

for the Commodore 64/128™

TO LOAD DISK :

- Plug your joystick into **PORT # 2**
- Turn the computer and disk drive **ON**
- Insert the EPYX SPORTS PREVIEW DISK into the disk drive, label facing up, oval cutout pointing toward the back.

- Type **LOAD ""8,1** and press the **RETURN** key
- The Main Menu will appear. Move the cursor up or down, using the joystick, then press the **FIRE BUTTON** to select the game you wish to play


SUMMER GAMES™
Diving (One of eight events)

- You need to complete four dives (forward, backward, reverse, and inward) and achieve the highest score possible
- Press the **FIRE BUTTON** to take off from the diving board
- Use the joystick to control body position and rotation speed. Move the joystick:
 - **RIGHT** for a full-tuck position, and the fastest rotation
 - **BACK** for a pike position, and second fastest rotation

- **LEFT** for a half-pike position, and slower rotation
- **FORWARD** for a layout position, and the slowest rotation.
- Move the joystick **FORWARD** just before you enter the water for a straight entry.
- After each dive, the judge's scores for your execution will appear (a "10" is perfect). You will also be scored on the difficulty of the dive. Calculations are shown on the following screens. Push the **FIRE BUTTON** to change screens.


SUMMER GAMES II™
Javelin (One of eight events)

- Press the **FIRE BUTTON** to start running down the track
- Keep pressing the **FIRE BUTTON** to gain speed on the runway. The more you press the button, the faster you will go.
- As you near the end of the runway, move the joystick **LEFT** to break stride and begin your throw. As you hold the joystick to the **LEFT** the javelin will continue to rise. When you release the joystick, it will "lock in" the angle and begin the throw.

- If you release the javelin too low, your throw will have a low arc.
- Releasing the javelin too high will result in a high throw and a disappointing performance.
- If you cross the throwing line, you will incur a fault.
- You get three attempts to throw the javelin. Press the **FIRE BUTTON** to continue after each throw.


WINTER GAMES™
Ski Jump (One of seven events)

- Press the **FIRE BUTTON** to begin your approach
- When you reach the take off point, press the **FIRE BUTTON** again
- In the air, watch the upper right hand corner of the screen for faults. Correct faults quickly to get maximum distance and points for form
 - If your knees are **BENT**, push the joystick **FORWARD** to correct

- If you are **TOO FAR FORWARD**, move the joystick **LEFT**.
- **TOO FAR BACK**, move the joystick **RIGHT**.
- **SKIS CROSSED**, pull joystick **BACK**.
- If you don't correct your faults in time, your Ski Jumper's wild antics will cause wind resistance and you will lose points on your form.


PITSTOP II™

- The upper half of the screen is your display
- Maneuver car with the joystick, **LEFT** and **RIGHT**
- Push **FORWARD** to accelerate, **BACK** to decelerate. For turbo boost, press the **FIRE BUTTON**
- Hitting other cars or the side of the road wears down your tires (black to white)
- Pull into the pitstop to refuel or change tires (Preview game will also time out into the pitstop)
 - Pit is the white dot on the track in the radar map
 - On the road it appears as an exit lane. Veer to the left to enter

- Move cursor to the crew member you wish to use and press the **FIRE BUTTON**. Use joystick to maneuver. To change crew members, press **FIRE BUTTON** to release.
 - To replace worn tires, move crew member to worn tire. Carry tire to new tire stack & place new tire back on car.
 - To refuel, move gas attendant to back of car. Don't overflow, tank may explode.
- To exit pitstop, move cursor to car & press the **FIRE BUTTON**


THE WORLD'S GREATEST FOOTBALL GAME™

This version contains only one play. Complete game allows you to design and save your own plays or select from the Playbook. There are thousands of possible offensive and defensive formations and plays.)

- You will see a split screen with windows—a sideline view of the field, a full field overhead view, and a schematic overhead view. In the schematic, the + sign indicates the position of the ball carrier, and the white and blue x's and o's show the players in the immediate area.
- You will be using the joystick in **Port # 2**. You control the offensive team (blue uniforms with white helmets) and the computer is the defensive team (black uniforms with blue helmets). On the Preview Disk you have four opportunities to get a first down or a touchdown.
- You can set the speed of play by pressing the keys **0** (fast) to **8** (slow).

- After selecting the speed, play begins. Use the joystick to drop the quarterback back in the pocket. The quarterback is in a white uniform.
- The offense can select either a primary (wide receiver) or secondary (half back) player. Press the **F1** key for primary or **F3** for secondary while the play is being executed.
- The play that has been selected on this preview is a halfback option (curl in pattern). When the halfback is in position for a handoff, you will hear a beep from the computer. Press the **FIRE BUTTON** to pass the ball.
- The ball is the dot that flashes from blue to white. Watch its shadow on the ground for its position relative to the ground. As soon as the ball is in the air, the joystick controls the receiver. Move the receiver into position for the catch, then run the ball downfield.
- Press the **C=** (Commodore) key for your next attempt. Press the **RESTORE** key to return to the main menu.