

SERGEI BUBKA'S MILLENNIUM GAMES

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IMPORTANT INFORMATION

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- 5) When cleaning becomes necessary, use a soft cloth such as a lens cleaning cloth and wipe gently. Do not use thinners, benzine or other petroleum based products.
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- 7) Please read any README.TXT documents present on the cd rom. These documents contain important information.

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INTRODUCTION

Officially licensed and developed with the worlds number one Pole Vaultler Sergei Bubka, Millennium Games is a supreme recreation of nineteen track and field athletics events. To be a true champion you will have to master each event in turn and improve your personal best until you are invited to compete at championship level. Full TV style replays are included so that you can enjoy your Gold Medal performances from multiple angles time and time again. You can also take on the challenge of training a decathlete or heptathlete from junior level right through to compete at World Championship level, in the comprehensive management mode.

THE ATHLETE

PROFILE

<i>Name</i>	SERGEI BUBKA.
<i>Date of Birth</i>	Born 4 Dec 1963 in Voroshilovgrad (now Luhansk) in Ukraine.
<i>Specialised Event</i>	Pole Vault
<i>Height</i>	1.84m
<i>Weight</i>	80 kg.

GREATEST ACHIEVEMENTS

Sergei's greatest ever feat was to win 6 consecutive World Championships, which no one has ever done before. After missing 10 months of competition through leg injury he had to clear 6.01m to win the 6th consecutive title, with his previous best that season being only 5.70m. By the end of 1998 he had jumped 6.00m or higher in 43 competitions and higher than 5.90 in 111 competitions. In 1985 he became the first vaulter to clear 6.00m and on 15 March 1991 the first vaulter to clear 20 feet when he set his 13th world indoor record at 6.10m

SERGEI BUBKA'S TITLES AND ACHIEVEMENTS

Olympic Champion
European Championships Champion
European Indoor Championships Champion
World Cup Winner
European Cup Winner
Goodwill Game Winner
World Championships : 6 times
World Indoor Championships : 4 times
Grand Prix Pole Vault Winner : 5 times
Grand Prix Overall Winner : 2 Times
World Records : 35 (17 outdoor, 18 indoor)

Sergei Bubka is without doubt the finest Pole Vaultler the world has ever seen, and has dominated the sport for the last decade.

INSTALLATION

GAME INSTALLATION

To install Sergei Bubka's Millennium Games on your PC, you must follow the steps described below:

1. Insert the Millennium Games CD in your PC CDROM drive.
2. If your PC has the option for automatically running CDs, a welcome menu will appear on screen. If this option is not activated, you will have to double click on *MY COMPUTER*, select the CDROM drive and double click on the icon *INSTALL*.
3. After clicking on the *NEXT* button, the install menu will suggest a directory route for the game's installation. If you wish, this route can be changed by clicking on the *EXAMINE* button situated on the right hand side of the space reserved for the directories route.
4. After clicking on the *NEXT* button, the installation menu asks you the name you want to give to the folder that will appear in the programs menu. This folder will contain the icons for the running and uninstalling the game.
5. To function perfectly, Sergei Bubka's Millennium Games requires that you have installed the last version of API DirectX DirectMedia. If you do not have these drivers, you will have to click on the icon corresponding to each of them so that the installation program installs them to your PC.
6. Once these steps have been completed, you only have to click on the *NEXT* button to install the game. During installation, a progress bar should be displayed to show how near to completion the installation process is.

Once the installation is complete, you will be able to open the newly created folder and *CONFIGURE*, *EXECUTE* or *UNINSTALL* Sergei Bubka's Millennium Games.

GAME CONFIGURATION

When running 'Sergei Bubka's *MILLENNIUM GAMES*' for the first time (by selecting the option *EXECUTE MILLENNIUM GAMES*), a small menu will appear where you can specify the video card and screen resolution that you want to use in the game. If you are not happy with your set up, you will be able to access this configuration menu again by selecting the option *CONFIGURATION* from the program folder.

Once in the game, you will be able to open a new *CONFIGURATION* menu by clicking to the left or right of the main display, and scrolling through the available options. The *CONFIGURATION* menu will allow you to change the following options:

1. *RESOLUTION*: modifies the screen's resolution in the game, enabling you to choose the video mode that your video card supports.
2. *DETAIL LEVEL*: modifies the graphic detail when playing, enabling you to choose between detail level *HIGH*, *MEDIUM*, *LOW*: the lower the detail, the higher the performance of the game.
3. *SOUND*: activates or deactivates the sound when playing.
4. *GENERAL VOLUME*: this adjusts the sound volume when playing.
5. *FX VOLUME*: adjusts the sound effects volume when playing. This volume affects the environmental sounds and commentary.
6. *VIDEO OPTIONS*: activates or deactivates the graphic effects when playing. It defines the model details, the shadows, and detail of stadium objects.
7. *CONNECTION*: this selects the connection type that you wish to use for multi-player games.
8. *CONTROL*: this selects the controller type that you wish for the game.

You may also go to a small configuration screen from any screen of the menu just by clicking on the icon *ADJUST GAME OPTIONS*. In this screen you can change the following options:

1. *MASTER VOLUME*: adjusts the overall sound volume when playing.
2. *EFFECTS VOLUME*: adjusts the sound effects volume when playing. This volume affects the environmental sounds and voices commentary.
3. *SCREEN WIPES*: activates the screen wipe effect when changing from menu to menu.
4. *FADING*: activates the fading effect when changing option.
5. *DETAIL LEVEL*: modifies the graphic detail level when playing.
6. *VIEWING THE EVENTS*: activates the mode to view the events when there are participating athletes controlled by the computer.
7. *REDEFINE CONTROL* : redefines the keys for keyboard control, both for player 1 and player 2 in keyboard mode and Mouse Driven Power (MDP) emulation.

CONTROL	PLAYER 1		PLAYER 2	
M. D. P.	LEFT	MOVE MOUSE LEFT	LEFT	LEFT KEY – DEFAULT 'D'
	RIGHT	MOVE MOUSE RIGHT	RIGHT	RIGHT KEY- DEFAULT 'G'
	ACTION 1	LEFT MOUSE BUTTON	ACTION 1	ACTION 1 KEY – DEFAULT 'C'
	ACTION 2	RIGHT MOUSE BUTTON	ACTION 2	ACTION 2 KEY – DEFAULT 'B'
KEYBOARD	LEFT	LEFT KEY PLY 1 – DEFAULT 'D'	LEFT	LEFT KEY PLY 2 – DEFAULT '7' ON NUMERIC KEY PAD
	RIGHT	RIGHT KEY PLY 1 – DEFAULT 'G'	RIGHT	RIGHT KEY PLY 2 - DEFAULT '9' ON NUMERIC KEY PAD
	ACTION 1	ACTION 1 KEY PLY 1 – DEFAULT 'C'	ACTION 1	ACTION 1 KEY PLY 2 - DEFAULT '4' ON NUMERIC KEY PAD
	ACTION 2	ACTION 2 PLY 1 – DEFAULT 'B'	ACTION 2	ACTION 2 PLY 2 - DEFAULT '6' ON NUMERIC KEY PAD
	ACTION 3	ACTION 3 KEY PLY 1 – DEFAULT 'V'	ACTION 3	ACTION 3 KEY PLY 2 - DEFAULT '5' ON NUMERIC KEY PAD

YOU CAN ALSO ASSIGN THE MOUSE CONTROL METHOD TO THE KEYBOARD, SO THAT LEFT CLICK AND RIGHT CLICK CORRESPONDS TO KEYBOARD PRESSES.

8. *LOAD GAME* : loads a previously saved game.
9. *SAVE GAME* : saves the current game.

MAIN MENU OPTIONS

TEAM ARCADE

HOW TO PLAY

In this game mode, the player leads a national athletics team, choosing from the ten available countries, to compete over the nineteen events.

The aim of the game will be to obtain the maximum number of medals in competition to improve the team's list of victories. The athletes will have to reach the established qualification standards to participate at championship level in each one of the 19 available events.

TEAM SELECTION

In this screen, the player will be able to choose an athletics team from the ten available. Each one of these teams has different characteristics that affect the overall performance of the athletes in competition. The team is made up of eight team members with certain athletes specialising in sprinting, jumping, long-distance running and throwing. The player will have to choose the name and sex of the player, along with the difficulty level. The higher the difficulty the more challenging the qualification level and the tougher it is for the athlete generate speed using the 'mouse driven power' method of control.

EVENT SELECTION

From this screen, the player will initially choose to enter the available open events. At first, the player can only enter one event in each of the following categories: sprinting, long-distance, jumping and throwing. However, when the player wins medals, he / she will be able to enter the other events as they are made available. The player will have to beat the qualification level in order to participate in the championship and hopefully win medals to open more events and advance through the game.

To compete in an event once you have qualified, you need to click on the form button in the top left of the screen. This will change the menu from QUALIFY to COMPETE. Then hit the advance button in the bottom right of the screen.

A Gold medal will open two more events, and Silver and Bronze will open one more.

TRAINING MANAGER

HOW TO PLAY

This game mode allows the player to personalise and train a young decathlete / heptathlete through their career in order to reach a high enough standard to participate in the most prestigious athletics meetings. The first challenge in this managerial game mode will be to get the athlete into the professional team of his or her club. The athlete can then be selected to represent his or her country as part of the national team competing at world class level.

To achieve this, the player has the help of a complete technical team composed of a coach, assisting manager, and physician. The player will have to work with all of them to make as efficient a training schedule as possible, fixing the most adequate dates for competitions, or getting over any of the various sustained injuries that might slow down the athlete's progress.

ATHLETE CREATION

In this screen, the player may configure some of the characteristics that will define the athlete's performance at the beginning of his or her sporting career. The player may choose nationality, divide some points of basic characteristics, choose gender (male for the decathlon and female for heptathlon) and give the athlete a name.

BASIC CHARACTERISTICS :

The basic characteristics represent the maximum performance that the athlete may achieve with an optimum output. This will mean that the athlete will never be able to surpass his or her own personal limit even if he or she performs to the very highest level of their ability. In order to break world records, the athlete will have to work very hard to increase each statistic to the maximum value for each of the basic characteristics.

The characteristics are as follows:

STRENGTH : The maximum distance achieved when throwing will depend on the athlete's strength.

SPEED : The maximum performance in long-distance events depends on the overall speed.

ACCELERATION: The maximum speed achieved in the sprinting events depends on the athletes ability to accelerate.

JUMP : The distance achieved in the jumping events is governed by the level of the athletes Jump ability.

ENDURANCE : The athlete's endurance level governs the overall performance and ability to maintain speeds during long distance events.

REACTION : The reaction of the athlete is important for making very fast starts and reacting well to the start gun. If the reaction time is low, then no matter how quickly the player starts compared to the gun, then the athlete will always have a delay before starting.

ATHLETE, COACH, MANAGER AND PHYSICIAN SCREENS

In order to keep informed of your athlete's progress, you can check the available information by selecting any of the four members of the training team that appear at the bottom of the screen (**ATHLETE, PHYSICIAN, COACH, MANAGER**). These characters will inform you of any important events and occurrences through pop up dialogue boxes on screen. The duration of each game will be shown on the clock in the bottom right hand corner of the screen. Although the evolution of the athlete and the rest of the events of the game happen in real time, whenever the player wishes, the player will be able to freeze time to make all the adjustments necessary in the training plan of the athlete.

COACH / TRAINER : In this screen you plan the training regime of the athlete for the next competition. Furthermore you may do interactive training sessions on the practise track to register personal records and increase the effectiveness of the athlete in competition. Before starting to train, you can assign your available training points in the available characteristics, in order to improve them. The more points you give to any characteristic, the quicker it will improve. However, you must remember that the harder you train, the quicker your fatigue level will rise, which may force you to rest. This is actually done, by allocating training points to your fatigue characteristic, and resting the other attributes. On this screen you can also set how hard you train, by moving the training bar from red to green. Training in a green period before a competition, means that the athlete will undergo a moderate training regime, and will therefore be less likely to sustain any injuries. On the down side of this however, the athletes characteristics will only

rise at a very slow rate. Training in a red period, means that the characteristics will be increased much more quickly, (including fatigue) but the athlete will be much more likely to sustain injuries. This period of forced training is very useful if your athlete is having trouble qualifying in a certain aspect of an event, and needs a quick improvement in a particular statistic.

ATHLETE: In this screen you find the current values of the basic characteristics, the effectiveness and the state of the personal records in comparison with the qualification marks required for the next competition. During training, you will be able to view the athletes statistics while they change, to check their progress. In this way you can alter your training regime as and when necessary to suit any change in performance. For example, your fatigue level may rise too quickly, therefore you may wish to pause training, and allocate training points to bring down your fatigue level. It is worth remembering that you can only improve a statistic if it is currently below your fatigue level.

N.B. The effectiveness of the athlete indicates the ease with which the player can bring the athlete to maximum performance when competing. In this way it will be easier to reach the optimum ability established by basic characteristics. The greater the frequency of training on the track (and the better the results) the quicker the increase in the athlete's effectiveness.

PHYSICIAN : This screen shows the athlete's physical status, whether the player is fully fit or has injured particular areas of the body. From this screen, you may decide to cure the injuries in order to pass the next medical check up, and then be able to compete in the next event in an optimum physical state. You cure injuries by allocating points to the area of injury. If you neglect to do this, then what may have started out as a moderate injury will end up as a permanent injury and could end your athlete's career.

MANAGER : In this screen you choose the next competition in which the athlete is going to take part. This depends on the required qualification levels and the time left available to train for this event. Until you choose a competition, time will not elapse, but as soon as you do so, the competition cannot be changed until the date of the chosen competition has passed. You can control the approach of the upcoming event by clicking on the time counter in the bottom right hand side of the screen. You can pause time and set your training regime, allocate points for injury, or practise individual events and improve your personal best. The manager will inform you if he thinks that you are ready to take part in a championship, depending on the status of your personal bests compared with the necessary minimum qualification levels required.

It is important to try and balance your athlete's characteristics so that your decathlete / heptathlete is a good all rounder, otherwise you will struggle to be competitive in each competition.

GAME SEQUENCE (SUGGESTED)

1. Athlete creation and distribution of points between the basic characteristics.
2. Revision of the competition's calendar for the season ahead with the team's manager.
3. Choose the next competition and start up the time counter.
4. Plan the training schedule and distribute the points between the characteristics that you wish to improve upon.
5. Take plenty of interactive training sessions out on the practise track in order to establish personal records.
6. Cure the injuries detected in the monthly medical check ups.
7. Compete if you have obtained the minimum qualification standards required for the competition in question.
8. Repeat this sequence for the next competition in the athlete's calendar, and progress on to world championship level.

FREE PLAY

In this game mode you will be able to freely choose any of the 19 events of Sergei Bubka's Millennium Games. However, the results obtained will not be counted as personal or world records. This option is ideal if you are having problems progressing through arcade mode, as you can spend time perfecting your skills in any particular event in the special training ground.

MULTI-PLAYER

In this game mode there may be up to eight players participating by IPX net, or two players on the same computer sharing the screen. You may participate in a championship with the chosen events from nineteen of the available events. If you are playing over a network, then the player that first selects the multi-player option, acts as host, and decides on which events are to be included. The host must wait for all participating players to join, and then start each event. If a number of different events are chosen as a mini championship, then one event will follow on from another automatically, once each competing player finishes each particular event.

REPLAYS

You can access replays by selecting REPLAYS from the front-end menu screen. In this section, you can view the videos of replays of the best performances of your athletes in the game. Replays are only available for events that you have either won a Gold medal, or if you have broken the World Record. These performances are recorded automatically. For certain events, you will be able to view world records immediately as they happen. If this happens then you must hit the EXIT button in order to continue.

To view these replays from the front-end menu, you only have to choose a replay from the list and click the right arrow on the bottom right hand side of the screen. You may delete the replays whenever you wish by clicking the X button. Once the event has been loaded up, you are placed into replay mode. Here, you will have a video controller panel displayed at the bottom of the screen with buttons for pause, fast rewind and fast forward, or to go frame by frame for slow motion. Hit Escape to quit out or use the Exit button on the control panel.

CREDITS

This option allows you to run the credits, and view the team members that worked on this title.

CONFIGURATION

By selecting this option, you will be able to open a the **CONFIGURATION** menu by clicking to the left or right of the main display, and scrolling through the available options. The **CONFIGURATION** menu will allow you to change the following options:

RESOLUTION: modifies the screen's resolution in the game, enabling you to choose the video mode that your video card supports.

DETAIL LEVEL: modifies the graphic detail when playing, enabling you to choose between detail level *HIGH*, *MEDIUM*, *LOW*: the lower the detail, the higher the performance of the game.

SOUND: activates or deactivates the sound when playing.

GENERAL VOLUME: this adjusts the sound volume when playing.

FX VOLUME: adjusts the sound effects volume when playing. This volume affects the environmental sounds and commentary.

VIDEO OPTIONS: activates or deactivates the graphic effects when playing. It defines the model details, the shadows, and detail of stadium objects.

CONNECTION: this selects the connection type that you wish to use for multi-player games.

CONTROL: this selects the controller type that you wish for the game.

EVENTS

CONTROL SYSTEM

There are two available control methods – Keyboard and Mouse Driven Power. Keyboard, is perhaps the most familiar style, utilising the classic, frantic key tapping to generate power for your athlete. The incorporation of the new system of control **MOUSE DRIVEN POWER** however, is not only easier and more comfortable to move the athletes but the possibilities of the game increase enormously. With this system, the player controls, all aspects of game play with only one hand; from the speed to the breathing rhythm of the athlete, and the jumping force through to the throwing angle in the field events.

MOUSE DRIVEN POWER + KEYBOARD CONTROL

IN THIS OUTLINE WE WILL CALL :

ACTION BUTTON 1 LEFT MOUSE BUTTON / KEYBOARD **C** AND **B** BY DEFAULT.

ACTION BUTTON 2 RIGHT MOUSE BUTTON / KEYBOARD **V** BY DEFAULT.

SPEED 100M / 200M / 400M / 110M HURDLES / 400M HURDLES / RELAYS

The output in the speed events depend on the following two factors:

- Reduction of the reaction time when starting.
- Quick acceleration during the race.

1. Starting line : When starting an event, you are given the name, nationality and the personal best for each of the athletes competing. You may skip this by pressing action button 1.

1. ON YOUR MARKS / GET SET : After the presentation of the runners, all of the athletes automatically prepare for the race under the instructions of the official.

3. READY : Once the athletes are in the 'set' position, they then must wait for the gun shot.

4. Go : After the gun shot, you must press **action button 1** as quickly and closely to the gun going off as possible so that your runner starts the race with minimum delay. The reaction time to the gun is very important when participating in the short distance races (100m / 110m hurdles etc).

5. Race : In mouse mode during the race, under the runner controlled by the player you will see a two-coloured moving ring and a blue pointer. Inside the moving ring, there are two arcs of different size. A green band - the acceleration arc and a red band - deceleration arc. On the right hand side of the screen there is a vertical metric bar that displays the speed of the runner. This speed bar will increase or decrease depending on the accelerating efficiency when running. The nearest this bar is to the maximum point, the faster the athlete will run. To speed-up during the race, once the ring starts to move, you must "keep" pressing the action button 1 when the green band passes under the blue pointer, and "avoid" having it pressed when the red band is under the blue pointer.

When using the keyboard, the player must tap the action keys (C and B) as quickly as possible, but also in as regular a manner as possible. Double presses of each key will reduce the efficiency of the athlete's acceleration.

The player must try to maintain as high a speed as possible for the duration of the race, and try to bring the athlete across the line in first place.

JUMPING THE HURDLES: During the hurdling events, the player will have to sprint in exactly the same way as detailed above, but must also press action button 2 (right mouse button or keyboard V) when getting near to the hurdles. This must be done as accurately as possible to ensure that the athlete jumps each hurdle cleanly. If an athlete touches a hurdle then speed will be lost, but if the athlete crashes directly into a hurdle then he or she will fall over and lose a substantial amount of time.

The player should maintain as much speed as possible, so a combination of good acceleration and high speed, coupled with accurate timing are essential for this event.

Relays: As you approach the baton hand-over point, you should KEEP ACTION BUTTON 2 pressed until the hand-over is complete to avoid any delays. A mis-timed change over will cost valuable seconds. Also try to maintain the sprinters speed right through the change over. Each athlete hasn't finished their leg of the relay until the baton is successfully changed over.

DISTANCE EVENTS 800M / 1500M / 3000M STEEPLE CHASE / 5000M

After hearing the starting gun, press ACTION BUTTON 1 for the athlete to start running in exactly the same way as the sprint events. You can actually start pressing the action buttons before the gun in order to start the runner off with a sprint.

On the screen there are three different gauges: RHYTHM, SPEED and ENDURANCE.

The first of these indicates the rhythm of the race the athlete is running : low (0 - 25), medium (25 - 75), high (75 - 100). This is directly linked to the input from the action buttons. The more efficiently you use the action buttons the higher the RHYTHM.

The higher the rhythm the quicker the athlete runs, indicated by the SPEED bar in the top left hand side of the screen. However, in long distance events, you cannot try and build up speed continually, as the athlete's endurance level will steadily drop – as indicated by the bar on the bottom left of the screen. If this drops to zero, then the SPEED will drop to minimum. To regain a higher endurance level, you have to reduce the rhythm of the race, and the Endurance will steadily increase. This is done at the expense of speed of course, so it's a case of balancing the RHYTHM against the ENDURANCE in order to maintain a fairly constant speed. In the 800m you must run the first bend in lanes, but then after this you can guide your athlete to the inside lane or out to other lanes to overtake either by pressing Left 'D' or Right 'G' on the keyboard. Make sure that you do not bump into other runners, as you will lose a lot of speed. In the other distance events the athlete can run in any lane right after the start gun.

JUMP EVENTS LONG JUMP / HIGH JUMP / TRIPLE JUMP / POLE VAULT

Performance in the jumping events depends on the following factors :

- Quick acceleration down the runway or approaching the bar.
- The correct trajectory of the jump through the air or from take off from the board.

The athlete must generate speed down the runway or running towards the bar, in the same way as sprinting events.

When jumping, the player must hold down ACTION BUTTON 2 in order to alter the angle of trajectory. Generally an angle of around 45 degrees will generate the optimum trajectory, and result in the longest jump. For the High Jump and pole Vault, the button must be repeatedly pressed in order to gently alter the athlete's jumping angle as they pass over the bar.

In the Triple jump event you will have to repeat the jump sequence (by pressing the **action button 2** to increase the angle and then letting it go) in the three jumps that make up the event.

THROWING EVENTS JAVELIN / DISCUS / SHOT-PUT / HAMMER

For the throwing events, the player must generate force by hitting Action Buttons 'C' and 'B' or by using the right mouse button in the same way as in the sprinting events. The more force generated, the greater the resulting throw. As with the jumping events, the player must generate an angle of trajectory of around about 45 degrees to get an optimum performance. If the player does not hit the throw button quick enough, then this will result in a Foul Throw.

NOW LET'S HIT THE TRACK!