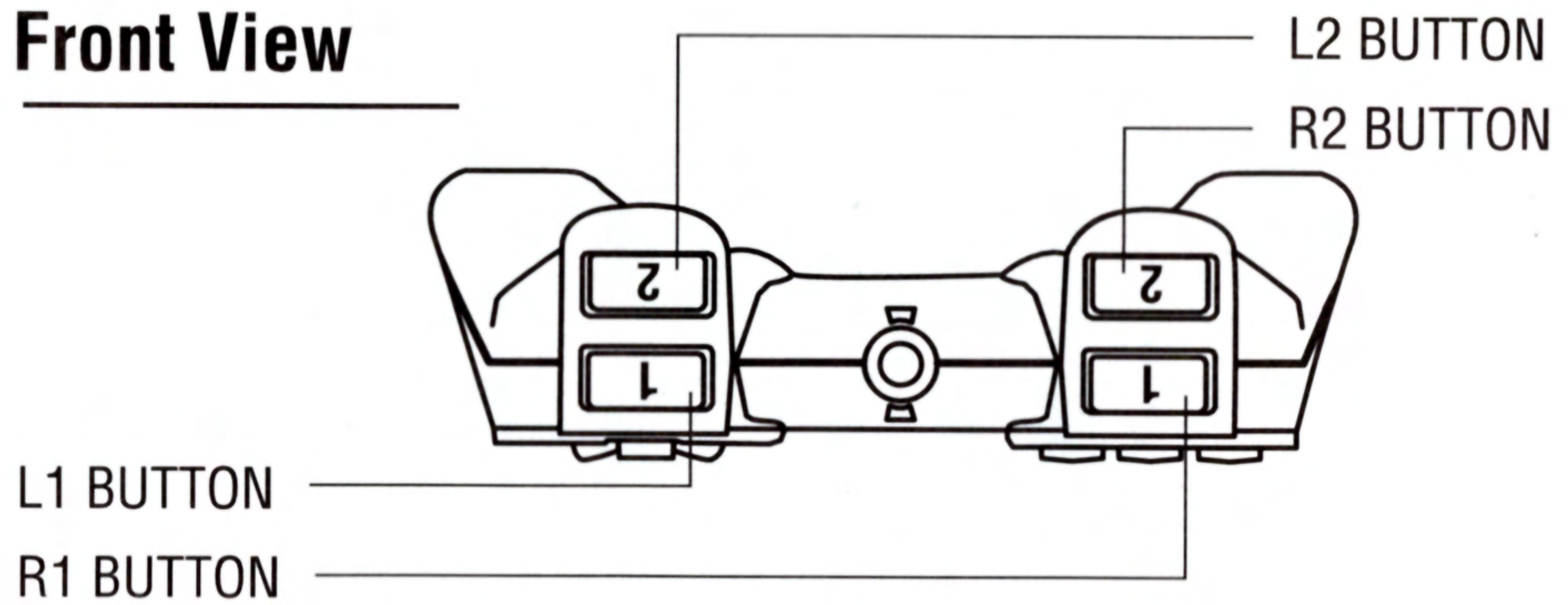
DIRECTIONAL BUTTONS

SELECT BUTTON

START BUTTON

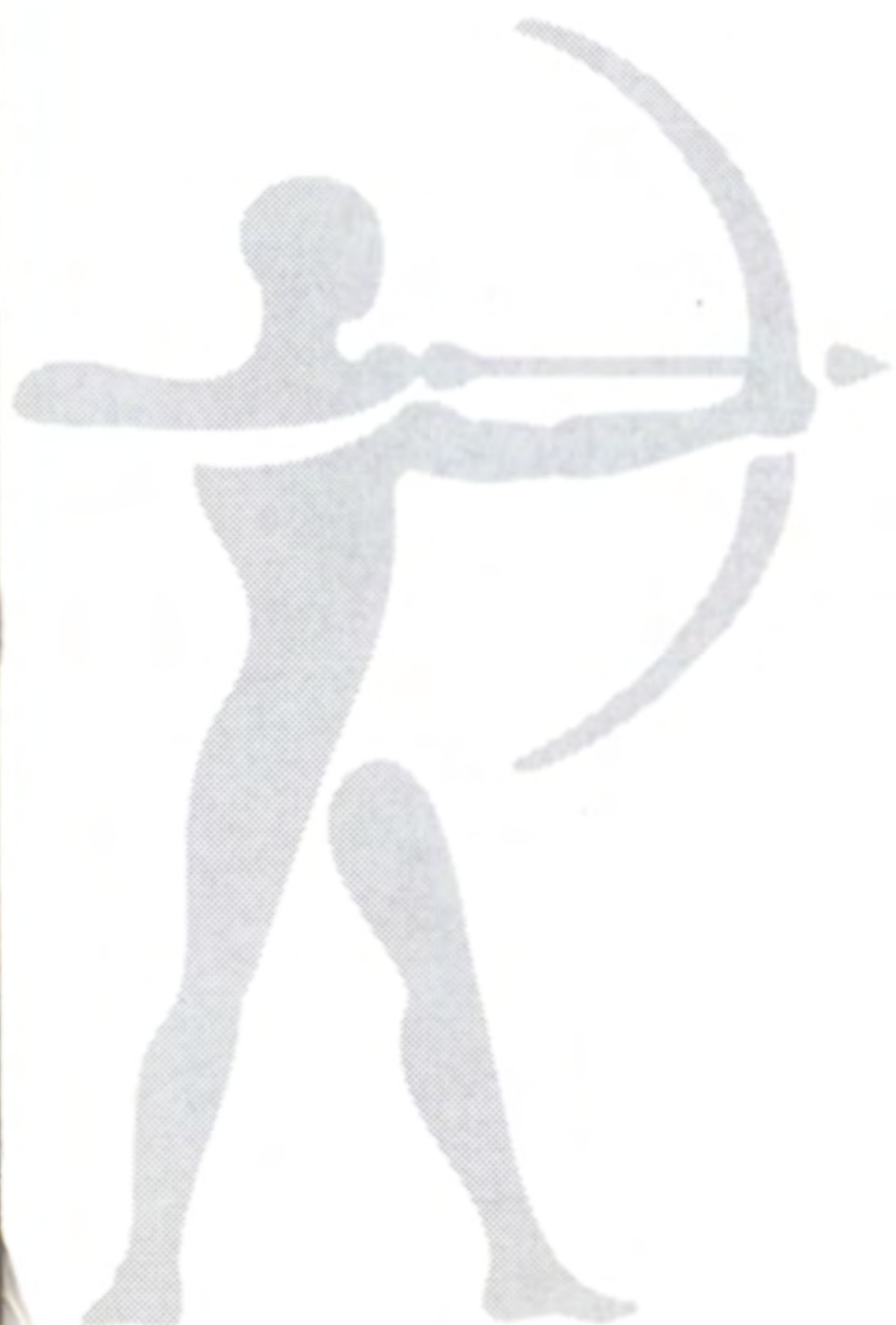
- △ BUTTON
- BUTTON
- × BUTTON
- BUTTON

Front View

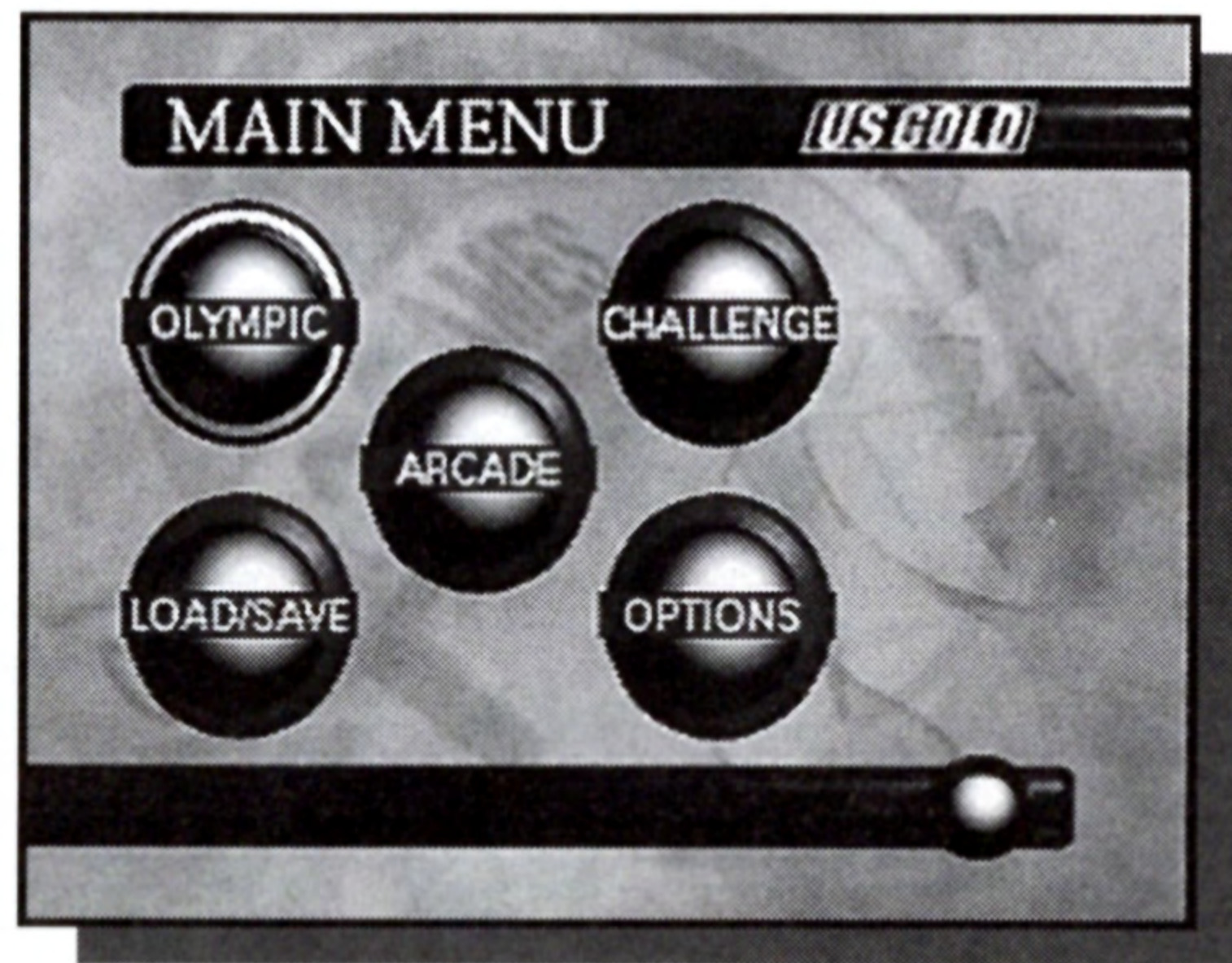


LANGUAGE SELECTION

Use the Directional buttons LEFT/RIGHT to the desired language, Press the X button to select the language.



MAIN MENU



To progress through the game menus, use the Directional buttons to highlight an option and then press **X** to select, or **O** to return to the previous menu.

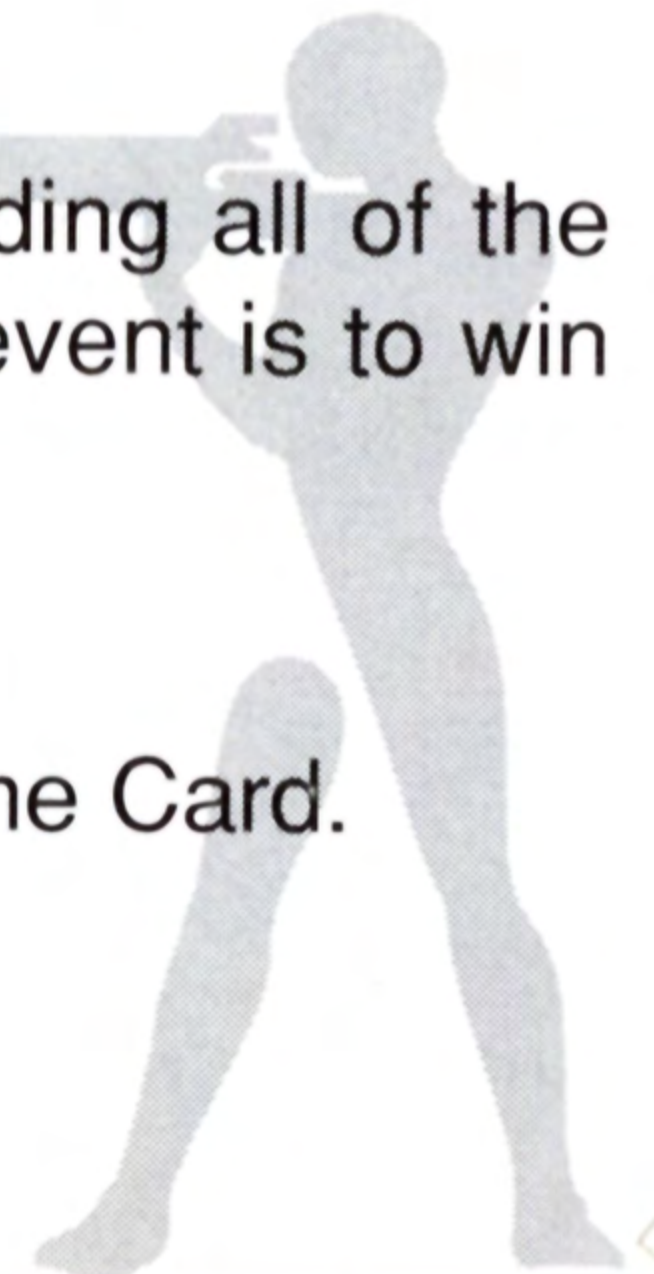
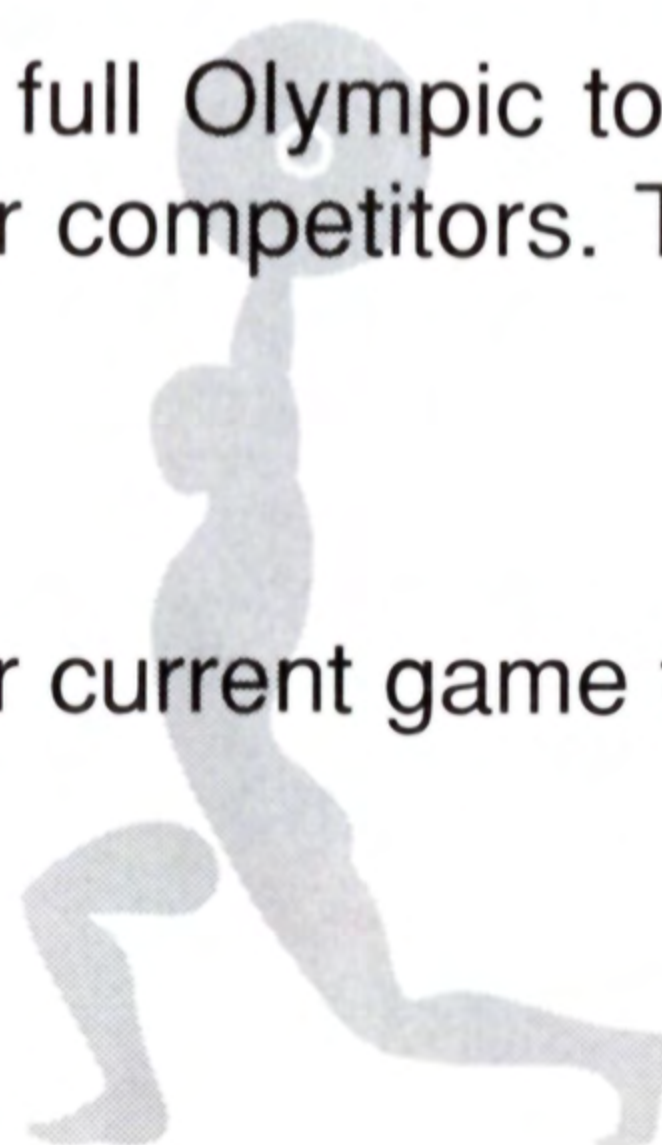
Olympic

In this mode you compete in the full Olympic tournament, including all of the qualifying rounds against 29 other competitors. The aim of this event is to win as many medals as possible.

Start Starts the next event.

Save Allows you to save your current game to the Save Game Card.

Skip Skips the next event.



Exit Exits back to the main menu.

Game Access the game menu.

Practice

You must choose the category and highlight the event(s) you want to practice. Press **START** to begin the practice session To exit* you must press 1) **START** 2) **SELECT** 3) Highlight **EXIT** 4) Press **START** again 5) Highlight **YES** to exit (Or **NO** to go back) and **START** to confirm your selection. If you choose more than one event to practice you must perform this procedure in order to go on to the next event chosen.

Note: You may exit any event from any mode of play with this method.

Arcade

In this game mode you compete in all events in the tournament in turn, beating the qualifying scores. When you have finished all events you must repeat all the events only this time round it will become harder to beat the qualifying scores. You start the game with 3 tries. A try will be lost each time you fail to qualify for an event, when all of your tries are expended your game will be over. The aim is to attain as high a score as possible.

Start Starts the next event.

Save Allows you to save your current game to the Save Game Card.

Exit Exits back to the main menu.

Game Access the game menu.



Challenge

In this mode you can choose any number of events to participate in. You compete against 7 other players (Human or CPU) The aim is to attain the Highest score at the end of the Game.



First you must select which events you wish to participate in. All of the events are in separate groups. use the X button to enter each group and then the X button to select any events you wish to participate in (Selected events will be identified by a tick symbol). The O button will return you to the previous menu. When you have finished selecting the events you require. The START button will start the tournament.

Track 100M and 400M

Field 1 Javelin, Discus, and Hammer

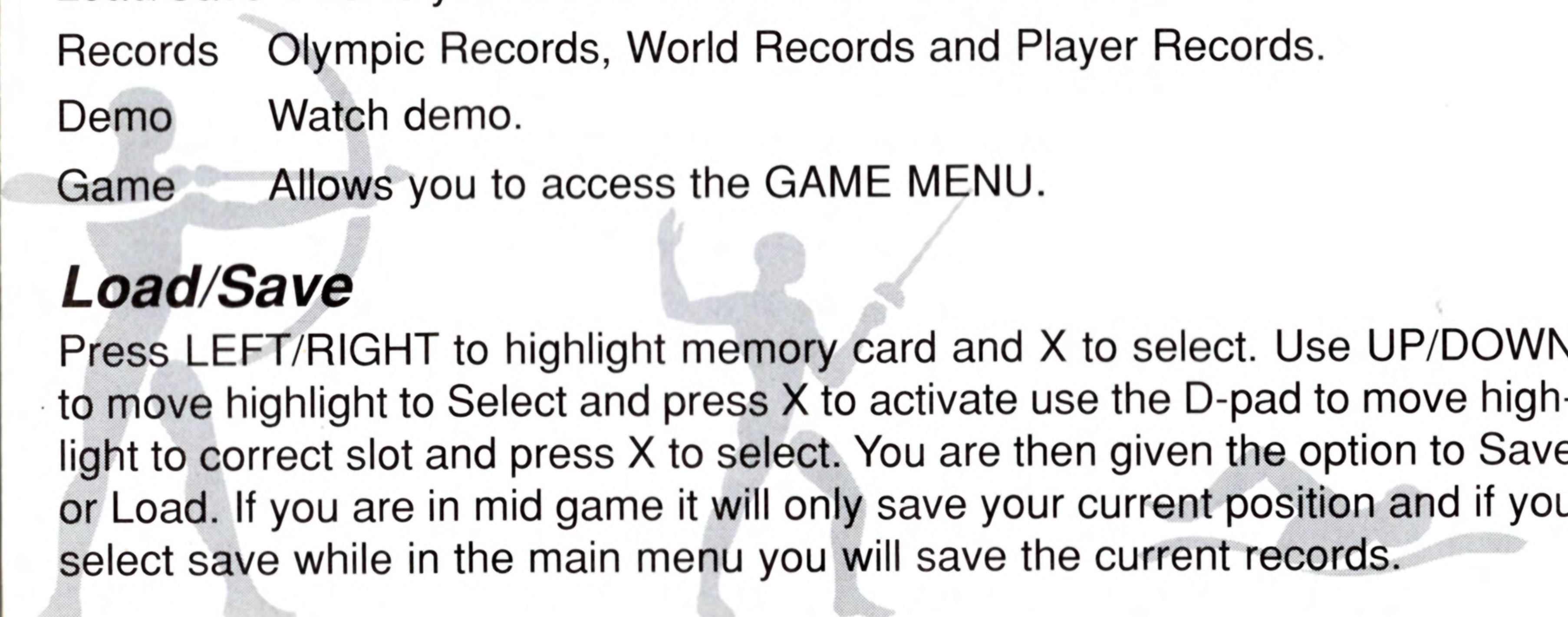
| | |
|----------|-------------------------------------------------------------|
| Field 2 | Long Jump, High Jump, Pole Vault and Triple Jump |
| External | Fencing, Swimming and Weightlifting |
| Shooting | Rapid Fire, Sheet, and Archery |
| Start | Starts the next event. |
| Save | Allows you to save your current game to the Save Game Card. |
| Skip | Skips the next event. |
| Exit | Exits back to the main menu. |
| Game | Access the game menu. |

Option Menu

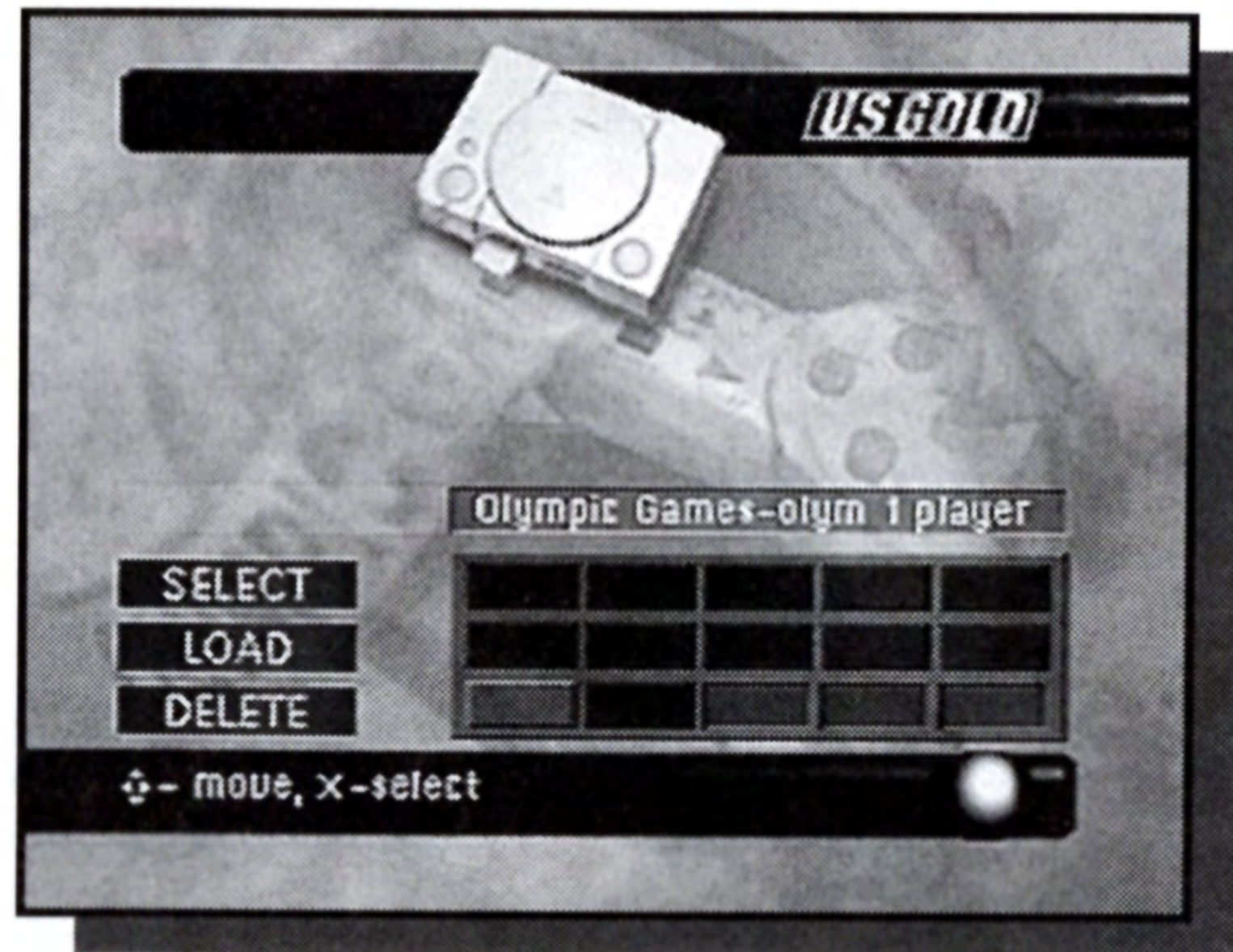
| | |
|-----------|----------------------------------------------------|
| Player | Allows you to access the PLAYER MENU. |
| Load/Save | Allows you to access the Save load screen. |
| Records | Olympic Records, World Records and Player Records. |
| Demo | Watch demo. |
| Game | Allows you to access the GAME MENU. |

Load/Save

Press LEFT/RIGHT to highlight memory card and X to select. Use UP/DOWN to move highlight to Select and press X to activate use the D-pad to move highlight to correct slot and press X to select. You are then given the option to Save or Load. If you are in mid game it will only save your current position and if you select save while in the main menu you will save the current records.



If you select a full memory slot you will be given the option to Delete the Slot.



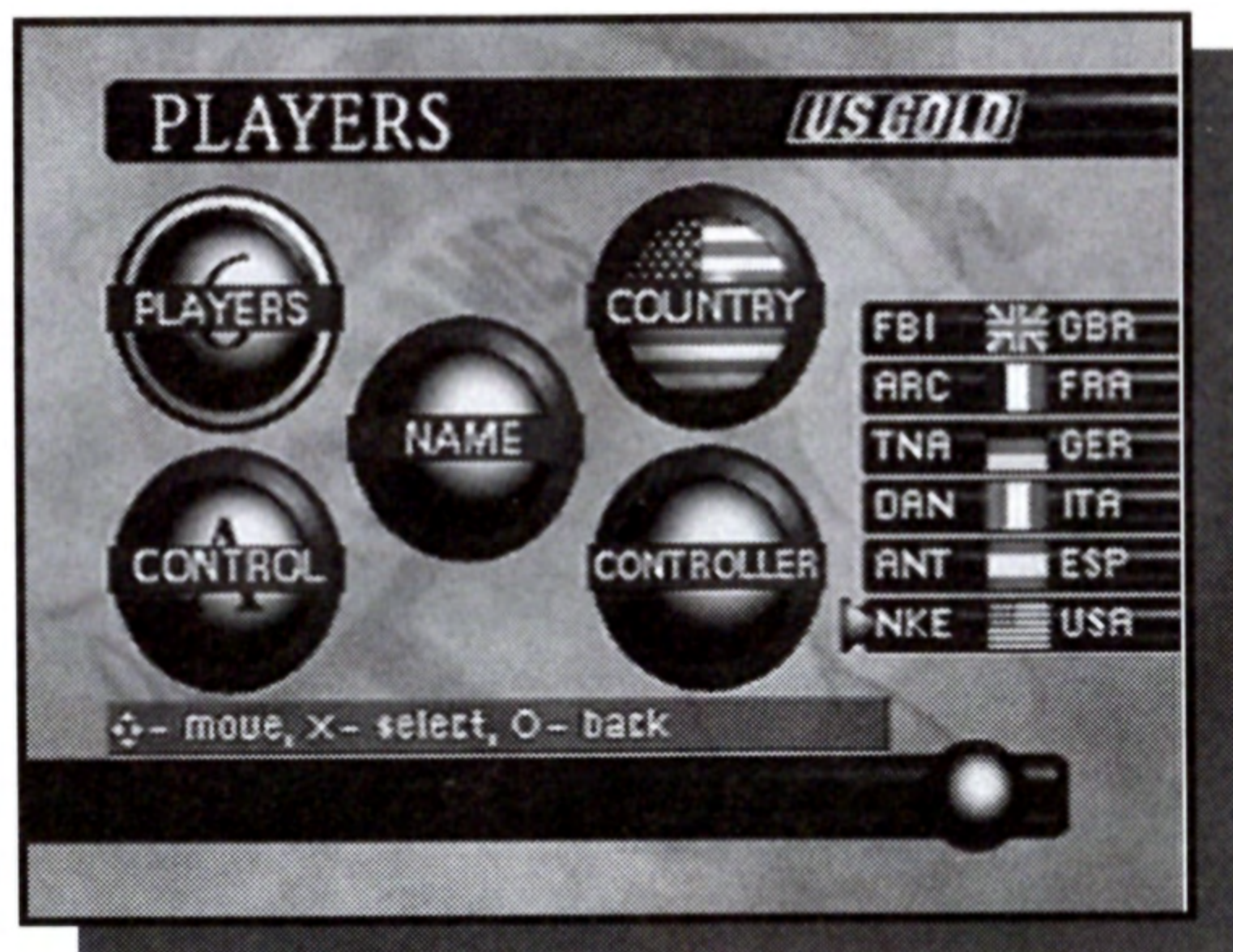
WARNING: Do not remove a memory card while saving, loading, formatting or deleting as this could result in loss of data.

Demo Will play a demonstration of a random event.

Records Will display the High Score table and the Medal Table.



Player Menu



- Name Allows you to enter you name (Maximum of three letters).
- Country Allows you to change to country you will represent.
- Control Allows you to choose ARCADE or OLYMPIC control method.

Arcade Control

Simply press your two selected buttons as fast as possible, the faster you press the better the athlete will perform.



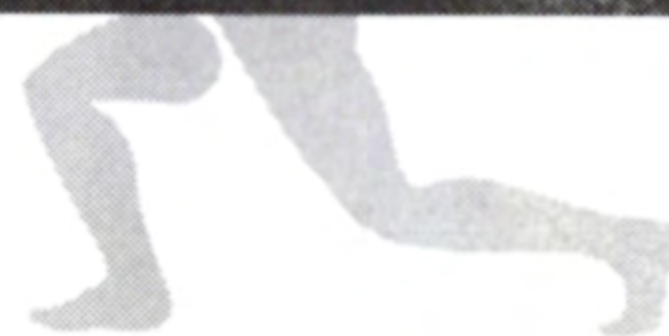
Olympic Mode

A pointer will move up and down the bar, you must change direction of the bar as close to the end of the bar as possible by pressing one of your selected buttons. If the pointer touches the end of the bar before you can change its direction you will lose speed.



Controller

Allows you to choose from one of three pre-set control configurations or choose which pad is assigned to a player.



Use Direction pad up/down to choose method of button bashing

Note: default controls are:

Button Bash 1 = □

Button Bash 2 = X

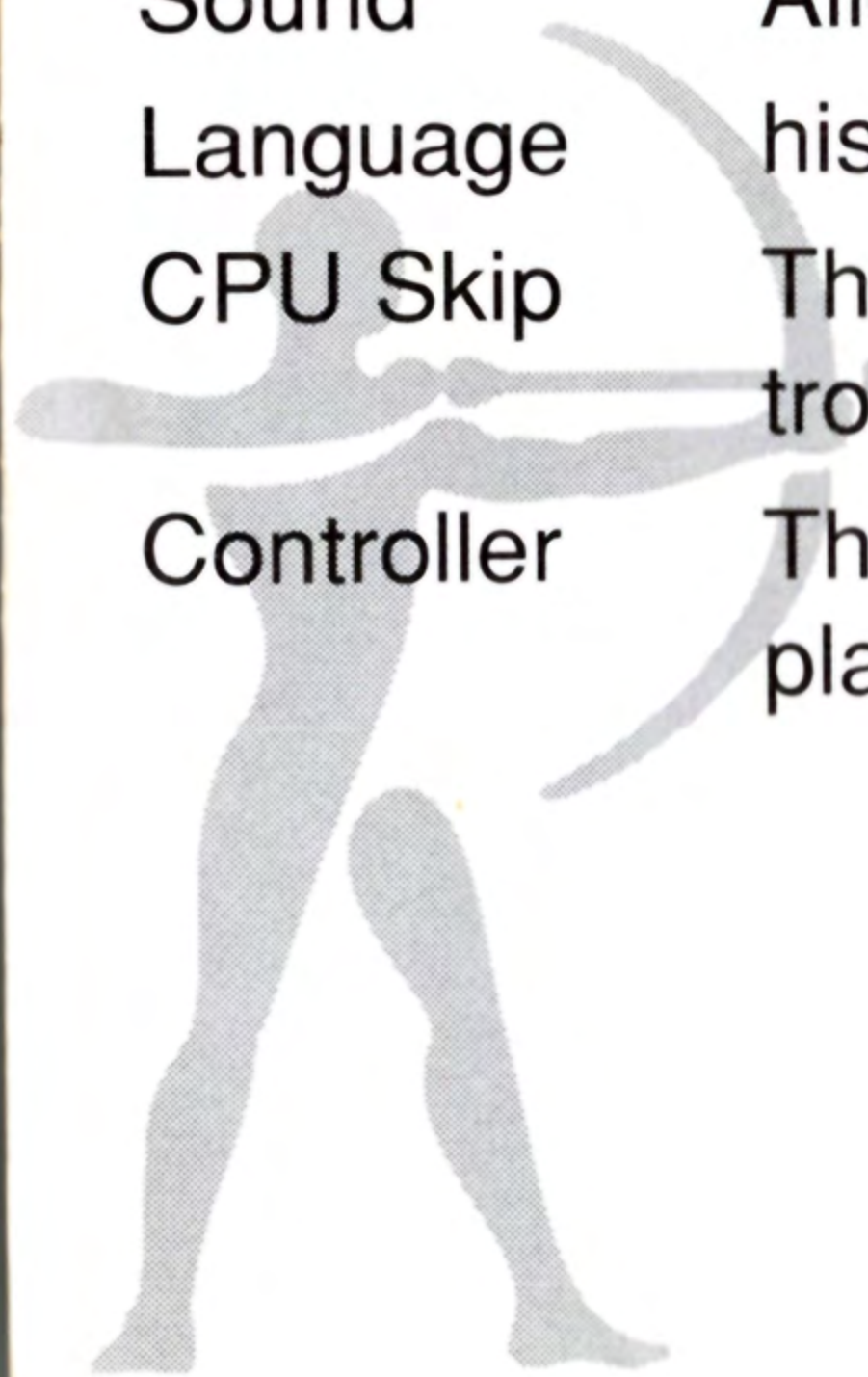
Action Button = ○

Use Direction pad left/right to choose which pad is assigned to that player

Use ○ when the correct settings have been made.

Game Menu

- | | |
|------------|---------------------------------------------------------------------------------|
| Difficulty | Sets the difficulty level to EASY, MEDIUM or HARD. |
| Sound | Allows you to turn MUSIC, SOUND and SPEECH on and off. |
| Language | This allows you to change to language the game uses. |
| CPU Skip | This option enables you to skip the viewing of Computer controlled competitors. |
| Controller | This option allows you to select which method of control for each player. |



CONTROLLERS AND CONTESTANTS

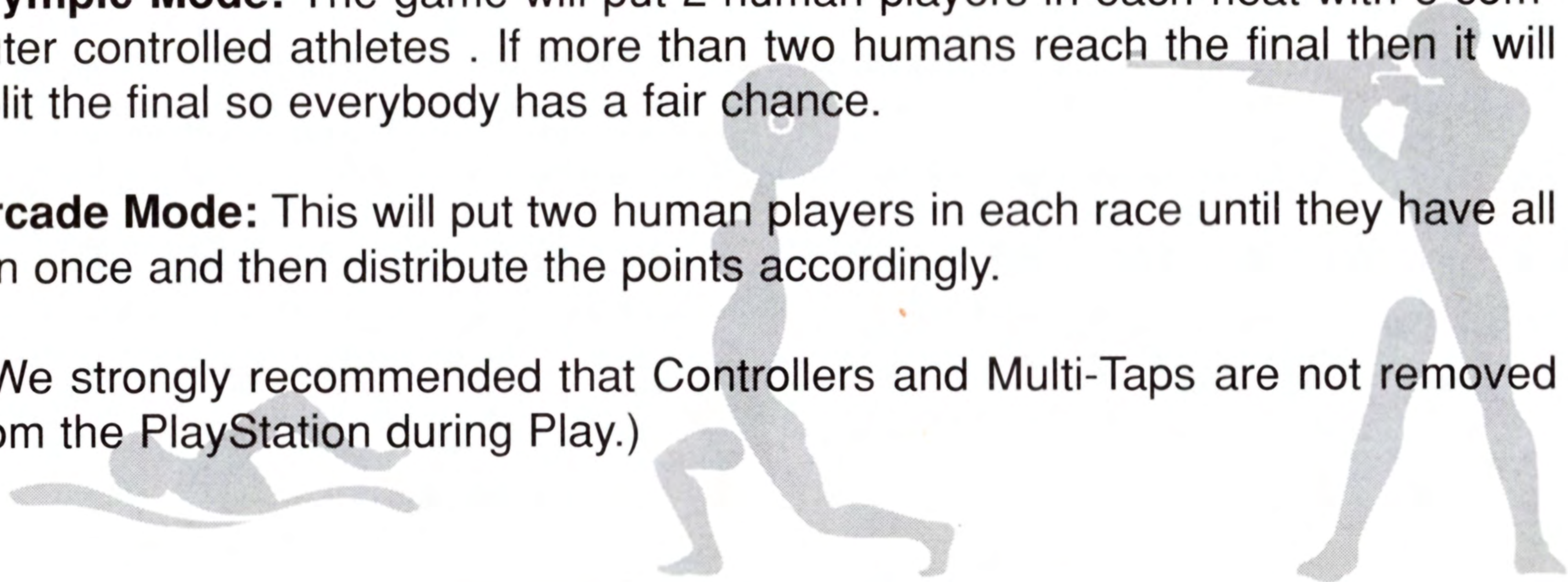
Multiple player Games

Up to 8 players can play Olympic games simultaneously (1 or 2 Multi-Taps are required for 3 or more players). The game will automatically detect the amount of Controllers that you have connected. If you wish to look at or change the controller distribution then please read the section under Player menu - Controller. If you have more players than controllers then the game will share the controllers between the players and will then make sure that the maximum amount of players can play simultaneously. This is only noticeable when competing for the 100m Run, 400m Run or 100m Crawl as the other events take turns with the competitors e.g. 8 players with two controllers would do the following:

Olympic Mode: The game will put 2 human players in each heat with 6 computer controlled athletes. If more than two humans reach the final then it will split the final so everybody has a fair chance.

Arcade Mode: This will put two human players in each race until they have all run once and then distribute the points accordingly.

(We strongly recommended that Controllers and Multi-Taps are not removed from the PlayStation during Play.)



THE EVENTS

TRACK EVENTS

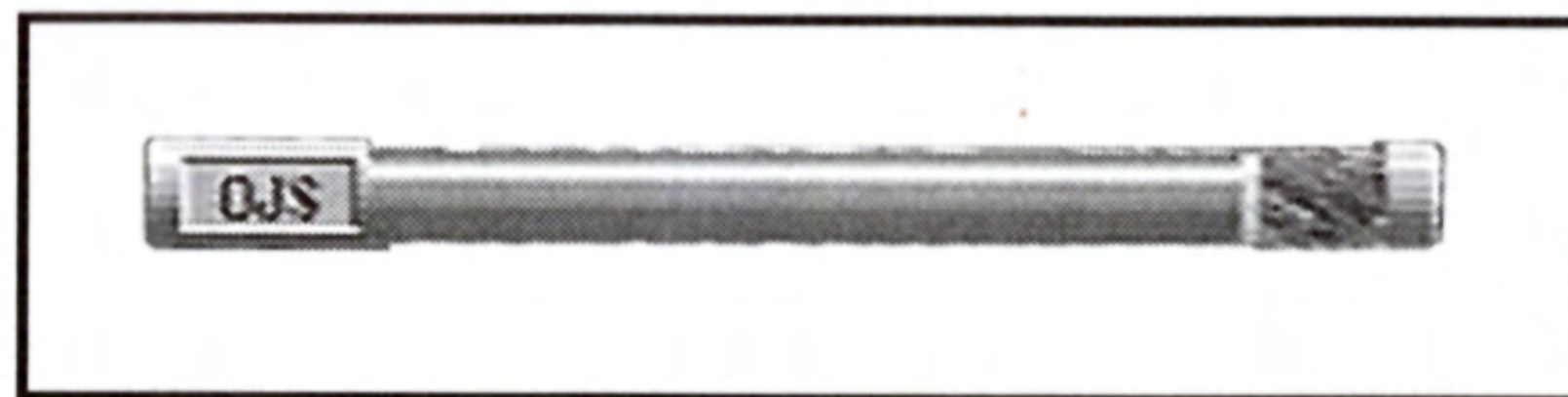
100 Meters

Wait for the starter to signal the start of the race, then, use the selected control method to increase your speed. Your Power Bar will be displayed on screen, this is an indication of your speed.

If you jump the start you will be awarded a false start. If you false start 3 times you will be disqualified from the race.

Olympic Mode: 4 races with 1st and 2nd places going through to the final.

Arcade Mode: 1 race only.



400 Meters

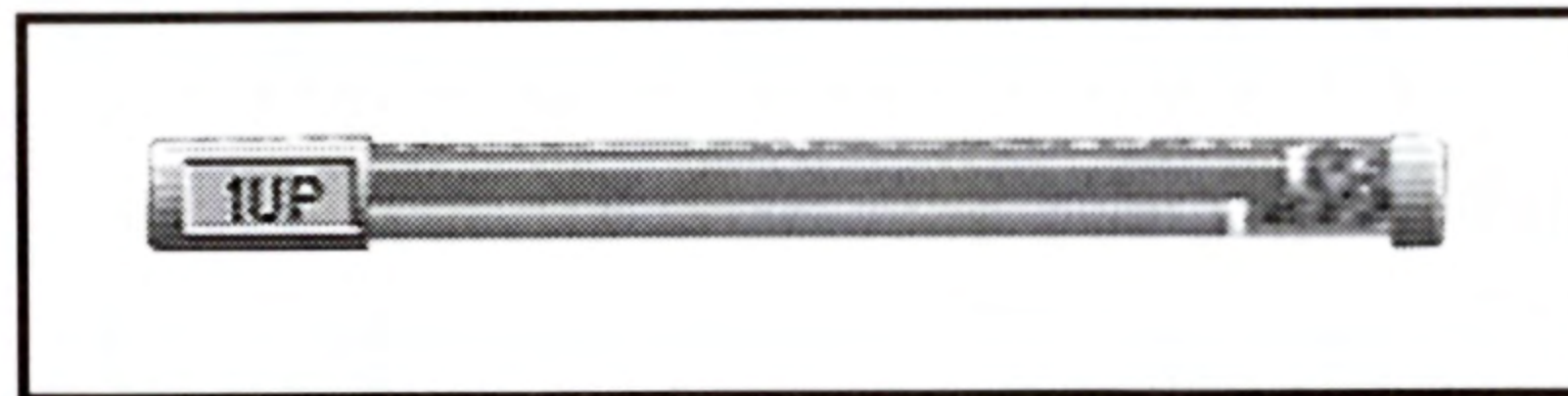
Wait for the starter to signal the start of the race, then, use the selected control method at a steady pace so as not to drain your stamina. Your Power Bar is dis-

played on screen with your Stamina Bar directly below it. You must judge at which point to start accelerating for the final part of the race. You must reserve sufficient stamina for the sprint finish.

If you jump the start you will be awarded a false start. If you false start 3 times you will be disqualified from the race.

Olympic Mode: 4 races with 1st and 2nd places going through to the final.

Arcade Mode: 1 race only.



FIELD EVENTS

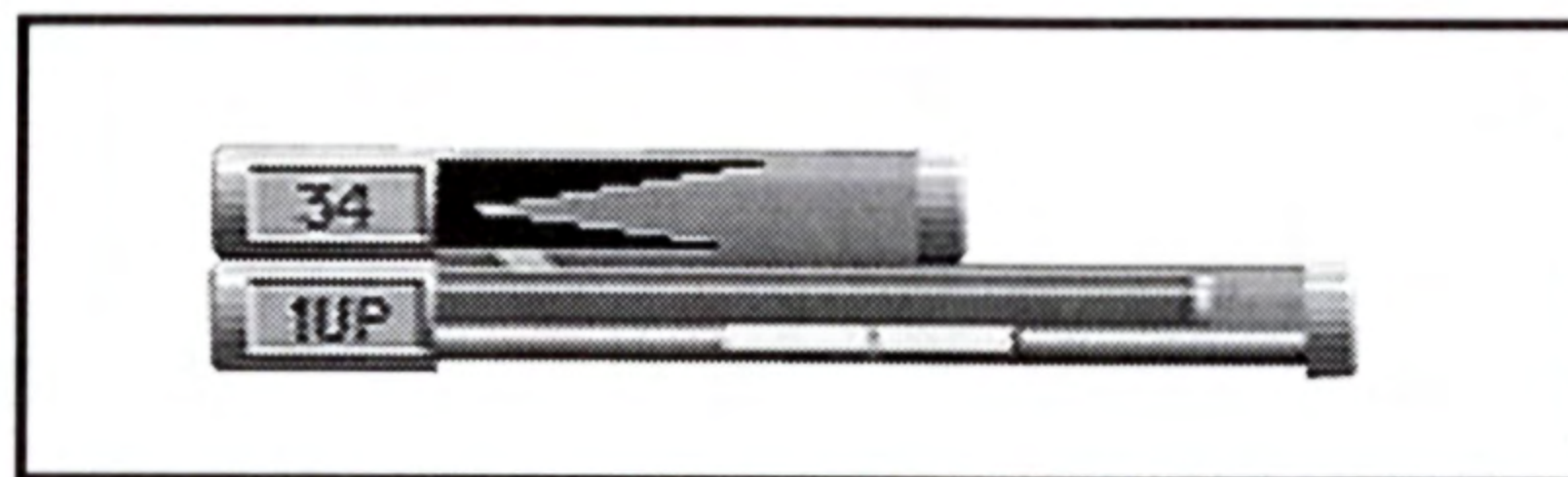
Javelin

When you are ready to start the event, build up your speed using the selected control method, a progress meter will be displayed under your power bar, you must press the action Button to throw the javelin before the progress indicator passes the red line. As you press the action Button, the launch angle of the javelin increases, this is displayed in a box above the power bar. You must release the action Button when you feel the release angle is correct. The optimum point for throwing is depicted by the red line on the run up bar. If you set

your progress meter over the red line a foul throw will be awarded. If the Javelin lands outside the legal area it will be classed as a foul.

Olympic Mode: 3 attempts.

Arcade Mode: 3 attempts.

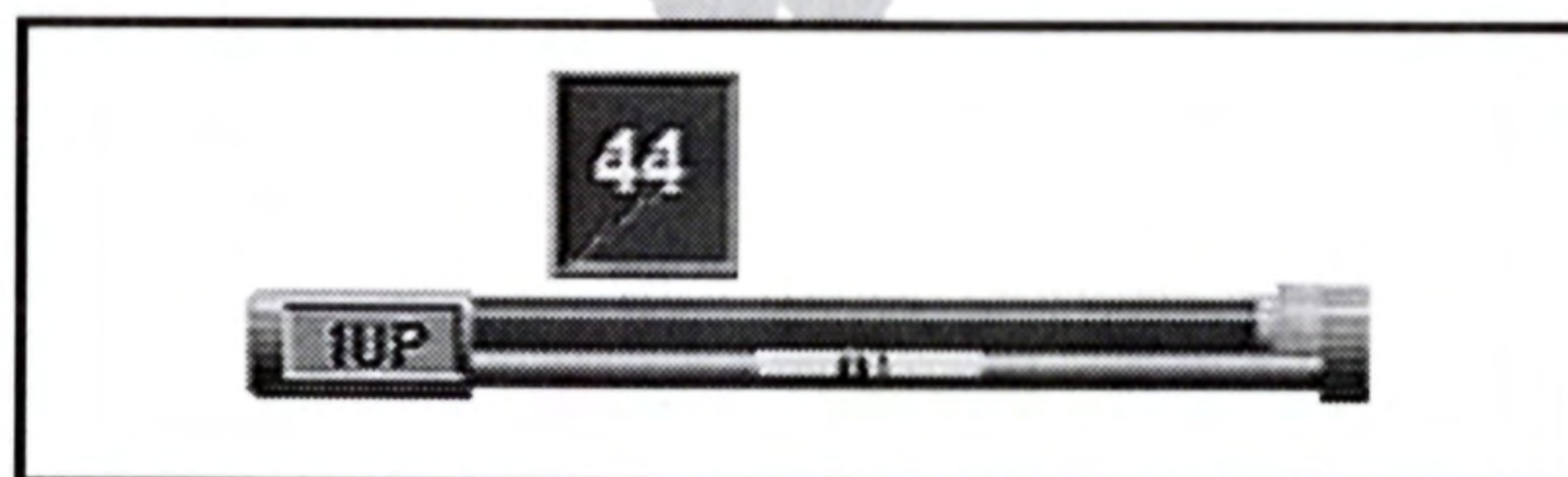


Hammer

When you are prepared to attempt your throw, use your selected control method to build up your speed. As you approach the correct throw position a direction marker will appear. You must then press the action button to choose the direction and hold it down and release it at the desired angle to set the trajectory of the throw. The optimum release point is depicted by the red line on the direction bar. If the Hammer lands outside the legal area it will be classed as a foul.

Olympic Mode: 3 attempts.

Arcade Mode: 3 attempts.

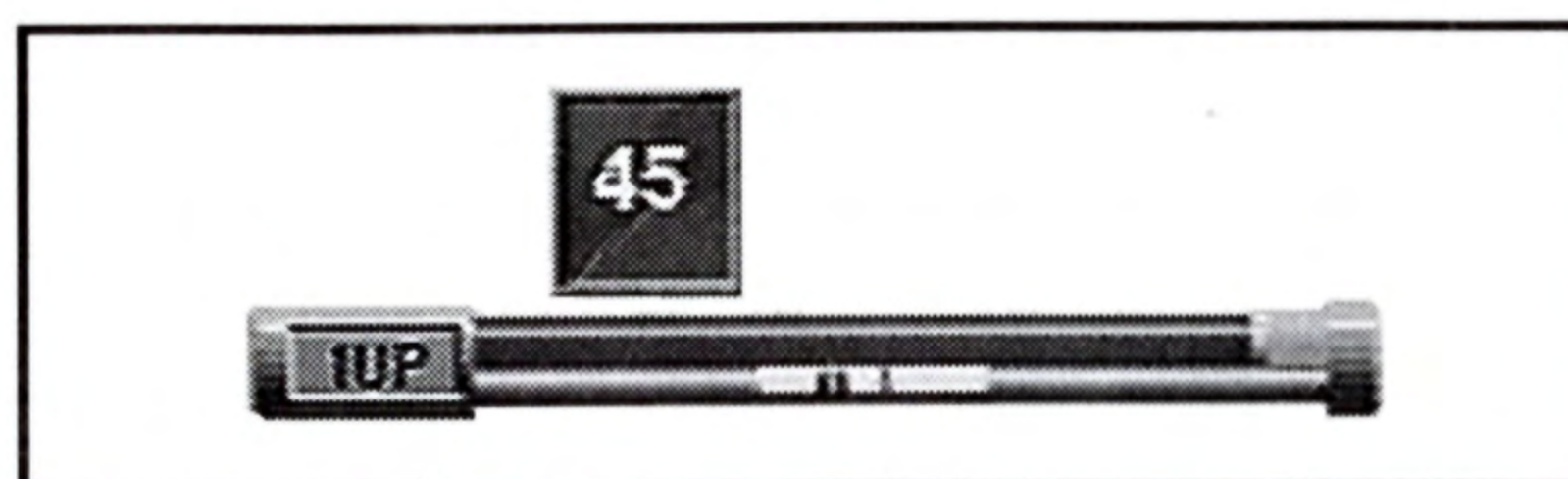


Discus

When you are prepared to attempt your throw, use your selected control method to build up your speed. As you approach the correct throw position a direction marker will appear. You must press the action button to choose the direction and hold it down and release it at the desired angle to set the trajectory of the throw. The optimum release point is depicted by the red line on the direction bar. If the Discus lands outside the legal area it will be classed as a foul.

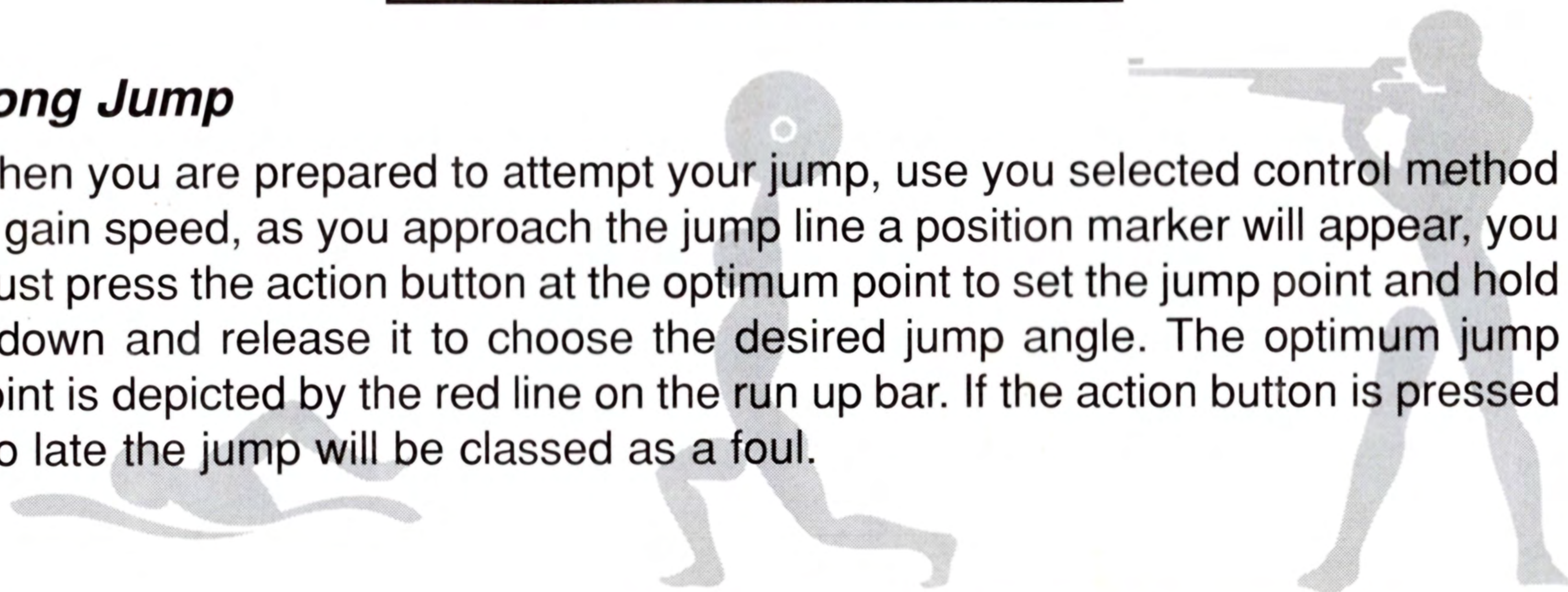
Olympic Mode: 3 attempts.

Arcade Mode: 3 attempts.



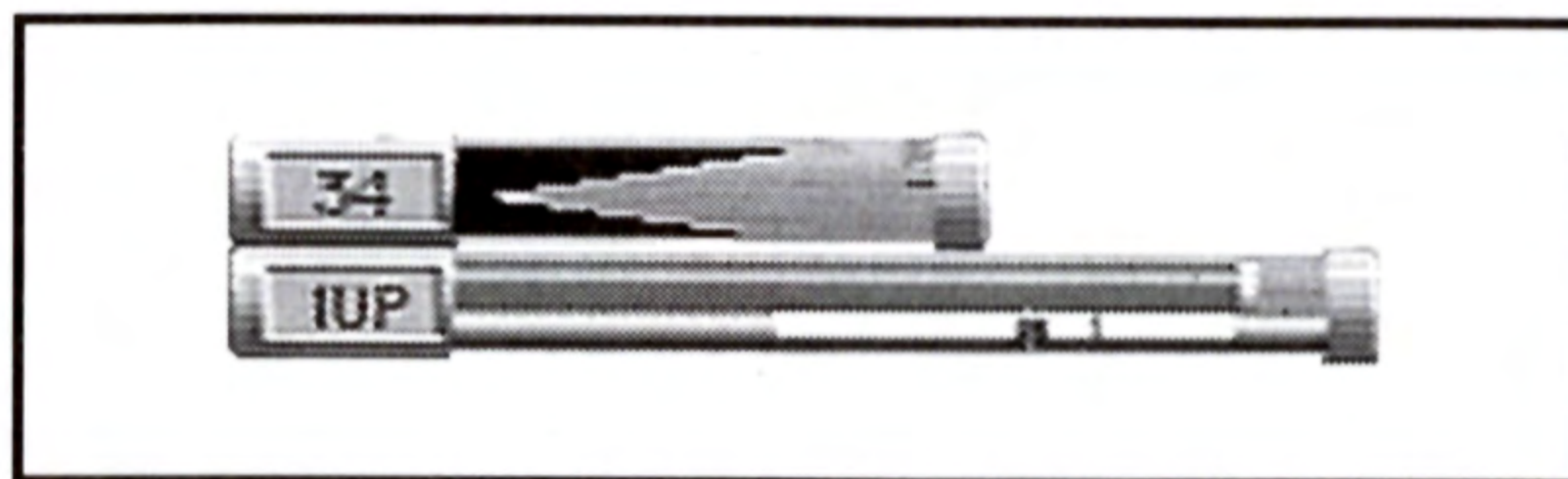
Long Jump

When you are prepared to attempt your jump, use you selected control method to gain speed, as you approach the jump line a position marker will appear, you must press the action button at the optimum point to set the jump point and hold it down and release it to choose the desired jump angle. The optimum jump point is depicted by the red line on the run up bar. If the action button is pressed too late the jump will be classed as a foul.



Olympic Mode: 3 attempts.

Arcade Mode: 3 attempts.

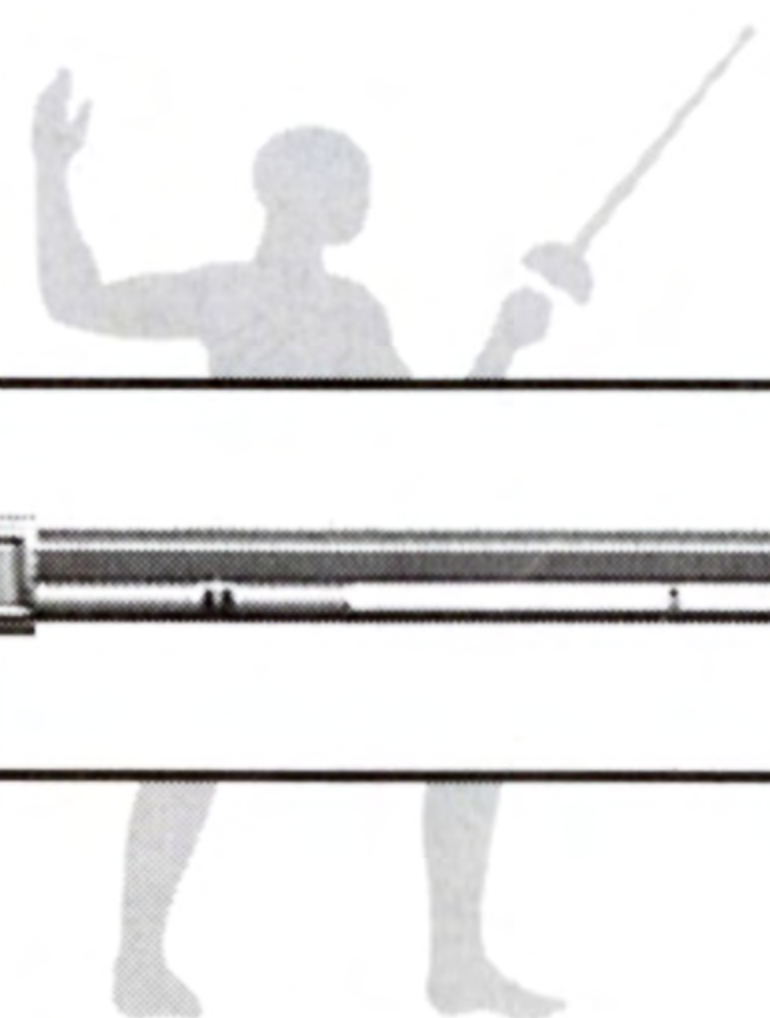
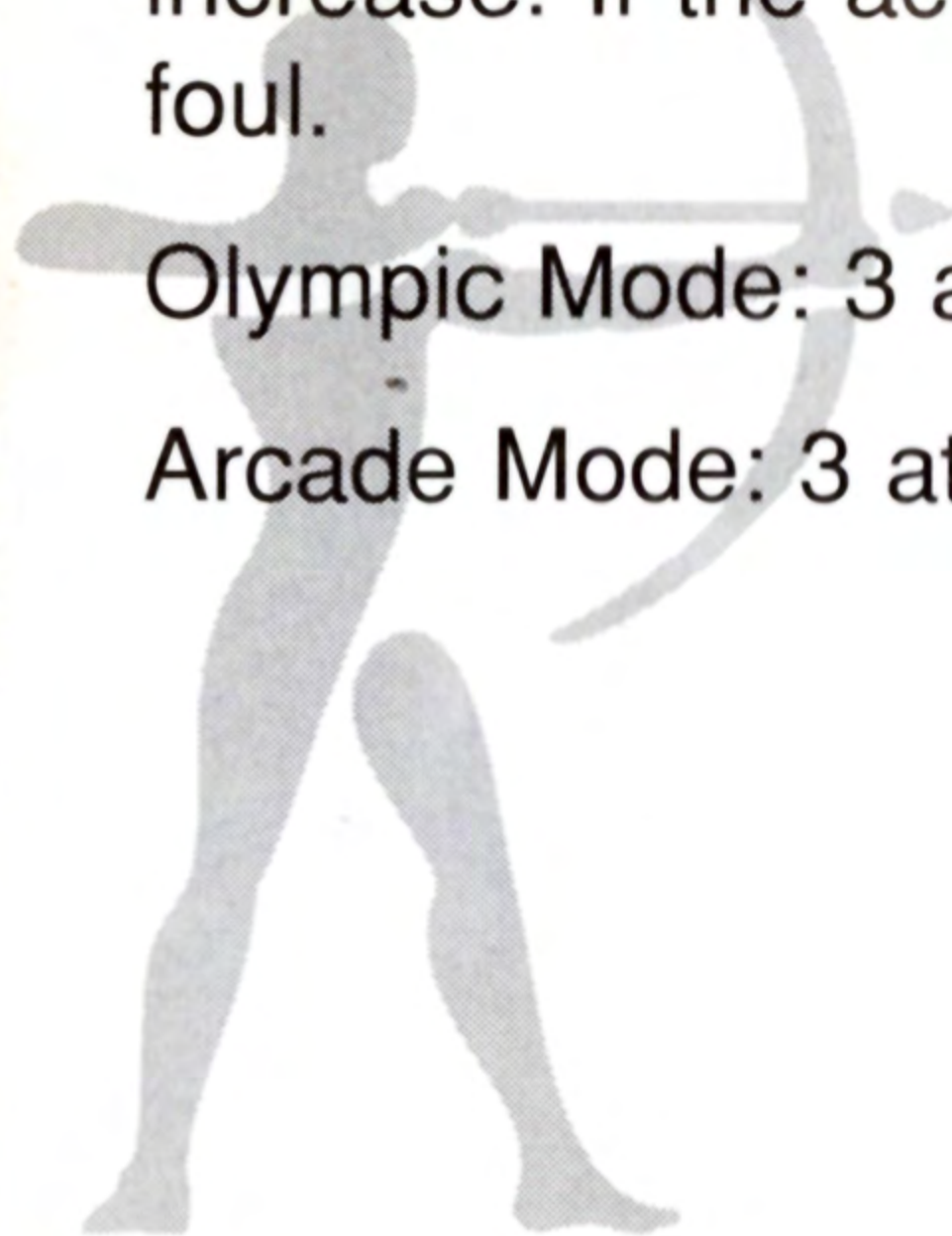
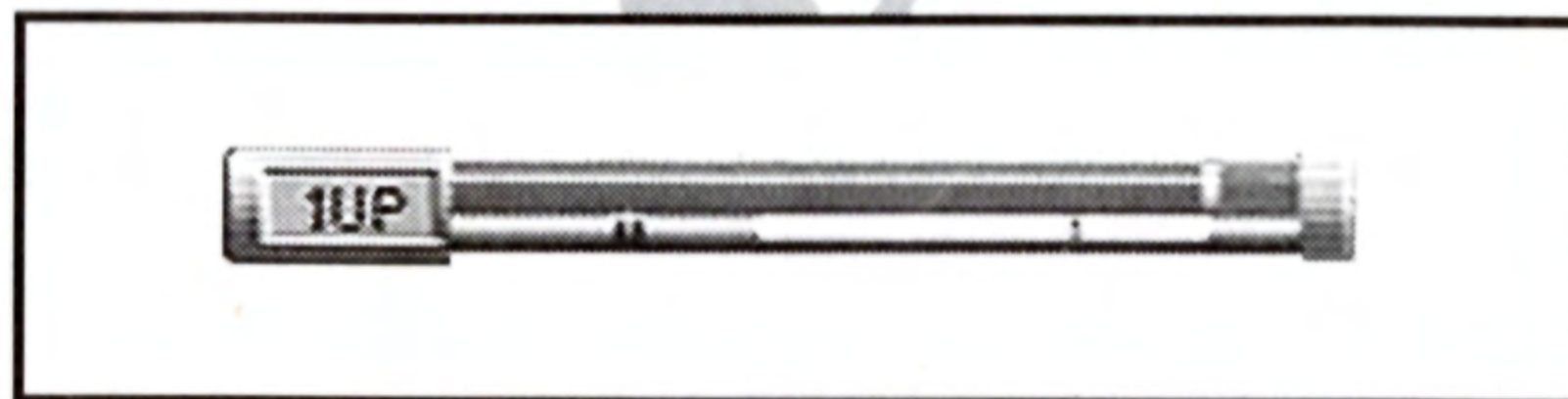


Triple Jump

When you are prepared to attempt your jump, use your selected control method to gain speed, as you approach the jump line a position marker will appear, you must press the action button at the optimum point to set the jump point three times. The closer you stop the marker to the red line, the further the jump will increase. If the action button is pressed too late the jump will be classed as a foul.

Olympic Mode: 3 attempts.

Arcade Mode: 3 attempts.

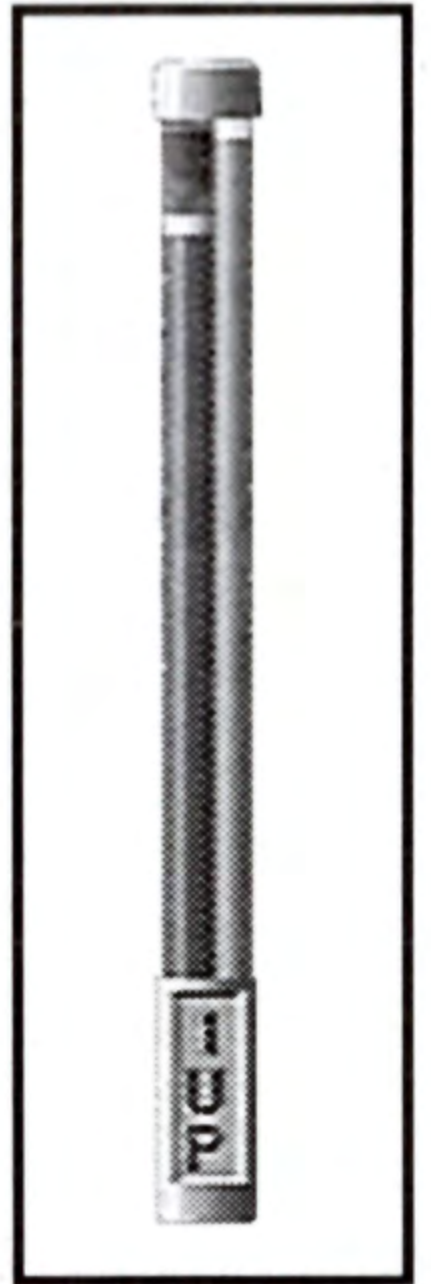


High Jump

Use your selected control method to run up as fast as possible. A Jump Bar will start to rise as it reaches the same height as the power bar, press the action Button, this will cause the athlete to flip himself over the bar. If your jump power is too low or you are too inaccurate you will fail the jump. You will also fail if the jump meter reaches it's maximum

Olympic Mode: 3 attempts after every successful jump.

Arcade Mode: 3 attempts.

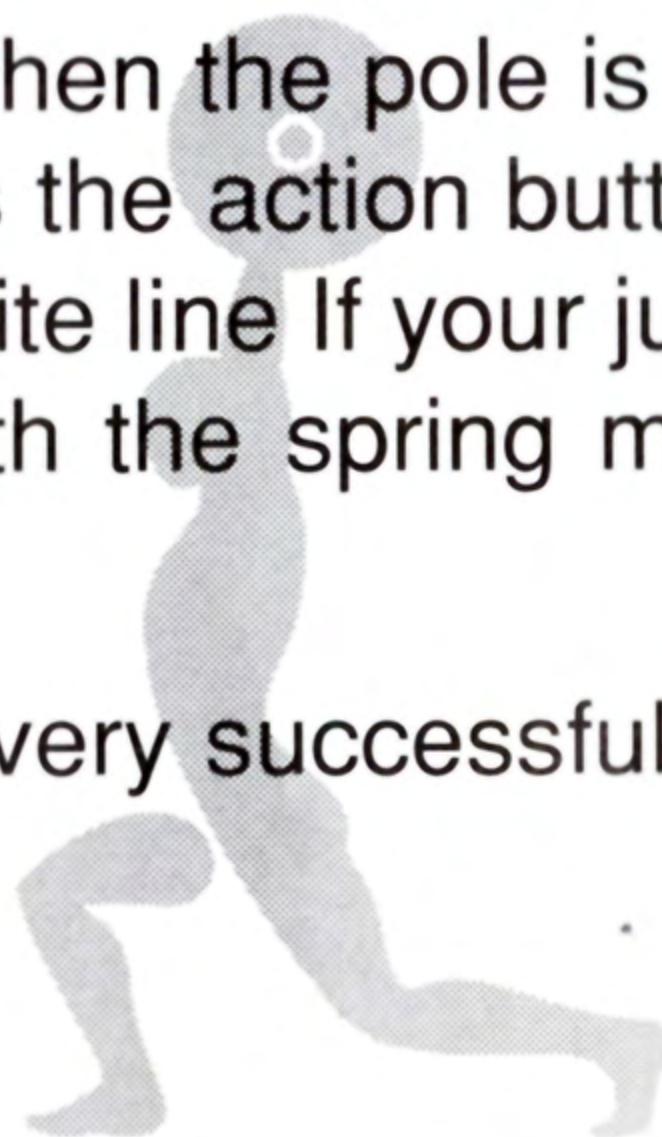


Pole Vault

Use you selected control method during run up to set the power of your jump. As you approach the ideal position on the run up, a marker will start to descend to indicate the placing of the pole. Press the action button as the marker is next to the white line. When the pole is planted a spring meter will appear. You must press the action button as the spring meters pointer is level with the white line. If your jump power is too low or you are too inaccurate with the spring meter or the pole plant you will fail the jump.

Olympic Mode: 3 attempts after every successful jump.

Arcade Mode: 3 attempts.



SWIMMING

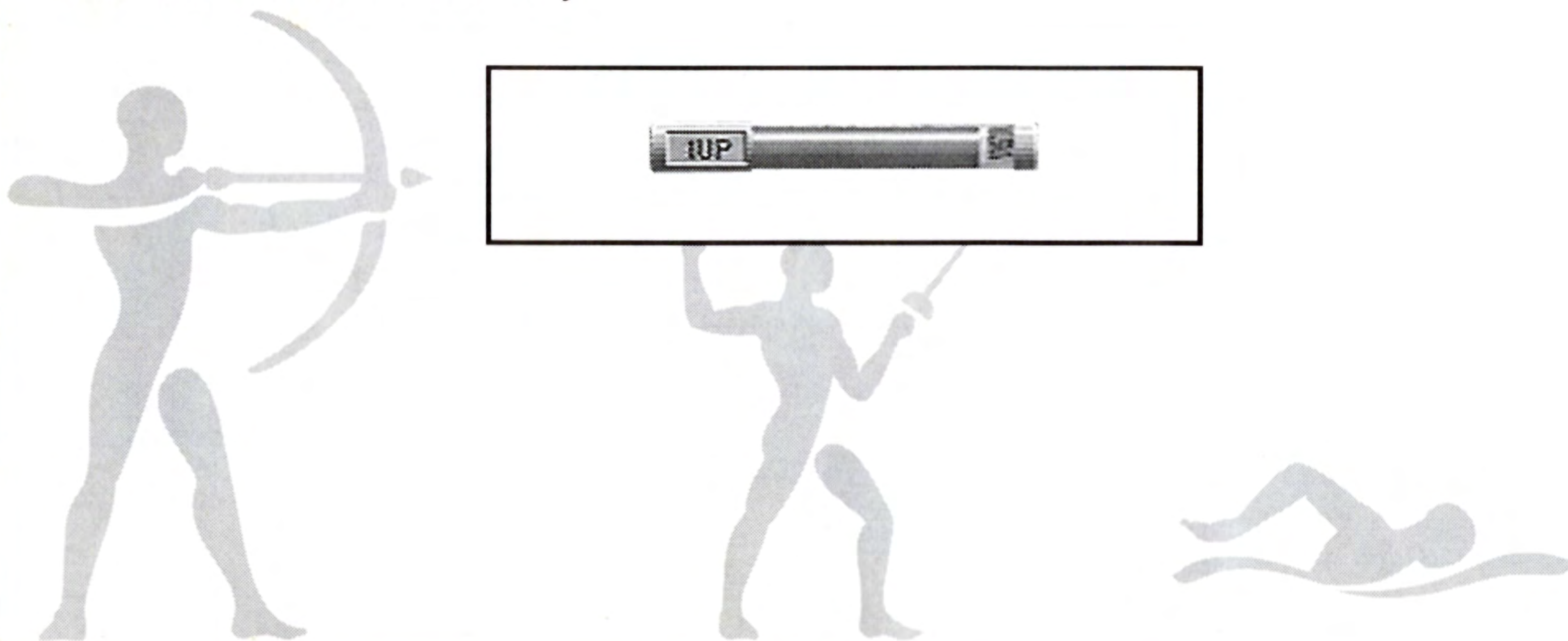
100M Crawl

Wait for the starter to signal the start of the race, then, use the selected control method at a steady pace so as not to drain your stamina. Your Power Bar is displayed on screen with your Stamina Bar directly below it. You must use your skill and judgement to ensure that you do not run out of stamina in the final stages of the race.

If you jump the start you will be awarded a false start. If you false start 3 times you will be disqualified from the race.

Olympic Mode: 4 races with 1st and 2nd places going through to the final

Arcade Mode: 1 race only.



SHOOTING

Rapid Fire Pistol

Shoot all the targets as fast as you can in the middle, if you miss a target you will lose points. Use the directional controllers to aim the pistol and the action button to fire. You must hit all five targets three times. The Red bar on the right side of the screen is the Time meter, this will fall as you run out of time on each target. If the bar reaches the bottom before a shot is fired, the next target will appear and you will lose valuable points.

You must hit all targets in the first round in eight seconds.

The next five must be hit in six seconds.

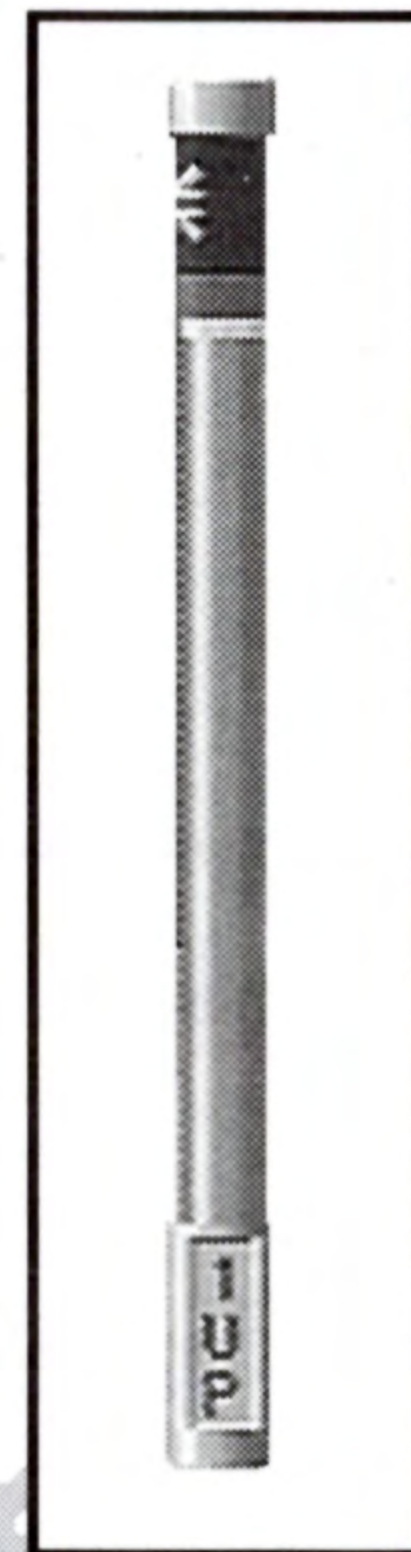
The last five must be hit in four seconds.

Olympic Mode: 6 rounds, 2 of each time limit.

Arcade Mode: 3 rounds, 1 of each time limit.

Skeet Shooting

The competitor must take a total of twenty five shots from the eight firing positions. The Pigeons are fired from two sheds at either sides of the range. From position 1,2,6,7 the athlete must hit pigeons fired from the high shed, low shed



then from both at the same time. At 3,4,5 and 8 the athlete must hit pigeons fired from the high shed and then the low shed. The last shot is either a repeat of the first target missed or a target fired from the low shed. Each round will be signalled by a call from the judge 0 to 3 seconds before the first pigeon is released. You control the cross-hair using the directional controller and fire from the two barrels using buttons X and □ (each one corresponding to a trigger).

Olympic Mode: 25 shots

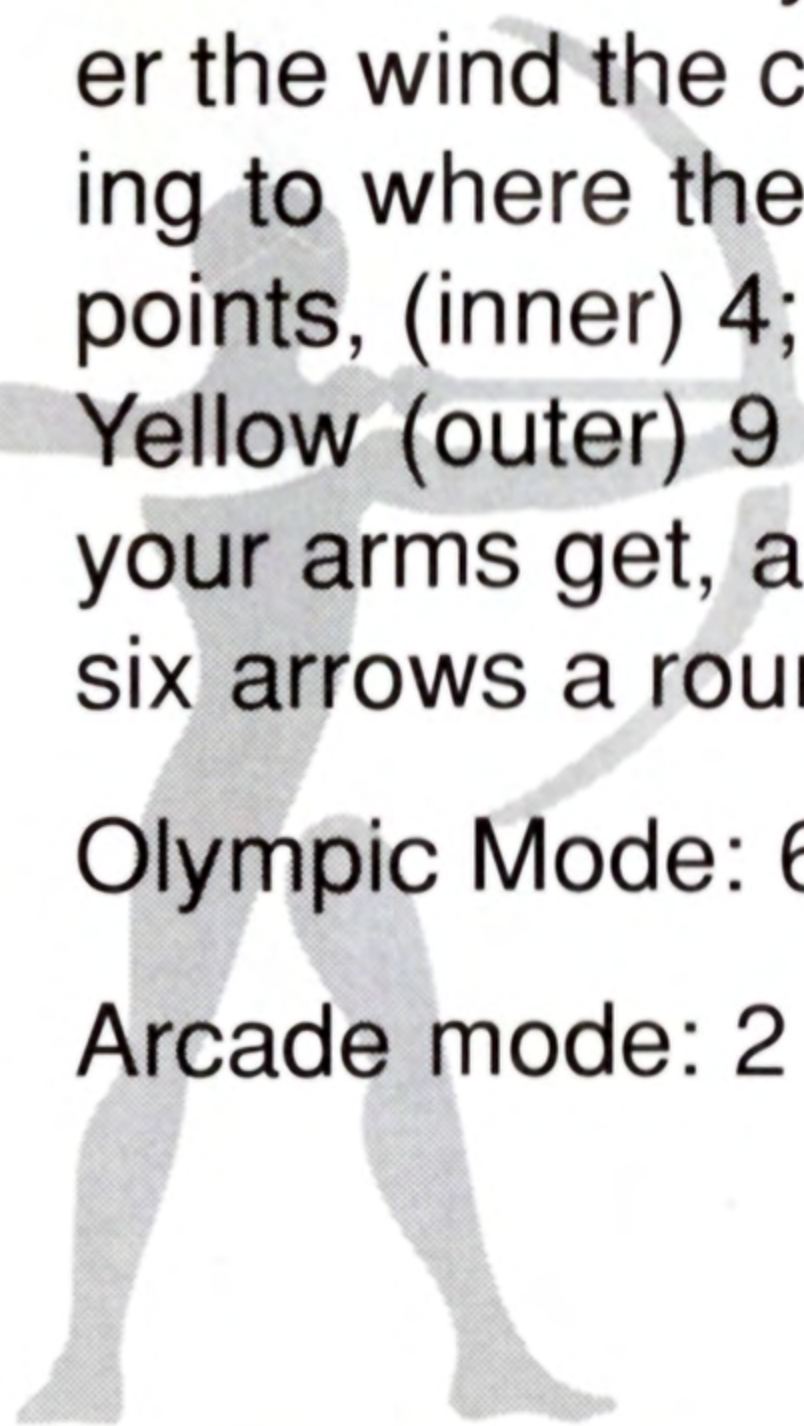
Arcade Mode: 25 shots

Archery

The direction pad moves the sight around. The direction and strength of the wind is shown by the compass which is underneath the camera view. The slower the wind the closer to the sight the arrow will land. Points are scored according to where the arrow lands : White (outer) 1 point, (inner) 2; Black (outer) 3 points, (inner) 4; Blue (outer) 5 points, (inner) 6; Red (outer) 7 points, (inner) 8; Yellow (outer) 9 points, (inner) 10. The longer you take to aim, the more tired your arms get, and the more the sight wobbles randomly. Each competitor has six arrows a round. The archer with the most cumulative points total wins.

Olympic Mode: 6 rounds

Arcade mode: 2 rounds



GENERAL

Weight Lifting

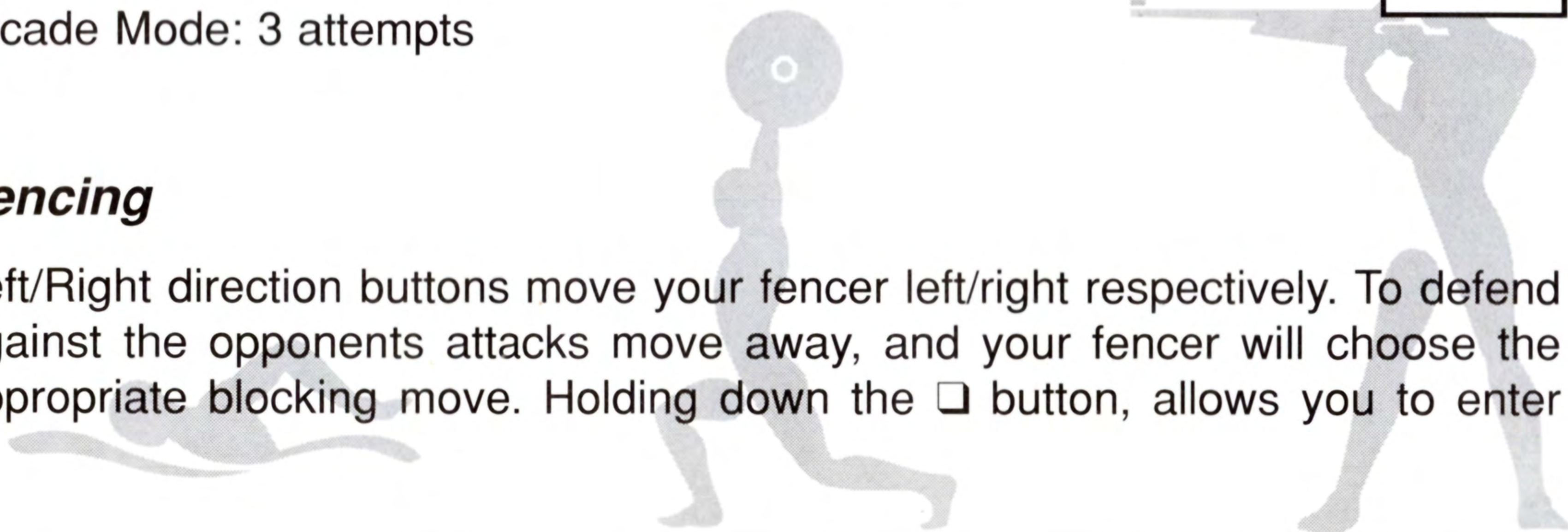
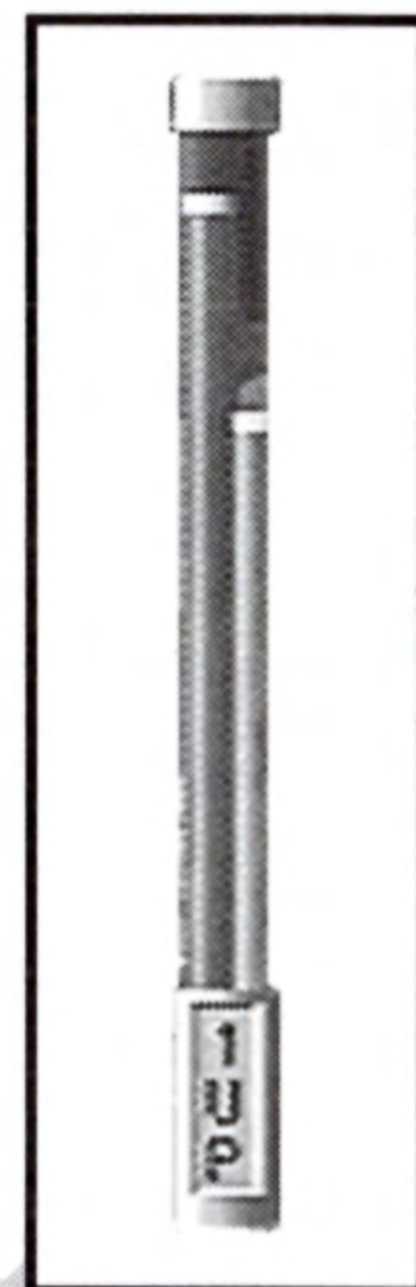
When you are prepared to attempt your lift, use your selected control method to build up power, as the power reaches a certain level a jerk meter will start to rise, as power and jerk bars meet, you must press the action button to begin the lift, this will take you to the first stage of the lift (the clean). You must then repeat this process to jerk the weight above your head (the jerk). If you manage to lift the bar above your head you must keep it there until it is judged to be a success. If during this stage you start to wobble you must use left and right on the directional controller to compensate. If you fail to achieve enough power or are inaccurate with stopping the jerk bar or the jerk bar reaches it's maximum you will fail the attempt.

Olympic Mode: 3 attempts at every successful lift

Arcade Mode: 3 attempts

Fencing

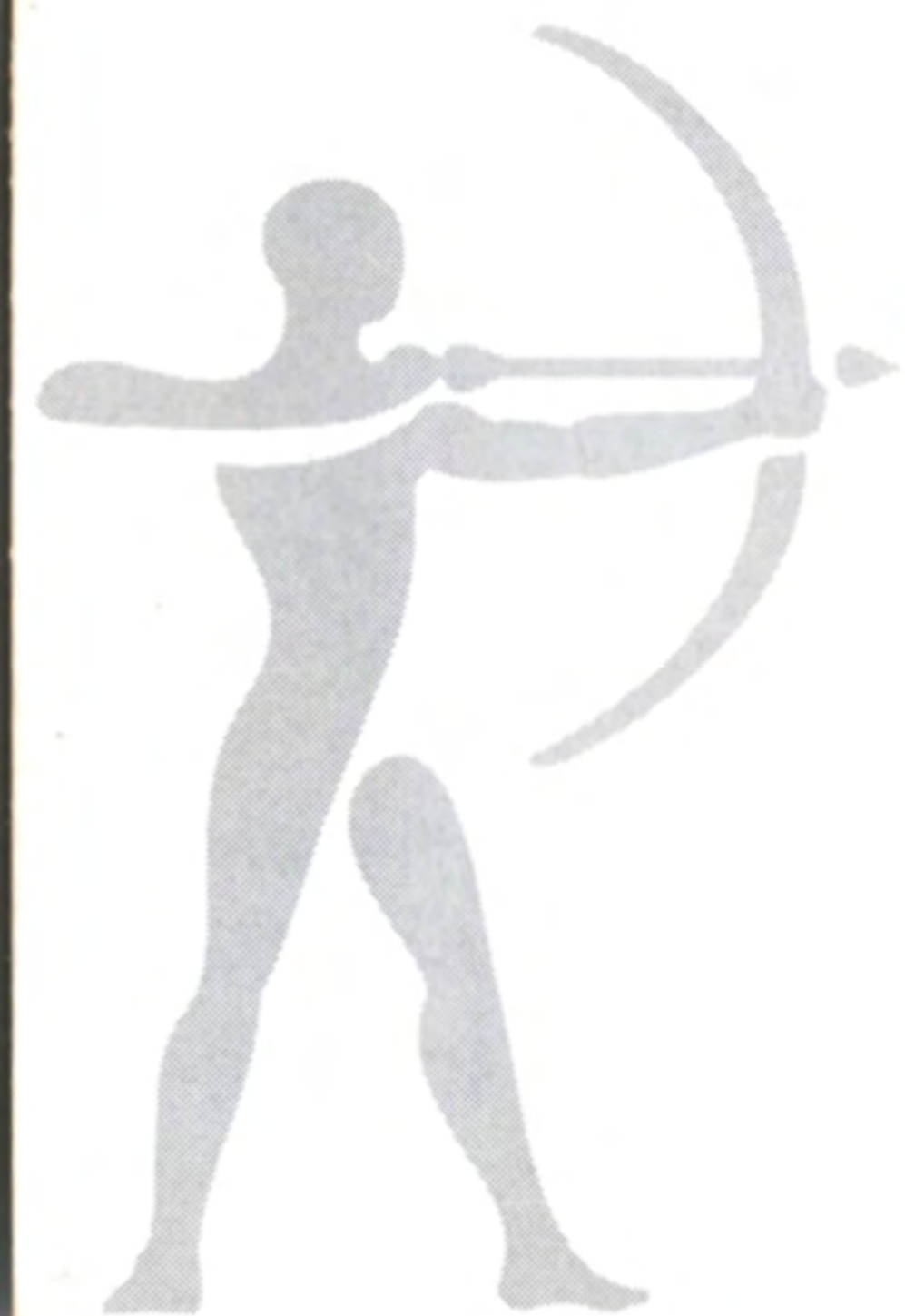
Left/Right direction buttons move your fencer left/right respectively. To defend against the opponents attacks move away, and your fencer will choose the appropriate blocking move. Holding down the button, allows you to enter



attack mode, now pressing one of the directions buttons will trigger the corresponding action : Up = High Lunge, Forward = Mid Lunge, Down = Low Lunge, Back = Fleche. The X Button triggers the automatic reposte, where your fencer dodges an attack and performs a quick swipe. This move cannot be defended against if timed correctly, but leaves your fencer wide open otherwise. When an attack connects, a point is scored. If the two fencers attack at the same time, neither gets a point. The first fencer to five points wins the round.

Olympic Mode: 4 rounds of 16 competitors on a knockout basis.

Arcade Mode: This event is not included.



CREDITS

PRODUCER

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Brian Schorr, Dan Wong

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CREATIVE COMPETITORS

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COMMENTARY BY

Ron Barr

SPECIAL THANKS

Bob Botch, Joseph Olin, Kevin Mulligan

Music Annex, U.K. Boys
Eidos Interactive, Ahh Lo



THE NEXT LEVEL HAS A DRESS CODE:

BIG DOG



SPORTSWEAR.

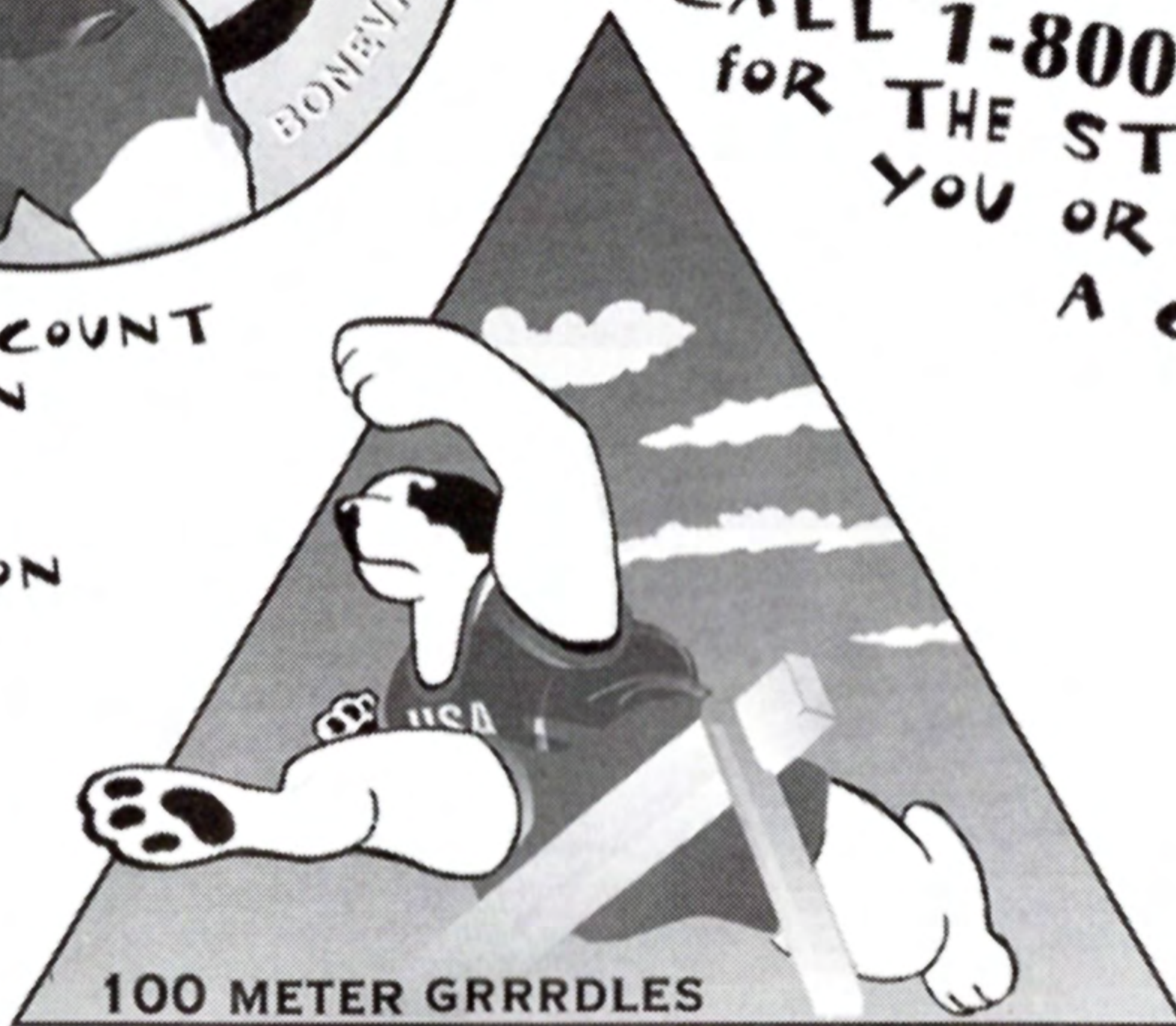
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OLYMPIC SOCCER



Atlanta 1996



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