

**WARNING**

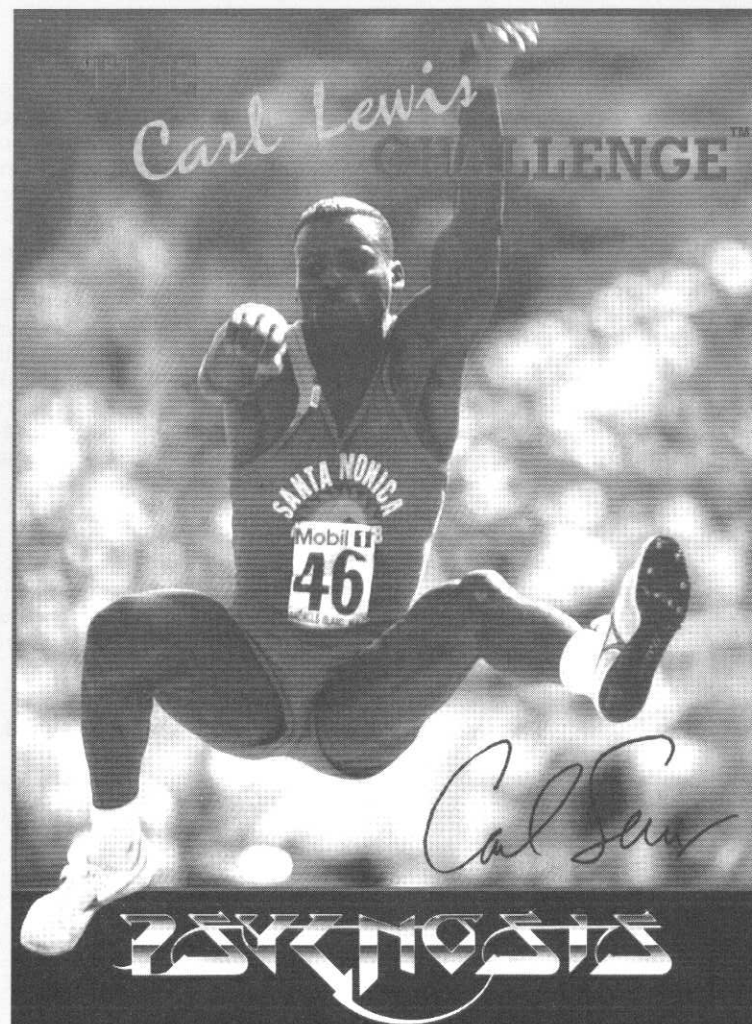
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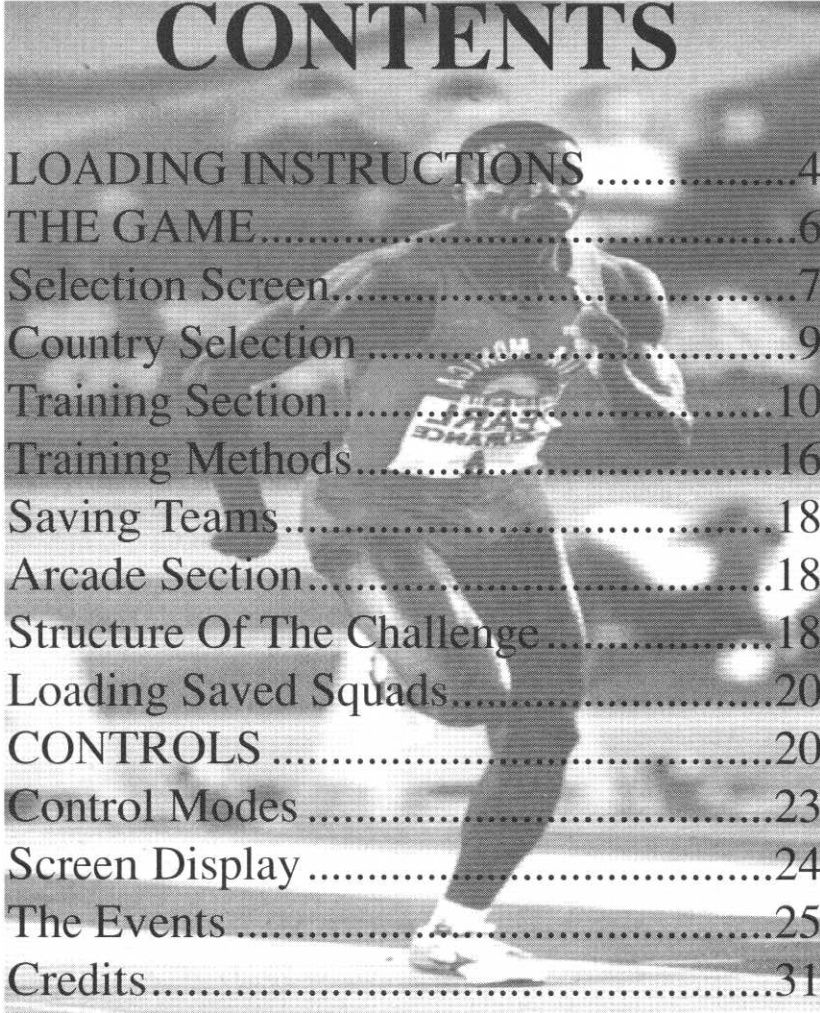
**ENGLISH**

## WARRANTY LIMITATIONS

The disk(s) included with this product are guaranteed to be in correct working order and free from all manifestations of the 'Virus'. It is the purchasers responsibility to prevent infection of this product with a 'Virus' which, although a very rare occurrence, will always cause the product to cease working. **Psygnosis Ltd** will replace, free of charge, any disks which have manufacturing or duplication defects. These disk should be returned directly to **Psygnosis Ltd** for immediate replacement.

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throw line, the throw will be judged FOUL and not counted. To negate this problem either start the sequence sooner, or slow your run-up to give you time to correct yourself.

There is no Action Replay for the Javelin.

#### 4) HIGH JUMP

This event features Run-Up, Take-Off Angle and Leg Flip.

RUN-UP : Use your selected control method to achieve optimum Run-Up speed.

TAKE-OFF : Press and hold your Action button to begin take-off. The angle display increases until your Action button is released. Keep increasing your speed! If you do not activate the angle gauge your jump will be FOUL.

LEG FLIP : Click your Action button to flip your athlete's legs up at the top of the jump arc - this aids clearance.

You have three attempts to qualify.  
There is no Action Replay for the High Jump.

Type **A:** and hit return, then type **INSTALL**, hit return and follow on-screen instructions.

#### **PC Loading Instructions from Hard Disk (after installation) :**

Boot your computer as usual. At the DOS prompt type **CD CARL** and hit return, then type **CARL** and follow on-screen instructions.

Please Note: To run *The Carl Lewis Challenge* from your hard drive requires the Key Disk (Disk 1) to be present in a floppy drive.

#### **Amiga Version**

Switch your computer on. Insert Kickstart disk if necessary. When Workbench is requested insert disk 1 of *The Carl Lewis Challenge*.

Insert disk 2 when prompted.

#### **Atari ST Version**

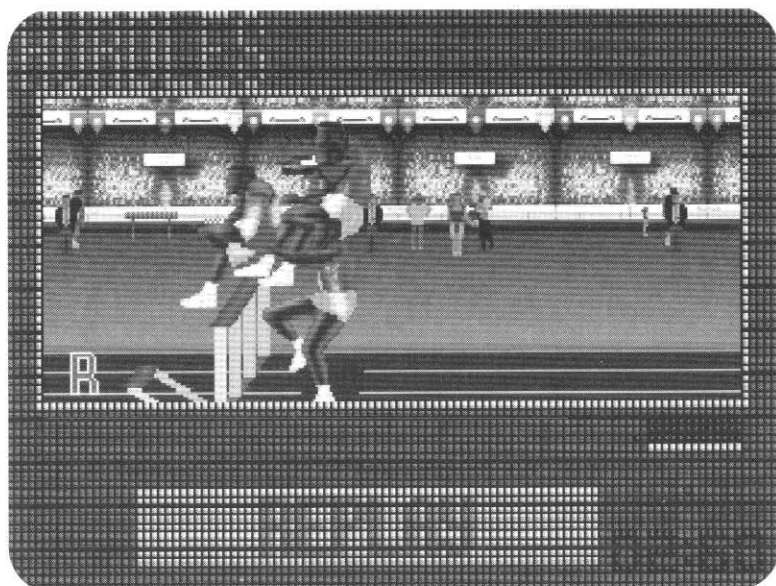
Insert disk 1 of *The Carl Lewis Challenge*. Switch on the monitor/TV then your computer.

Insert disk 2 when prompted.

## 2) 110M HURDLES

This functions in a similar way to the sprint, with the exception that clicking the Action button commands athletes to jump.

Watch the scanner to anticipate hurdles.



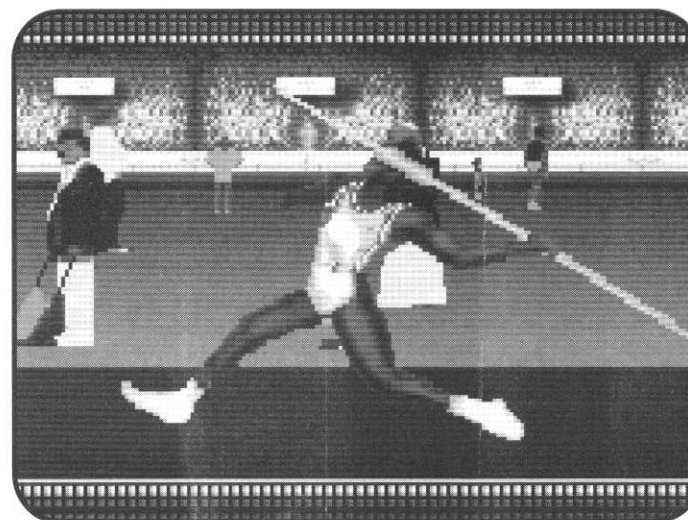
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In the weeks leading up to competition, you must skillfully train your athletes to bring them to peak performance, ready to compete against the best in the world.

### THE SELECTION SCREEN

Following the introduction sequence, you will be asked which section of the game you wish to play: The Training Section, the Arcade Section or Full Simulation.

Please Note: PC Version - The cursor keys move the pointer, return selects icons.



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**Note:** Once each player has selected a control method they remain with it for the duration of the challenge.

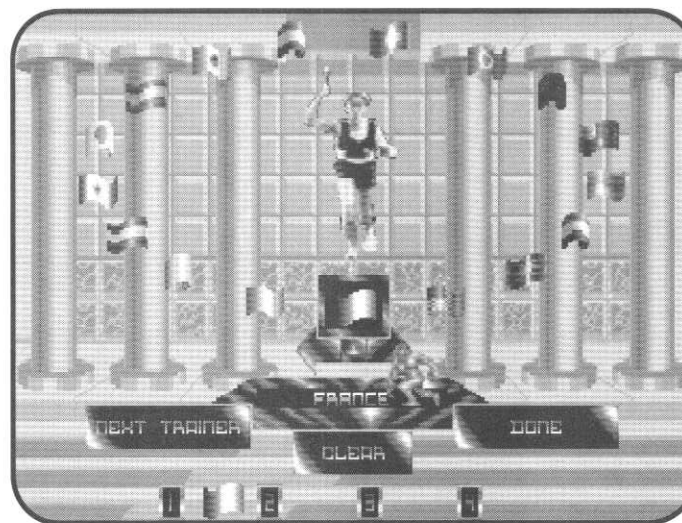
The first event is announced. Click a button to proceed (you may have to wait for the disk drive to finish). A list of entrants for this heat is displayed. Human entrants compete one at a time, beginning with Player One. The qualification time (or distance) for this heat is displayed in the bottom right hand corner of the screen. Click a button to begin this heat.

In track events, ensuing players compete against recordings of previous human player's efforts.

## SCREEN DISPLAY

The screen displays a view of the track, surrounded by an electronic scoreboard which gives you all the information you require. The trainer's name and nationality is shown at the bottom of the screen. The bottom right hand corner displays qualification times or distance. You must equal or beat this in order to qualify. There is also a scanner showing positions of athletes and objects (hurdles, finishing line, etc) in the event. Along the side of the track grow the speed bars, showing you the result of your control expertise. The top scoreboard displays results.

## COUNTRY SELECTION



Once you have chosen which type of game you wish to play, each player selects a country to represent.

Click on the direction arrows below the flame bearer to cycle through the flags. To select a country, rotate the flags until the desired banner is highlighted at the bottom of the circle.

Click on NEXT TRAINER, if you wish another player to compete, or DONE, if all players have identified their countries.



## Amiga & ST

### JOYSTICK: Speed Control

Moving the joystick left and right gives athletes speed. The faster you waggle it, the faster your athlete moves.

The fire button on the joystick is the Action command, controlling your athlete's throws and jumps.

### JOYSTICK: Rhythm and Gearing

The Fire Button is the Movement command.

The up direction on the joystick is the Action command, controlling your athlete's throws and jumps.

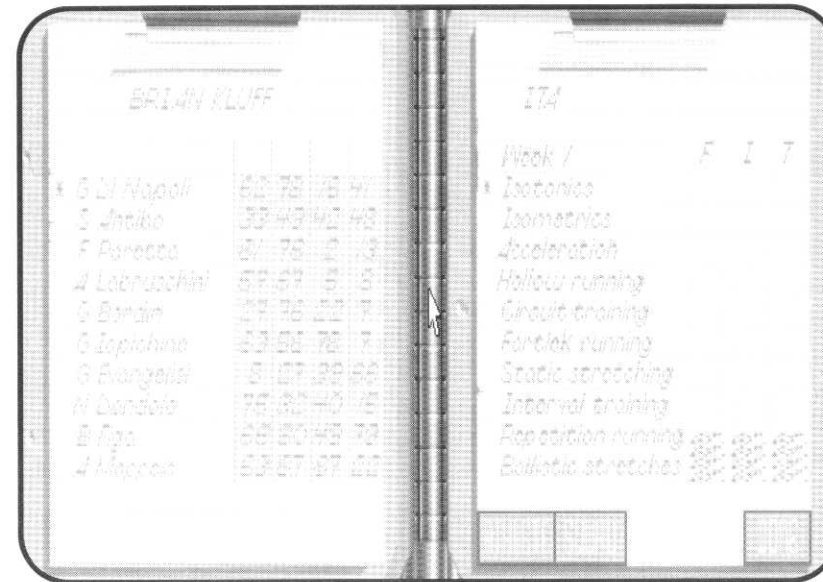
## PC Only

### KEYBOARD CONTROLS : Speed Control

Stabbing left and right cursor keys gives athletes speed.

The up cursor key is the Action command, controlling your athlete's throws and jumps.

The down cursor key is the Movement Command



Different events require different combinations of these attributes to achieve peak performance. It is up to you to decide the relative importance of each.

Click on each attribute icon to view a bar chart of your squad's skills. Click again to return.

Click on the ATHLETE box to view the currently selected athlete's attributes in bar graph form. You may edit the athlete's name using the keyboard at this point. Also, Carl Lewis appears on-screen to give useful hints. Click again to return.

## LOADING SAVED SQUADS

At the beginning of the competition you are asked if you wish to load a squad previously saved in the Training Section.

Should you select to load a saved squad, insert a save-game disk and your saved statistics are loaded.

## CONTROLS

If you have chosen to play ARCADE only, you are provided with a series of standard (average) athletes with which to compete.

If you have chosen to play the FULL SIMULATION, your athletes will compete based on a combination of your training skills and your arcade ability during each event.

However, you must first select a control method. There are three types :

- 1) Speed Control
- 2) Rhythm Control
- 3) Gearing Control

When you have completed your training schedule for the week, click on DONE to allow other players to set up their programme. When all players have completed their schedules, the game proceeds to the next week.

When the next week is displayed, you may notice that some of the athletes' attributes have changed colour :

Red indicates a decline in an attribute. This usually denotes that the week's training was either too extreme or too mild to benefit the athlete.

The screenshot shows two panels. The left panel is titled 'BRIAN KLUFF' and lists several athletes with their names and performance metrics. The right panel is titled 'ITA' and '100m Hurd Jav High Long' and shows a grid for tracking performance over time. A mouse cursor is visible over the grid.

BRIAN KLUFF	
G Di Napoli	68 70 3 42
S Antibo	58 45 40 50
F Pareto	61 70 2 7
A Labruschini	57 67 16 3
G Bordin	57 75 21 7
G Lopichino	63 52 75 23
G Evangelisti	58 55 38 70
M Landais	75 27 40 23
B Figa	55 30 45 23
A Mappes	53 67 27 25

ENTER ATHLETE FOR THIS EVENT

## SAVING YOUR TEAMS

At the end of the training stage you are asked to insert a previously formatted, write-enabled disk on which to save your team.

## ARCADE SECTION

If you chose to play TRAINING only, you are taken through each event, however, you may only watch your athletes compete. Press a mouse button at the end of each stage to proceed. Your athletes will all perform according to their statistics calculated in the management section. You cannot influence them during the competition - you must now sit in the grandstand and cross your fingers. The Control Section therefore does not apply.

## STRUCTURE OF THE CHALLENGE

There are five EVENTS. Each is divided into a series of HEATS, ending up in the finals where medals can be won. Each player must achieve a QUALIFICATION time or distance

You may enter the same athlete for more than one event. If an athlete has very low attributes, it is likely that they will not be able to compete as they may fail the team fitness test.

Use the bar graph displays to aid you in your choices.

When you have entered for all five events, click on the DONE box to allow subsequent players to choose their entrants.

**Note:** if you click on DONE before entering all events, the computer will make a random selection for you. This is not advisable!