SEGA
GENESIS
16-BIT CARTRIDGE

Barcelona '92

Official Licensed Product of the
1992 Barcelona Olympic
Summer Games.

U.S.GOLD

P R E S E N T S

OLYMPIC GOLD™

OFFICIAL
SEGA
SEAL OF
QUALITY

Welcome to the Barcelona 1992 Olympic Summer Games !

In this game up to four players can pit their skills and endurance against each other and over 20 computer athletes to win the coveted Olympic Gold. You compete in seven challenging events in the full Olympic Games segment or choose your own set of events for a mini Olympic Games competition. There is even a practice mode to let you sharpen your skills before entering the main event.

The seven events are :

100-meters Sprint
Hammer Throw
Archery
110-meters Hurdles
Pole Vault
Springboard Diving
200m Freestyle Swimming

In addition there are opening, closing and medal ceremonies with countries' national anthems. You can represent the country of your choice and play in the language of your choice. Select from a separate menu of eight languages and countries.

Go for the Glory - Go for the Gold !

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.

2. Make sure the power switch is OFF. Then insert the Olympic Gold cartridge into the console and press it down firmly.

3. Turn the power switch ON. In a few moments, the Barcelona 1992 Olympic Summer Games screen appears.

4. Press Start when the Title screen appears.

Important: If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the poser switch ON again. Always make sure the power switch it turned OFF before inserting or removing the Sega cartridge.

Opening Credits

After inserting the cartridge and turning on your console, opening credits will appear followed by a roll of honor which shows a map of the world and each city which hosted the modern Olympic Games right up to Barcelona in 1992. You can bypass this by pressing any button on your control pad it you do not wish to watch it.

Language Selection

Following the opening credits is a set of eight flags. Move the highlight box, using the D-button and press any button to select a language. For the remainder of the game until you turn off your console, all main text used in the game will be in the language of your choice.

Scoreboard

The Scoreboard is the main selection and information screen in Olympic Gold.

Initially you will be presented with a choice of four options :

As you move up/down using the D-button each selection is highlighted. Pressing either the A,B,C button will choose the highlighted option. The function of each option is explained below.

Training Session

If you select Training Session you will be presented with a set of seven icons representing the seven events. By moving the D-

button you can move a selector window over each icon. By pressing button A, B, C on any icon you will then have the opportunity to practice this event.

To end training mode, press the START button when you are on the scoreboard screen.

Mini Olympic Games

If you select Mini Olympic Games you will be presented with a set of seven icons which are slightly faded out on the scoreboard. By using the D-button you can move a selector window over each icon. By pressing any button on any icon, the icon is fully colored and remains so when the selection window moves on. You can select as many icons as events you wish to compete in. If you choose an event accidentally then pressing any button while your selection window is over the icon will unselect that event. When you have selected your competition events move the highlight to "start" and press any button.

Full Olympic Games

If you select Full Olympic Games you will be competing in all seven events in the order that they appear on the scoreboard.

World Records

By selecting World Records you will be able to see the latest Olympic Games and World Records for each event. If at any time any competitor breaks a record during competition this will update the record table and be retained until either the record is broken or the console is switched off. Move to the next record table by pressing any button.

Enter Names

After selecting Mini or Full Olympic Games you will be presented with the Enter Names screen. On this screen you can, by moving the highlight over the screen, change the following :

The number of players (from 1 to 4)

By pressing any fire button you can cycle between a check mark (✓) and dot(•) before any of the names. To select the player you wish to be, place a check (✓) before the name. To move up or down and select other players, use the D-button. You can put a check next to as many as four names if more than one person is playing the game.

The names of the players

Using the D-button, you can highlight (in green) the competitors name. Press any fire button to display the letter selection menu at the bottom of the screen.

Once again use the D-button to move through the alphabet and select the letters or numbers you need.

Press the A button to select a new letter or number to be added to the name.

Use the B button to delete only the last character in the name.

Press the C button to delete the entire name.

Highlight "End" and press the A button to return to the selection screen.

You can then select another name to change or move on.

The country the players represent

Using the D-button move the green highlight to the column for country (second from right) of the player you wish to change. Push any fire button (A,B,C) and a flag select menu will appear. Using the D-button highlight (in green) the country you wish to represent and push any fire button. The national anthem for that country will then play. You can change countries as many times as you want before exiting the selection screen.

The joystick the players use

Using the D-button, move the green highlight to the far right column. The column will contain a 1 for joypad port 1 or a 2 for joypad port 2. Using any fire button, you can change the port from 1 to 2 or vise versa.

Note: Please make sure you insert your joypad into the port that matches your selection. Failure to do so will cause the game to stop when it is your turn.

You can stay on this screen and continue to change selections as long as you want. To leave the screen use D-button to move the green highlight to "START COMPETITION" and press any fire button.

Level Selection

You will be offered a selection of 3 different levels of competition. To select one, highlight the particular selection by using the D-button and press any button.

The levels are :

An easier level for beginners.

The opposition is tougher than club.

Some opposition athletes are world record holders This is the toughest level.
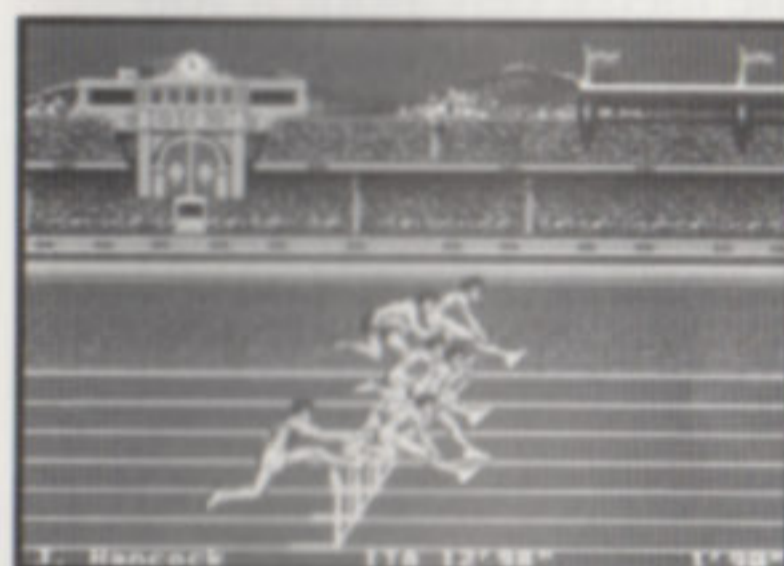
When you have selected your level you will move forward to the opening ceremony of the Olympic Gold.

Opening Ceremony

After choosing to compete in the Olympic Games you will view an opening ceremony and then start to compete. Pressing any button after the ceremony has begun allows you to bypass it if you wish.

The Events
Information bar

At the bottom of every event screen is an information bar with the following:

players name   country   current Olympic record   players score

100-meter Sprint   110-meter Hurdles
Mini or Full Olympic Games Mode
One Player

You will be shown the 6 athletes in that event and the lane you are competing in. Press any button when you are ready to compete.

The view switches to a track with a starter and the runners crouching into their blocks. Your runner is highlighted by a blue highlight under his feet on the track and a different vest. When the starter fires his gun, you control your runners speed by the A and B buttons on the controller.

When the race is over the results are printed on the scoreboard. You must place in the top three to qualify for the final.

If you qualify, press any button to see the athletes in Heat 2. You can decide to watch the second heat or just see the results. Move the highlight with the D-button and press the button on "✓" to view or "X" to pass. If you choose to view, you will watch the second heat but not control any runners.

After the second heat results are shown, press any button to move to the runners in the final.

At the end of the race you will see the results of the final and your time. Pressing any button will view the medal ceremony if you have won a medal.

If you do not qualify in the first heat you will be offered the opportunity to "view" or "pass" the second heat and the final.

Two-Four Players

Each player will run in a separate heat and the results and times are shown for each heat. The controls are the same as the one player mode. There is no final. The medal winners are decided by the three fastest times of all the competitors running in all the heats.

Training sessions

You can practice as often as you wish on any of the difficulty levels

you preselect. A power bar is included which gives you a direct indicator of the speed you are achieving based on your button pressing rate.

Swimming
Mini or Full Olympic Games Mode

One Player

The same options are offered as in running with two heats and a final. You can view or pass a heat in which you are not participating. After the final you move forward to the medal table.

Two-Four Players

The same options as running apply. The swimmer is controlled by the fire buttons.

Training session

You can practice as often as you wish on any of the difficulty levels you preselect. There are two power bars included. The upper one indicates speed (related to button-pressing rate) and the lower one indicates stamina.

Pole Vault
Mini or Full Olympic Games Mode

When any player enters the Pole Vault he is given the option of "Vault" or "Pass" at each height. If you decide to vault you will have 3 attempts to clear the height. If you decide after the first attempt to pass to another height you may do so with your remaining attempts. All competitors then move on to the next height.

If you decide to "Pass" that height you can wait until the next height is set or when the last competitor is eliminated at the final height. You are then forced to jump in the competition at that height.

The player to jump the highest is the winner and the two next highest are second and third.

The player controls the pole-vaulter by using the D-button and fire buttons.

At the end of the event the players move on to the Medal Table.

Training session
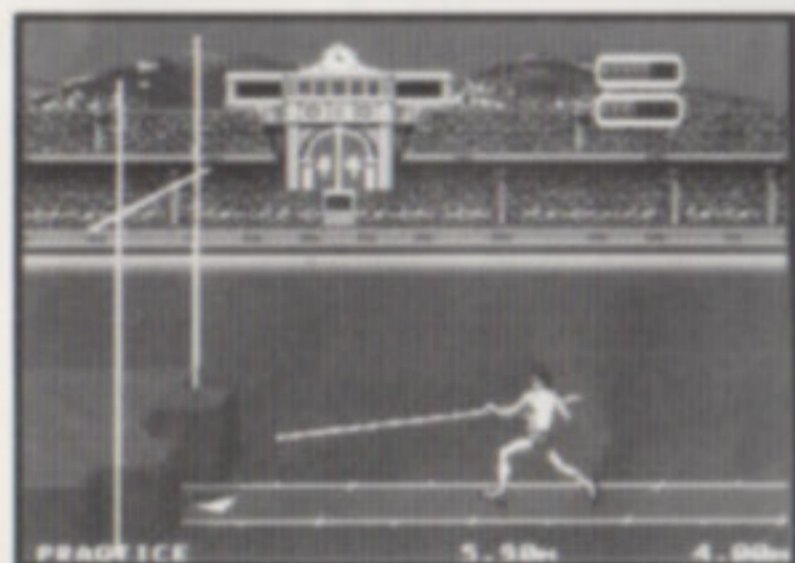
When you enter the event you can set the height of the bar by using up and down on the D-button. You can practice at any height as often as you wish. The power bar indicates your bottom-pressing rate to achieve maximum speed on the run-up.

Hammer Throw
Mini or Full Olympic Games Mode

Each player has 3 throws, one in each round. A similar display to running shows the results after each round. The three competitors with the longest throws win the medals. The throws of all the other athletes are not viewed; they are only seen on the results tables.

The player controls the athlete by using the D-button and fire buttons. At the end of the event, the players move on to the Medal Table.

Training session

You can practice as often as you wish on the hammer. Two power bars are included. The upper one is to indicate your button-pressing rate to achieve maximum spin. The lower one indicates the optimum time to release the hammer when your power is at maximum.
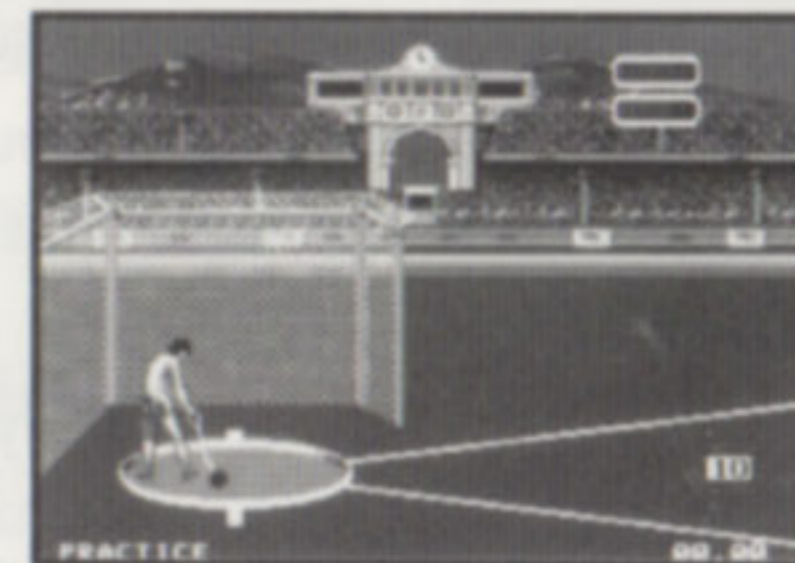
Diving
Training session

In the training session, the player can select any combination of dives by selecting a series of icons. The icons are selected by moving a highlight over the icon and pressing any fire button. When the dive type has been selected a difficulty level associated with that dive is shown at the bottom of the screen. The difficulty level is based on how difficult the dive is to control. The dive is scored by 5 judges based on timing, style and execution. The lowest and highest scores are discarded. The remaining three scores are added together and multiplied by the difficulty level to give the final score. To gain maximum points you must perform the dive you have selected on the icons.

Along the bottom are four icons :
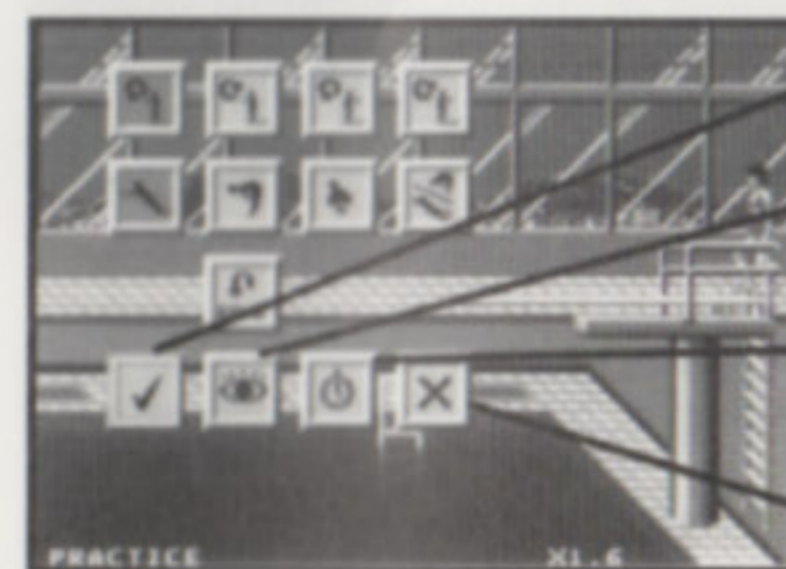
Perform the dive.

Watch a demonstration of the dive you have chosen.

Watch a slow motion demonstration of the dive you have chosen.

Exit the practice mode.

In training session when either of the demonstration icons are chosen, the game executes a perfect example of your selected dive. In addition, a control pad icon is inset on the diving screen to show you the optimum timing of D-button and fire button presses to execute the dive. You can practice and demo as often as you wish.

Mini or Full Olympic Games Mode

In the competition mode you have to perform four set dives and one free-style dive. The game forces the set position and allows you to choose the remaining movements i.e. open, piked, tucked and twisting. In addition you can choose the number of somersaults based on the above choices. After each set dive the scoreboard will show your position in the round. The fifth dive is a free-style dive and you are allowed to select the icons for the type of dive you wish to make.

The D-button and fire buttons control the dives. When the event is finished you move forward to the Medal Table.

Archery

When you enter this event you will be presented with a long distance view of three archers and targets. The wind strength and direction is represented by an icon on the screen.

You are allocated six arrows to fire within a set time of 60 seconds.

Pressing button C brings down an inset screen of your archer. To change the tension on the bow use the D-button. Pressing the C button again changes the inset screen to a sight on a target. Use the D-button to control your aim. Pressing button C fires the arrow.

Your score is shown on a close-up view of the target. An information bar updates your score.

In competition mode there are three rounds of six arrows with the results shown between each round. Each round lasts 60 seconds respectively. You have to fire all arrows in the set time.

When you complete the competition, you move on the Medal Table.

Training Session

You can practice as often as you wish on the archery range. There is no time limit.
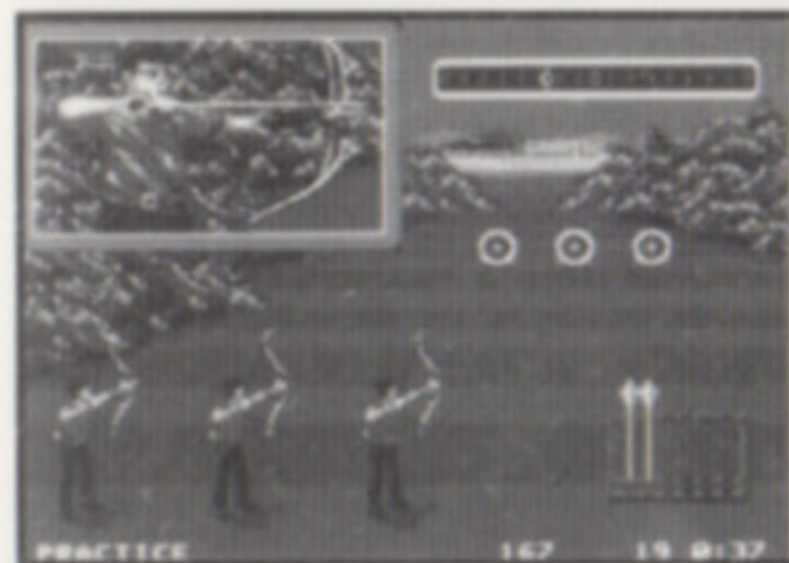
Medal Table

The medal table after each event shows the total medals won in the game by all the competitors up to that point.
Pressing any fire button moves on to the points screen.

Points Screen

Each place in each event is allocated a number of points including the medal winners: 1st gets 24 points, 2nd gets 23 points etc. This screen shows the human players highlighted and their position in the overall Olympic Games event to date. After the last event is completed this screen shows your final score and position.

When any fire button is pressed the game moves on to the Closing Ceremonies.

Closing Ceremonies

The final position and points of all the human players are shown on the scoreboard.

This is the closing of the Games. As the flame extinguishes and the fireworks explode, the Barcelona '92 Olympic Summer Games draw to an end.

To exit this screen and move back to the scoreboard selection again, press any fire button.

Controls

Directional Button (D-button)

Start Button

Button C
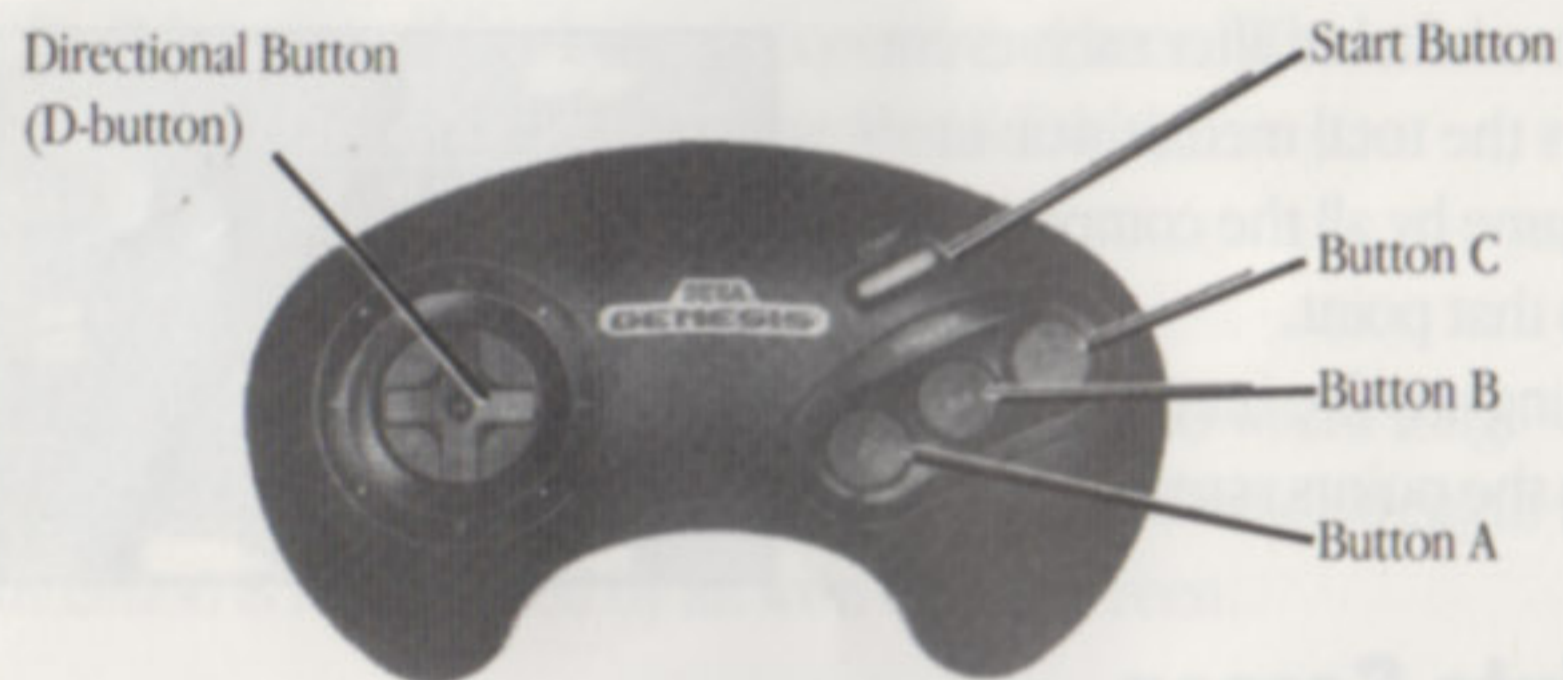
Button B

Button A

110m Hurdle

Wait until the starter has fired his gun. Press button A then button B repeatedly to make the runner run. The faster the presses the faster the runner. To jump press button C. As the finish line approaches, button C causes a dip which can gain that extra 1/4 second.

100m Dash

Same controls as hurdles except for the jump.

Pole Vault

In practice mode the first thing to do is set the height. This is done by using D-button up and D-button down. Press any fire button when you are ready. The vaulter is made to run faster by pressing button A and B repeatedly. To plant the pole press down on the D-button. To launch him into the air press up on the D-button. (The keys must be pressed at the correct time for a positive effect otherwise they subtract from the effectiveness of the vault.) To release the pole press button C. To make him roll over the bar press left on the D-button.

Archery

Press the C button to go to bow tension mode. Change tension of bow by pushing left and right on the D-button. Pressing the C button changes inset to 'aiming' mode. In aiming mode the arrow is aimed by using the D-button up down left and right. Pressing the C button fires the arrow and the target screen is displayed. Press the C button again to fire another arrow. You must fire all 6 arrows within the 60 second time limit.

200m Swimming

To dive into the water press button C. To swim press button A and B repeatedly. Be aware of your swimmers stamina, pressing A and B too fast may tire your swimmer and he will swim slower. To make a turn at a lane end press button C. To stretch for the finish press button C.

Hammer Throw

To start the swing press button C. To swing faster press button A and button B repeatedly. After more than 10 turns to build up

speed you will be penalized on your power. To begin to move across the circle press button C. While still pressing A and B, press button C to release the hammer.

Springboard Diving

After selecting the dive required from the menu, the best way to learn the dive is to choose demo mode and watch the inset D-button presses. Try to copy the presses and timing when you dive. Your timing of the correct movement and entry is crucial for a high score.

Before the dive.

Button A + left or right   **D-Button**
on the D-button-moves the   **Left**   To start the diver off.
springboard wheel.   **Up**   To start the leap on the
                                              board (Forward facing dives only !)
                                   Down   To bounce on the end of
                                              the board and start the dive.

During the dive

Button A Pike.   **D-Button**
Button B Twist.   **Up**   Straight.
                             Left/Right Tuck (Somersault)
                             Down   Entry into water.

Restart

During any event pressing the pause button followed by pressing button A, B and C simultaneously aborts the game and returns the game to the main scoreboard options.

Hints and Tips

The key to doing well in all of the 'button pressing' events comes down to your technique of holding your controller. Here are a couple of ways to help you improve your positions and hopefully, a few gold medals !

Button Technique

Rest your left thumb on Button A, and your right thumb on Button B, holding the bottom right end of the pad in the left hand, and the top right end in the right hand. As soon as the gun goes off (or as soon as you are ready in the field events) hold one hand perfectly still and vibrate the other up and down very quickly. As long as both buttons are being pressed (you will find that the button with the stationary hand will be pressed by the vibration as long as you keep your thumb locked on it), World record times will be within your grasp.

Now for help with the individual events: It's better to practice first!

100M

Use the techniques described, but don't forget to dip at the finish line as it really makes a difference to your times !

Hammer

Start the athlete spinning, and get him up to a fast speed quickly. Otherwise he gets dizzy and slows down after a short while. Press button 'C' to start him spinning across the circle, and again after exactly three turns to release the hammer into the air.

Archery

Don't pull the bow back all the way, this causes the arrow to fire higher than you aimed. If you don't pull back the bow enough, the arrow will drop severely and the wind will blow it too !

The optimum value is about 75% pulled back. The arrow will go almost exactly where you aim it.

Try moving the sight diagonally from one corner of the target toward the center, firing as it gets there.

Hurdles

The key to this is getting a rhythm going. Hold the pad as described and jump just before reaching the hurdle. Try and keep running as you go over to keep your momentum up. If you hit a hurdle, don't panic ! Just keep going.

Pole Vault

This is one of the hardest events. Get up to a good speed, then press down on the D-button (to plant the pole) and then press up (While still running) to make the athlete push up from the track.

Diving

When doing a forward dive, let the diver walk to the end of the board before jumping. You'll do just as well as if you jumped while moving.

Follow the demonstration dives and try to copy them exactly.

To get higher scores, it is better to get low execution points on a high difficulty dive than high execution points on low difficulty dive.

Swimming

Don't press the buttons as fast as you can or your swimmer will run out of stamina and slow down at the end. Timing your turn is important.

Try to get the fastest rhythm you can without reducing your stamina. Save stamina for the last minute sprint to the end.

Score to Aim For:

100m	9.50 Sec
Hammer	85.00 M
Archery	57 Points
Hurdles	12.50 Sec
Pole vault	6.00 M
Diving	400.00 Points
Swimming	1.43 min.

If you can beat these, you should take home the "Olympic Gold"!

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use 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.

Warning to owners of projections 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.

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Out Run
EUROPA™

- You're at the wheel of Five powerful racing machines: A Motorcycle, Jetski, Porsche, Speedboat and Ferrari.

- Travel through the cities of six different European countries: England, France, Spain, Italy, Austria and Germany.

- Enemies come at you by land, sea and even air. It won't be pretty.

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