

EPYX[™]
COMPUTER SOFTWARE

SUMMER GAMES II[™]

INSTRUCTION MANUAL

for Apple II[™] Home Computers



Game Program Designed by Larry Clague, Jon Leupp, Scott Nelson, Kevin Norman, and Chuck Sommerville. Graphics by Michael Kosaka.

INTRODUCTION

A thousand athletes. A hundred countries. Billions watching around the world as you enter the stadium, marching confidently among your nation's strongest, fastest and boldest young men and women. Your gaze sweeps the crowd as you realize the scope of your achievement. You are walking in the footsteps of Jim Thorpe and Jesse Owens. In the footsteps of the ancient Greeks. You are about to compete against the world's best athletes in a 3,000-year-old competition. The pinnacle of athletic achievement. The Summer Games.

The majesty, scope and glory of the original SUMMER GAMES™ return in SUMMER GAMES II.™ Now you can explore the thrill of the world's greatest athletic competition with eight brand new events. Challenge your timing in the triple jump. Test your endurance in the equestrian arena. From fencing to kayaking, you'll be at the heart of the action as you "go for the gold."

Strategy, skill and determination are the qualities you'll need to succeed. Give your best in every event. Nothing can be held back. Not if you want to be a champion. Strive for victory—if you win, the gold medal will be yours. Break the world record, and your achievement will be heralded as the greatest performance ever!

There's plenty of time for practice, but you'd better be ready when the fanfare sounds the start of the opening ceremonies, because this is world class competition. This is SUMMER GAMES II.

OBJECTIVE

SUMMER GAMES II challenges your competitive skills with a series of athletic contests for 1 to 8 players. Experience the excitement and realism of eight different events—cycling, equestrian, fencing, high jump, javelin, kayaking, rowing, and triple jump.

Practice each event first to sharpen your skills. Then choose from the 18 countries you can represent in the competition and let the Games begin!

Try to win the gold as you compete in each event. You'll get a silver medal if you finish second and a bronze medal if you come in third. Try to win the most medals as you compete in all the events. SUMMER GAMES II keeps scores, handles the judging, and awards medals to all of the winners.

If you break a "World Record," SUMMER GAMES II will save your name and display it on a special World Records screen.

So get ready to give it your best. The thrills and excitement of SUMMER GAMES II are about to begin.

GETTING STARTED

Loading Instructions:

- Set up your Apple II™ as shown in the Owner's Manual.
- If you are using a joystick, plug your joystick in as shown in the Owner's Manual.
- Insert the SUMMER GAMES II™ disk into the disk drive, **Side 1** Label facing up, cutout pointing towards the back. (You will be prompted when to remove the disk to load Side 2.)
- Turn ON the computer.
- After a few seconds, the title screen will appear, then the opening ceremony will begin.

STARTING PLAY

A spectacular opening ceremony welcomes you to SUMMER GAMES II. The lighting of the flame marks the start of the international competition. White doves are released over the stadium—a traditional symbol of peace.

Once the opening ceremony concludes, a menu screen offers you a choice of nine options. To make a selection, use your joystick to move the cursor to your choice, then press the **FIRE BUTTON**. If you are using the keyboard, you can either use the cursor keys to move up and down the menu, type the corresponding numbered key, or press **I** to move up the menu, or **M** to move down, and then **RETURN** to make the selection.

OPTION 1: COMPETE IN ALL THE EVENTS

This option allows the players to compete in all eight (or sixteen if you own SUMMER GAMES I—see OPTION 5) of the events; while keeping a running tally of medals awarded to each player. You'll compete in the events in this order: **Triple Jump, Rowing, Javelin, Equestrian, High Jump, Fencing, Cycling, and Kayaking.**

- You will first be asked to enter your name and pick your country.
- Type your name on the keyboard and press the **RETURN** key to enter.
- Use the joystick or the **I** and **M** keys to move the cursor to the flag of your choice, then press the **FIRE BUTTON** or the **RETURN** key to pick that country. (If you just want to listen to the anthem, type **S**.)
- Repeat the name and country selection for each additional player (up to eight). When all players' names and countries have been entered, press the **RETURN** key again.
- A verification screen will appear. If all names and countries are correct, select **YES** with the joystick and press the fire button, or type **Y**. If you need to make any changes, select **NO**, or type **N**.

OPTION 2: COMPETE IN SOME EVENTS

- Similar to OPTION 1; however, you can compete in any number of the listed events for this round of international competition.

- Select the event(s) by typing the corresponding numbered key or by moving your joystick and pressing the **FIRE BUTTON**, or pressing key **I** or **M** and then the **RETURN** key.
- The events you select will be displayed in white.
- When you are finished selecting the events, move the cursor to the word **DONE** and press the **FIRE BUTTON** or the **RETURN** key.

OPTION 3: COMPETE IN ONE EVENT

- Similar to OPTIONS 1 and 2, but you can compete in any single event of your choice.
- Select the event by typing the corresponding numbered key, by moving the joystick and pressing the **FIRE BUTTON** or pressing key **I** or **M** and then the **RETURN** key.

OPTION 4: PRACTICE ONE EVENT

- Use the joystick to select the event, then press the **FIRE BUTTON**, type the corresponding lettered key, or press key **I** or **M**, and then the **RETURN** key. No scoring records are kept during practice rounds.

OPTION 5: SUMMER GAMES I EVENTS (YES or NO)

- If you own SUMMER GAMES I, move the cursor to this option and press the **FIRE BUTTON** or the **RETURN** key to select **YES**. This will allow you to compete in 16 different events. The program will prompt you when to insert the SUMMER GAMES I disk.

OPTION 6: SEE WORLD RECORDS

- Displays the highest score recorded in all events, with the name and country of the player who achieved each world record.
- Press the **FIRE BUTTON** or the **RETURN** key to return to the menu.

OPTION 7: OPENING CEREMONIES

- Allows you to view the opening ceremonies.

OPTION 8: CLOSING CEREMONIES

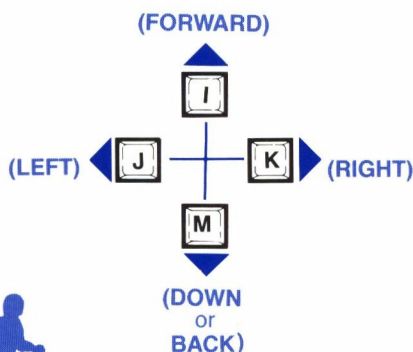
- Allows you to view the closing ceremonies.

OPTION 9: SOUND TO APPLE SPEAKER/CASSETTE PORT

- Allows you to turn the sound off or on. Apple Speaker indicates sound on, Cassette Port, sound off.

THE GAMES

All events in SUMMER GAMES II can be controlled with either the joystick, or the keyboard. Movements from the keyboard are depicted below:



TRIPLE JUMP

The stadium is alive with excitement as the athletes prepare to compete in the first track and field event. The triple jump consists of three continuous, fluid actions: the hop, the step, and the jump. Victory in this event requires strength and coordinated, fluid movement!

- Press the **FIRE BUTTON** or **SPACE BAR** to start running down the track.



- When you reach the takeoff line, move the joystick to the **RIGHT** or press the key to begin the "hop."



- As you land after the hop, move the joystick to the **RIGHT** or press the **K** key again to initiate the "step."



- As you land from the step, move the joystick **LEFT** or press the **J** key to begin the "jump."

- Finally, push the joystick **FORWARD** or press the **I** key to give yourself a final boost as you fly through the air into the landing pit.

Note: The joystick movements correspond to the movements of your feet. (i.e. Move the joystick **RIGHT** or press the **K** key to jump off from the right foot.)

- Timing is important in this event. You must move the joystick or press the appropriate key at just the right moment to perform each action correctly.
 - The right moment to move the joystick or press the key for the takeoff, or hop, is **just as** you reach the takeoff line.
 - The proper time for the step and the jump is **just as** you land from the previous jump.
- The judges will declare a fault if you move too late for any of the three actions.
- After each jump, press the **FIRE BUTTON** or **SPACE BAR** to continue play.
- You get three attempts in the triple jump.
- The longest of your three attempts becomes your final score.
- The winner is the player who achieves the greatest distance in a single attempt.



ROWING

The single sculls is the most demanding rowing event in the Games. Alone in your boat, you confront a single opponent in head-to-head competition. Be ready to bend to the oars when the countdown reaches "GO." Keep a steady rhythm going, because a single stroke can mean the difference between victory and defeat!

- You will be rowing against a computer player on the top half of the screen. Your rower is on the bottom half of the screen. Press the **FIRE BUTTON** on the joystick or the **SPACE BAR** on the keyboard to begin the countdown.
- When the countdown reaches "GO," begin rowing by moving the joystick to the **LEFT** or pressing the **J** key to pick up your oars, and then to the **RIGHT**

or the **K** key to push them through the water (the stroke).

- Practice in order to get the best rhythm for the fastest movement through the water.
- Continue rowing by moving the joystick **LEFT** and then **RIGHT**, or pressing **J**, then **K**, alternating the rhythm of the oars.
- After the end of the race, press the **FIRE BUTTON** or **SPACE BAR** to begin the next event.
- The winner is the rower with the fastest final time.

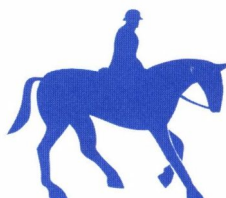


JAVELIN

Soaring in a long, graceful arc, the javelin brings appreciative cheers when thrown with power and precision. To win, you must build up speed on the runway and choose the right moment to throw. Strive to release the javelin at the best angle for distance in flight and you'll make a record-breaking throw!

- Press the **FIRE BUTTON** or **SPACE BAR** to start running down the track.
- Keep pressing the **FIRE BUTTON** or **SPACE BAR** to gain speed on the runway. The more times you press the button or key, the faster you will go.
- As you near the end of the runway, move the joystick **LEFT** or press the **J** key to break stride and begin your throw.
- As you hold the joystick to the **LEFT**, the javelin will continue to rise (keyboard only requires one key press). When you release the joystick or press the **K** key, 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.
 - The best angle to release the javelin at will be discovered through practice.
- If you cross the throwing line, you will incur a fault.

- You get three attempts to throw the javelin. Your longest throw will be recorded as your final score.
- Press the **FIRE BUTTON** or **SPACE BAR** to continue after each throw.
- The winner is the player with the longest throw.



EQUESTRIAN

This is the pinnacle of competition for horse and rider—a fierce test of skill and endurance. You must be prepared for anything, because even a champion thoroughbred can fall or refuse to jump. Keep a tight grip on the reins and watch out: stone walls can be dangerous!

- Press the **FIRE BUTTON** or **SPACE BAR** when you are ready to begin.
- Watch the countdown at the bottom of the screen. When it reaches "GO," push the joystick **FORWARD** or press the **I** key to start the horse.
- Your horse's speed will increase each time you push the joystick **FORWARD** or press the **I** key. It will decrease each time you pull the joystick **BACK** or press the **M** key.
- As you arrive at each barrier, move the joystick to the **RIGHT**, key **K**, to make the horse jump.
 - If you move too early or too late, the horse may refuse the jump.
- As your horse lands, push the joystick to the **LEFT**, key **J**, to prevent him from falling.
- If your horse stops in front of a barrier, he has refused to jump.
 - Pull the joystick **BACK**, key **M** to make the horse turn around.
 - Go back far enough from the barrier to build up speed for the jump, then push the joystick **FORWARD**, key **I** to turn the horse around again and continue on the course.
- If your horse falls, press the **FIRE BUTTON** or **SPACE BAR** once to get back in the saddle and then press it again to start the horse.

- Penalties are assessed for refusals and falls. You are also penalized for exceeding the time limit for the course.
 - 6 points for each time you fall.
 - 20 points for each refusal to jump.
 - 1 point for every second that your time exceeds the optimal time of 50 seconds.
- You can be disqualified if:
 - Your total points from faults and refusals exceeds 99.
 - Your total time exceeds 100 seconds.
- This is a very difficult event. Success requires practice and concentration. Try to anticipate the next obstacle and strive for a smooth transition from one jump to the next.
- The winner of this event is the contestant with the lowest score.



HIGH JUMP

A cheer wells up from the crowd as you approach the high-jump bar for your final attempt. Already you have shattered the record. Two and a half meters. Now you are striding toward a bar set even higher. Gather your strength and feel your legs explode as you soar over the bar!

- The display at the bottom of the screen shows the contestant's name and country, and the bar height. The bar begins at the minimum height.
- If you wish to compete at that height, move joystick to the **RIGHT, K** key. If not, then move the joystick to the **LEFT, key J**, to answer "NO." If all of the players decide not to jump, the bar is raised and the question is asked again.
- After you accept a bar height, the display will read "**FIRST ATTEMPT,**" "**SECOND ATTEMPT**" or "**THIRD ATTEMPT.**" Press the **FIRE BUTTON** or **SPACE BAR** to begin.
- Hold your joystick to the **RIGHT** or press the **K** key to begin running.
- As you make your approach, move the joystick or press the appropriate key to control your position and speed.
 - **FORWARD**, or key **I**, to approach closer to the bar.
 - **BACK**, or key **M**, to widen the angle of your approach to the bar.

- **RIGHT**, or key **K**, to continue running. To run faster, hold the joystick to the **RIGHT** and continuously press the **FIRE BUTTON** or the **K** key.
- Press the **FIRE BUTTON** or **SPACE BAR** to jump. If you do not, you will run past the bar. You may then repeat the attempt without penalty.
- Push the joystick **FORWARD**, or key **I**, to flip up and over the bar.
- You get three attempts to clear each height. Three successive failures eliminate you from the high jump competition.
- You may refuse a jump even after you have made one or two attempts at a given height. You will then be able to compete at the next height.
- The bar height is raised after each round.
- The winner of this event is the last player to be eliminated.

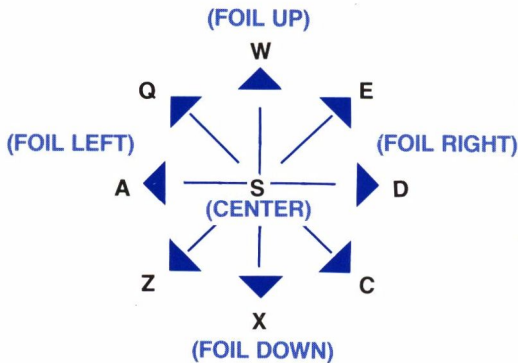


FENCING

You need good strategy, flawless timing and lightning reflexes to capture the gold in this event. Try to stay on the attack, but don't ignore your defenses. En garde!

- Press the **←** or **→** cursor keys in order to select a skill level and press **RE-TURN**. Press any key to start.
- The name of the first contestant is displayed on the scoreboard at the bottom of the screen. You are the fencer on the left, the computer player is the fencer on the right.
- Press the **FIRE BUTTON** or **SPACE BAR** to salute your opponent and begin the bout.
- **For defense**, move the joystick or press the appropriate keys to try to block your opponent's moves.
- To block (parry) your opponent use the following keyboard keys or the joystick:

KEYBOARD:



JOYSTICK:

- Move the joystick **UP** or **DOWN** to position your foil at the same level as your opponent's foil.
- Move your joystick **LEFT** or **RIGHT** to position your foil to the extreme left or right. (You can also move the joystick in diagonal directions such as down and to the left.)
- Now make a sweeping motion with your foil by moving your joystick in the other direction. If your foil was positioned correctly, you will block your opponent's foil, immobilizing it for a brief moment. You can now thrust to score a hit on your opponent.
- **For attacking** moves, and to control your fencer's movement on the field of play, press and hold the **FIRE BUTTON** or **CONTROL** key and move the joystick or press the appropriate key:
 - **FORWARD** with the joystick, or **CONTROL** and **W** keys, to thrust with your foil and recover to a defensive posture.
 - **BACK** with the joystick, or **CONTROL** and **X**, to thrust and advance.
 - **LEFT** with the joystick, or **CONTROL** and **A**, to move left on the playing field, or "fencing piste."
 - **RIGHT** with the joystick, or **CONTROL** and **D**, to move right on the fencing piste.

Note: You must be sure to return the joystick to the center position, or press **S** if you are using the keyboard before pressing the **FIRE BUTTON**, or **CONTROL** key, or your move will not be recognized.

- A successful thrust scores a hit against your opponent.
- Retreating too close to the edge of the fencing piste will score a hit against you.
- The scoreboard displays the number of hits scored against each fencer.
- The winner of a bout is the player who scores the most hits against his opponent.
- A bout lasts until three minutes have elapsed, or until five hits are made against a fencer.
- If a score is tied at the end of three minutes, a one-minute "sudden death" fence-off begins. The first player to score a hit is declared the winner. If neither player scores a hit during the fence-off, both players are assessed a loss.
- Strategy is crucial in this event. You must try to catch your opponent off guard, parrying and feinting (by pulling back) before thrusting for a hit.
- If your blade is parried, you are temporarily defenseless and the only possible move is retreat.
- After completing a bout, press the **FIRE BUTTON** or the **SPACE BAR** to continue.
- The winner of the fencing competition is usually the player who wins the most bouts in the tournament. The actual rankings are determined by the number of points awarded for the margin of victory.
If you lose or tie: [Hits made x 1000]
If you win: [(Hits made x 1,000) + [(4 - Hits against) x 1,000]]



CYCLING

This is an all-out sprint for the finish line. You can't let up even for a moment, because the margin of victory can be a fraction of a second!

- You will be cycling against a computer player on the top half of the screen.

Your cyclist is on the bottom half of the screen. Press the **FIRE BUTTON** or **SPACE BAR** to begin the countdown.

- When the countdown reaches “GO,” begin pedaling.
- To pedal your bicycle, move your joystick from **LEFT** to **RIGHT**, or use keys **J** and **K**, following the movement of the rotating arrow.
 - When the arrow points **UP**, move your joystick to the **RIGHT** or press the **K** key.
 - When the arrow is pointing **DOWN**, move the joystick to the **LEFT** or press the **J** key.
- As the arrow speeds up, match your joystick speed and key strokes accordingly.

After completing the race, press the **FIRE BUTTON** or **SPACE BAR** to continue.

- The winner of this event is the player who finishes the race in the shortest time.



KAYAKING

Kayaking involves speed, determination, and planning. Handling your boat properly throughout the course is going to take your last ounce of effort!

- Press the **FIRE BUTTON** or **SPACE BAR** when you are ready to begin.
- Each time you move the joystick or press the appropriate key, your kayaker will paddle in the direction indicated:
 - **FORWARD**, **I** key, to go forward.
 - **BACK**, **M** key, to back up.
 - **LEFT**, **J** key, to turn left.
 - **RIGHT**, **K** key, to turn right.
- To continue paddling, press and hold the appropriate key or joystick direction. This way you can paddle continuously in the direction indicated unless you release the key or joystick.
- You must go through each gate properly to negotiate the course without incurring penalties. To go through a gate properly, you must *always keep the red marker on your left*.

- There are three types of gates:
 - **DOWNSTREAM NORMAL**: This gate has a red marker on the left and a blue marker on the right. *Face forward* as you go through this gate.
 - **DOWNSTREAM REVERSE**: This gate has a white marker on the left and a red marker on the right. You must turn your kayak around and go through this gate *backwards*. (Red marker will be on your left as you pass through.)
 - **UPSTREAM**: This gate has a blue marker on the left and a red marker on the right. Go around this gate and pass through it in the *opposite direction* facing upstream. Then turn your kayak around, go around the markers (don't go through them again) and continue to the next set of gates. Do not paddle through the gate backwards or you will incur a penalty.
- You receive a 20-second penalty each time you miss a gate or go through a gate the wrong way. Penalties are also assessed if you go through the same gate more than once. (You will hear a beeping noise each time you incur a penalty.)
- When you complete the course, a recap screen will display the gates you missed, completed, or went through incorrectly, as well as your total time.
- To improve your score, try to anticipate each gate and position your kayak accordingly. Always be thinking a gate or two ahead, and don't be afraid to paddle backwards to get into position (a missed gate is worse than a couple of seconds of lost time).
- After completing the course, press the **FIRE BUTTON** or **SPACE BAR** to advance to the next event.
- The winner of this event is the player who completes the course with the fastest time (including penalties).

SCORING

AWARDS CEREMONY

After every event the names, countries, and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen, and his or her country's national anthem is played.

CHAMPION CEREMONY

If players compete in all SUMMER GAMES II events, a Grand Champion of the games is selected based on the number of medals awarded.

Gold Medal = 5 points

Silver Medal = 3 points

Bronze Medal = 1 point

The points are totaled after all events have been completed, and the player with the most points is honored as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event.

CLOSING CEREMONY

Following the awards ceremony for the final event, a thrilling Closing Ceremony brings the games to an end. Fireworks light up the sky, and the famous EPYX blimp flies across the stadium, closing out another exciting edition of SUMMER GAMES II.

WORLD RECORDS

If a world record is achieved in any event, the name of the record-breaking player is saved by the SUMMER GAMES II program. The records are displayed on the World Records screen. If a new record is set for an event, the previous record is erased and the new information appears in its place.

CONTINUING PLAY

To restart SUMMER GAMES II at any time during play, press and hold the **CONTROL** and **RESET** keys. The program will return to the Main Menu. You may be instructed to change disks at this time.

1984 MEDALISTS

CYCLING

Individual Road Race

GOLD—Alexi Grewai, United States
SILVER—Steve Bauer, Canada
BRONZE—Dag Otto Lauritzen, Norway

Women's Individual Road Race

GOLD—Connie Carpenter, United States
SILVER—Rebecca Twigg, United States
BRONZE—Sandra Schumacher, W. Germany

EQUESTRIAN

Individual Jumping

GOLD—Jose Fargis, United States
SILVER—Conrad Homfeld, United States
BRONZE—Heidi Robbiani, Switzerland

Individual Dressage

GOLD—Reiner Klimke, W. Germany
SILVER—Anne Grethe Jensen, Denmark
BRONZE—Heidi Robbiani, Switzerland

FENCING

Men's Individual Foil

GOLD—Mauro Numa, Italy
SILVER—Matthias Behr, W. Germany
BRONZE—Stefano Cerioni, Italy

Women's Individual Foil

GOLD—Luan Jujie, China
SILVER—Cornelia Hanisch, W. Germany
BRONZE—Dorina Vaccaroni, Italy

HIGH JUMP

Men's High Jump

GOLD—Dietmar Mogenberg, W. Germany
SILVER—Patrik Sjöberg, Sweden
BRONZE—Zhu Jianhua, China

Women's High Jump

GOLD—Ulrike Meyfarth, W. Germany
SILVER—Sara Simeoni, Italy
BRONZE—Joni Huntley, United States

JAVELIN

Men's Javelin

GOLD—Arto Harkonen, Finland
SILVER—David Ottley, Great Britain
BRONZE—Kentth Eldebrink, Sweden

Women's Javelin

GOLD—Tessa Sanderson, Great Britain
SILVER—Tiina Lillak, Finland
BRONZE—Fatima Whitehead, Great Britain

KAYAKING

500 M One-Man Kayak

GOLD—Ian Ferguson, New Zealand
SILVER—Lars Erik Moberg, Sweden
BRONZE—Bernard Bregeon, France

500 M One-Woman Kayak

GOLD—Agneta Andersson, Sweden
SILVER—Barbara Schuttpelz, W. Germany
BRONZE—Annemiek Derckz, Netherlands

ROWING

Single Sculls

GOLD—Pertti Karppinen, Finland
SILVER—Peter-Michael Kolbe, W. Germany
BRONZE—Robert Mills, Canada

Women's Single Sculls

GOLD—Vakerue Racila, Romania
SILVER—Charlotte Geer, United States
BRONZE—Ann Haesebrouck, Belgium

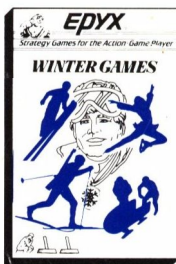
TRIPLE JUMP

Men's Triple Jump

GOLD—Al Joyner, United States
SILVER—Mike Conley, United States
BRONZE—Keith Conner, Great Britain

22 FAST PACED, CHALLENGING, EXCITING WAYS TO GO FOR THE GOLD!

With Summer Games, Summer Games II,
and Winter Games



- Summer Games Includes: 100 Meter Dash, Diving, Freestyle Relay, 100 Meter Relay, Gymnastics, Pole Vault, 4 x 400 Meter Relay, and Skeet Shooting.
- Winter Games Includes: Bobsled, Figure Skating, Hot Dog Aerials, Freestyle Skating, Ski Jump, Speed Skating, and the Biathlon.
- Complete with Opening and Awards Ceremonies, including National Anthems of 18 Different Countries.
- Play Against the Computer or Your Friends.
- One to Eight Players.

Only From Epyx.!

LIMITED WARRANTY

EPYX, Inc. warrants to the original purchaser of this EPYX software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EPYX software program is sold "as is," without express or implied warranty of any kind, and EPYX is not liable for any losses or damages of any kind resulting from use of this program. EPYX agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EPYX software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the EPYX software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESS WARRANTIES AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE EPYX. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL EPYX BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS EPYX SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages so the above limitations and/or exclusions or limitations of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

EPYX
COMPUTER SOFTWARE

1043 Kiel Court, Sunnyvale, CA 94089
Apple II is a trademark of Apple Computers, Inc.

Summer Games, Summer Games II, and Winter Games are trademarks of EPYX, Inc.

© 1985 EPYX Inc. Part Number 08307D-60

PROOF-OF-PURCHASE
PRODUCT #863D
EPYX
COMPUTER SOFTWARE