

Nintendo
GAME BOY

DMG-YC-USA

U.S. GOLD

PRESENTS

WINTER
OLYMPIC
GAMES



Lillehammer'94[®]

Official Licensed Product of the
1994 Olympic Winter Games

INSTRUCTION BOOKLET

OLYMPIC WINTER GAMES IN LILLEHAMMER

Lillehammer, a small town situated 100 miles north of Oslo in Norway, has invited the World to join them for the XVII Olympic Winter Games to be held from the 12th to the 27th of February, 1994. It will be 70 years since the first Olympic medals for winter sports were awarded in Chamonix, and 42 years since the games were held in Norway. The Olympics are based on the fundamental ideal of educating young people through sport in a spirit of better understanding and friendship, thereby helping to build a better and more peaceful world.

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WINTER OLYMPIC GAMES

Twenty of the world's leading sporting nations have come together to compete in the XVII Olympic Winter Games. You may compete against some of the best computer controlled athletes in the world for the ultimate achievement in amateur sport: an Olympic medal. You will compete in 7 exciting events in the Olympic program or practice an event. The seven events are:



Downhill



Slalom



Bobsleigh



Biathlon



*Short Track
Speed Skating*



Ski Jumping

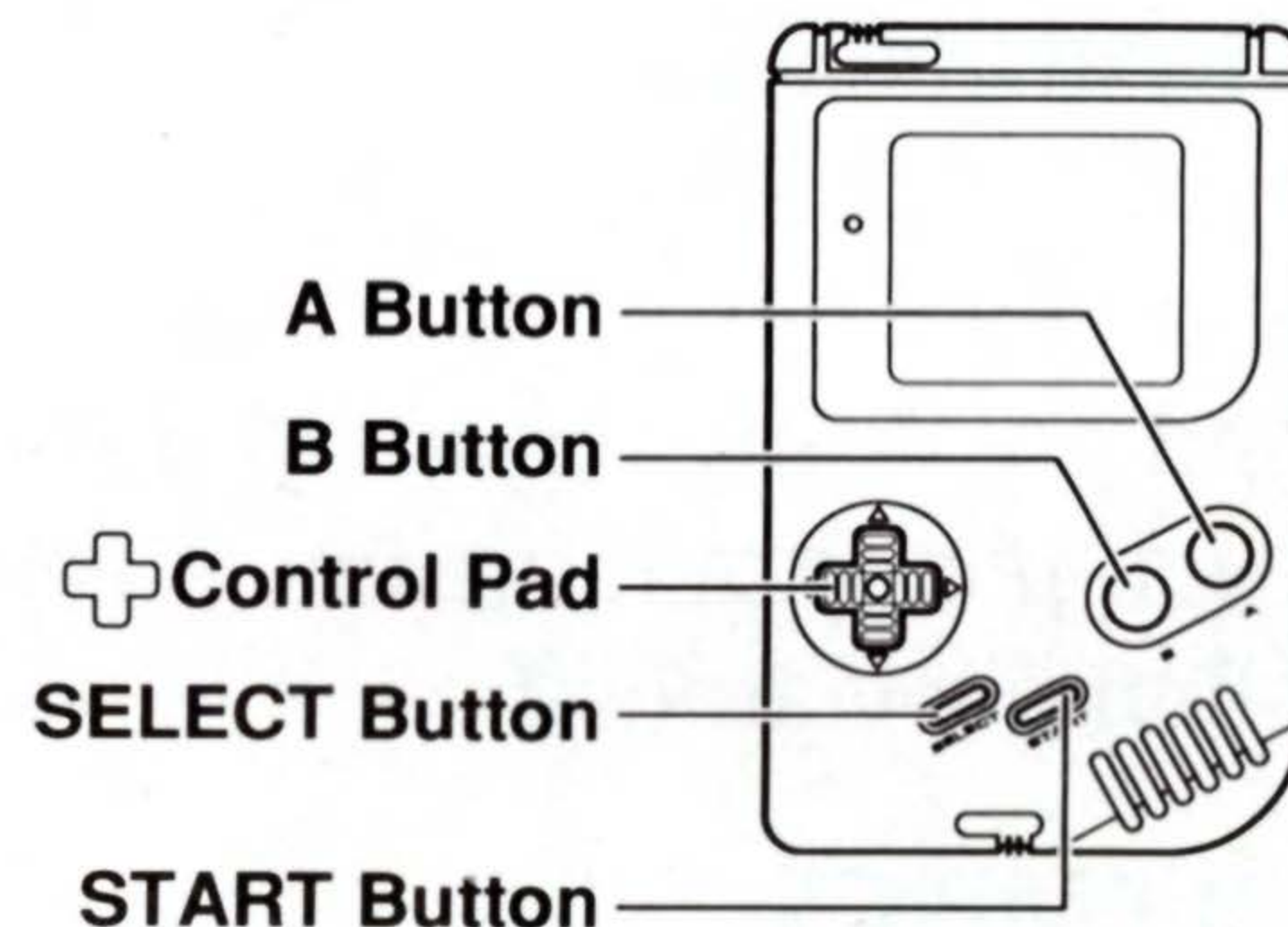


*Freestyle
Moguls*

GETTING STARTED

MAIN SELECTION

After the title screen, you must choose which country you want to represent. Once a country has been selected, the Main Selection screen appears. By pressing the on the Control Pad, you will be able to choose Training Session or Olympics.





GETTING STARTED CONT.

TRAINING SESSION:

This feature will allow you to train in the event of your choice. Use the Control pad to move between the event pictograms, and press any button to train in that event. (If you are unsure what each pictogram means, please refer to the section Winter Olympic Games.)

OLYMPICS:

To select the Olympics you must choose the torch pictogram. There are five options to choose from. The Full Olympics; All Downhill Events (Downhill, Ski Jumping, Slalom, Moguls); No Downhill Events (Biathlon, Bobsleigh, Speed Skating); First Half (Downhill, Biathlon, Ski Jumping, Bobsleigh); and Last Half (Slalom,



GETTING STARTED CONT.

Speed Skating, Moguls). Only the Full Olympics allows you to play all 7 events, and includes both the Opening and Closing ceremonies.

DOWNHILL:

One of the world's toughest downhill courses lies 50 km north of Lillehammer, at Kvitjell and forms part of the Lillehammer Olympic Alpine Center. Measuring 3,150 meters in length, it has a vertical descent of 820 meters, and at the steepest point involves a drop of 70-80 meters. However, Alpine events have not always been a part of the Olympic Games. They were first introduced in the 1936 Games. The course is designed primarily for speed and the gates are positioned so as to not interfere with the fastest line, however, they do test the competitor's technical ability to control

GETTING STARTED CONT.

speed in areas of difficult terrain. The winner is the competitor who completes the course in the fastest time after one run.

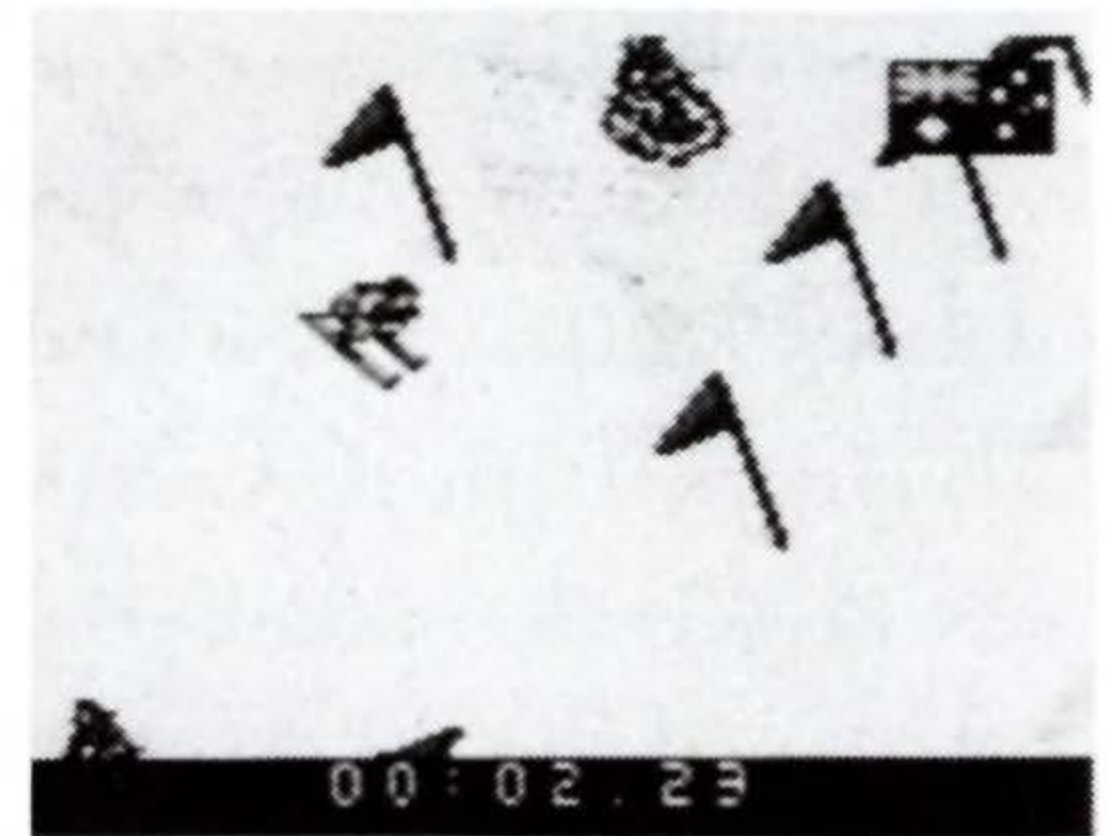
Controlling The Skier

You must ski from the starting line to the finishing line, ensuring that you go through all the gates positioned down the course.

Missing a gate results in disqualification.

You will still be able to complete the course, but no result will be given. Do not hit

objects off the course as this will result in fatal injury. Jumps and tight turns must also be overcome. When you are at the starting line, press the A Button within the fixed starting period to begin





GETTING STARTED CONT.

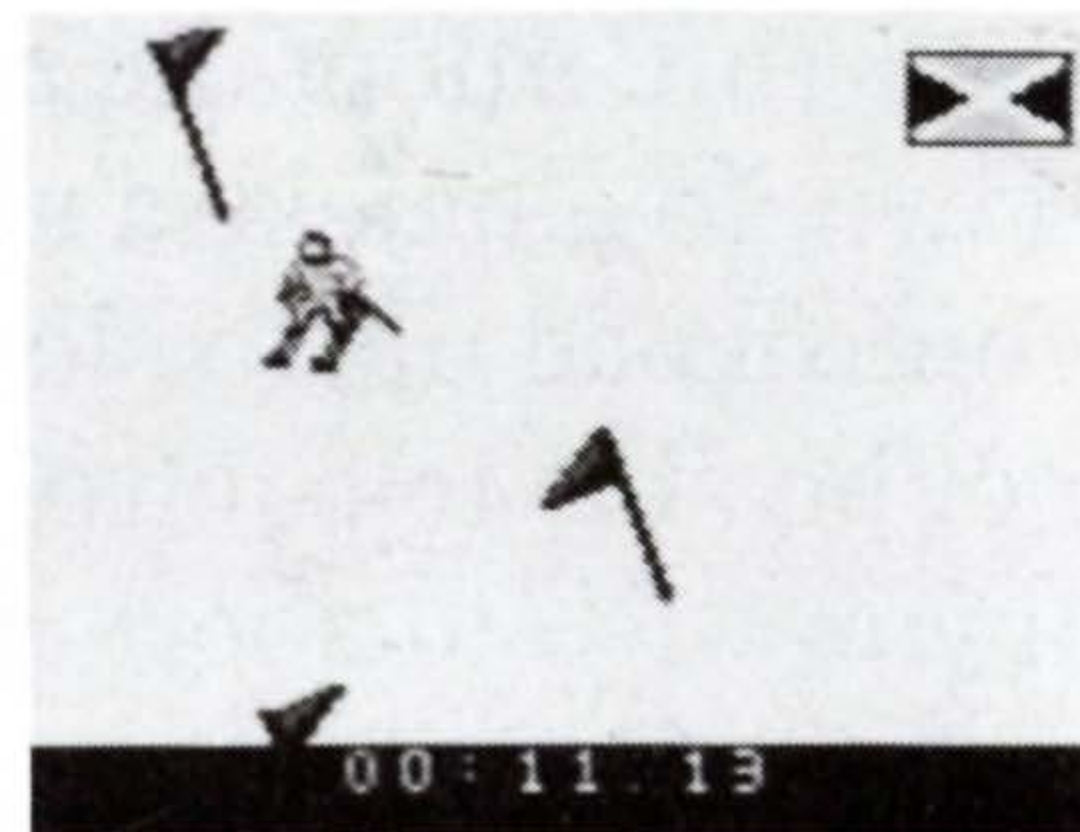
your run. Adopt the *tuck* position by holding the Control Pad down, to gain extra speed; and the *snow plow* by holding the control pad up, to slow down. Beware, if you go too fast you may not be able to control the skier over certain areas of the course. If you wish to abort an unfinished event, you can press the Select and the B Button to disqualify yourself. You may also bypass extra information after a finished event by pressing Select and the B Button. The controls are the same for the Slalom.

GETTING STARTED CONT.

SLALOM:

The Slalom course at Hajfell is the shortest of all the alpine skiing events. The gates are positioned to provide the skier with a number of changes of direction, while also making it possible to gain speed and maintain a steady flowing rhythm through the course.

The winner is the competitor with the fastest time after one run.



FREESTYLE MOGULS:

Moguls will take place at the Kanthaugen Freestyle Arena, just a short distance from the center of Lillehammer, and one of the most modern and advanced freestyle arenas in the world. Having

GETTING STARTED CONT.

been introduced to the Olympic Games at Albertville in 1992, the skier performs an individual descent of high speed turns down a steep 250 meter slope evenly covered with moguls (bumps of hard snow). The skier follows the fall line and executes two jumps during the run. Time, technique, and jump performance are critical for the final result, with 25 percent of the points assigned for technique, 25 percent for speed, and 25 percent for each trick jump.

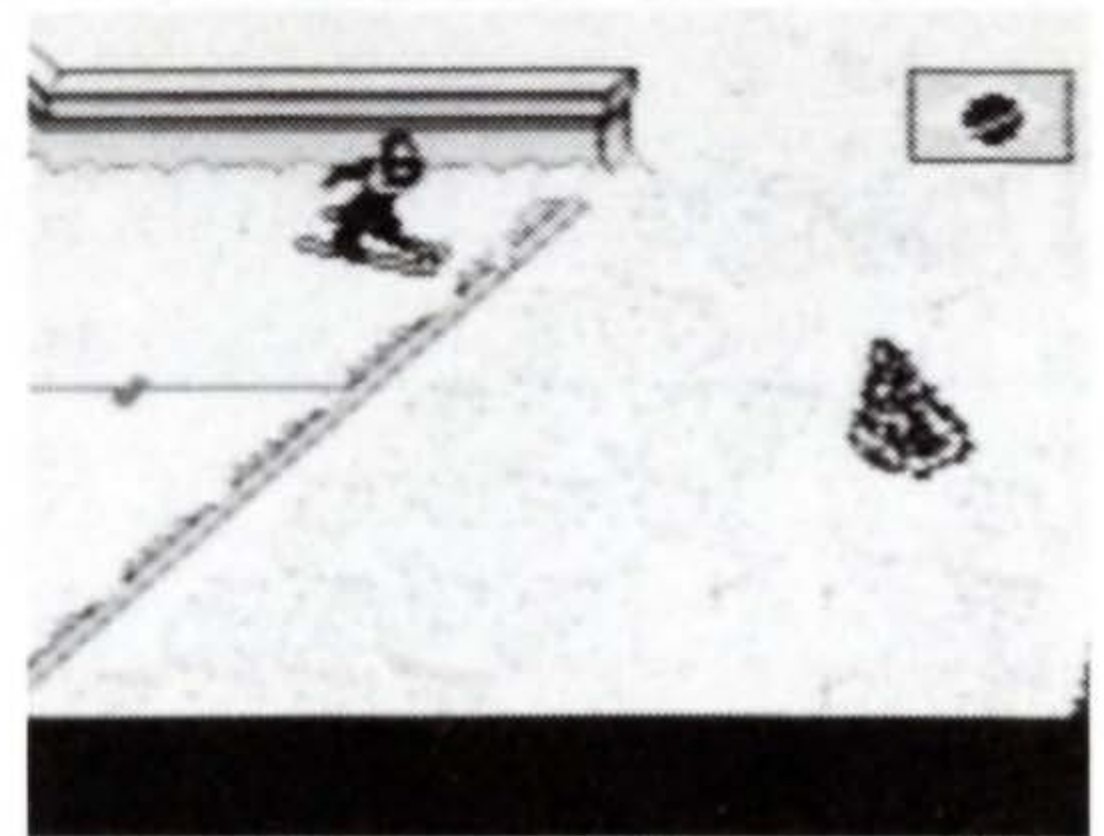
Press the A Button to start the event. The skier must accelerate to a high speed down the mogul slope in order to complete stunts like a helicopter or flip. Gaining speed down the Moguls are the same as the Downhill. The skier can perform stunts at two main jumps, but to carry some off requires a lot of skill from the skier.

GETTING STARTED CONT.

Pushing a direction on the Control Pad simultaneously with either the A or B Button , will perform the following moves: L for a left helicopter, R for a right helicopter, Up for a toes forward flip and Down for a heels backwards flip. Stunts should be activated when the skier is at the top of the mogul. If the stunt is activated too early or late, or the skier does not have enough speed, a crash landing may result.

SKI JUMPING:

Ski Jumping has a long tradition as a winter sport, and was a central feature of the Olympic Winter Games in Chamonix in 1924. The longest jump on that occasion was 49 meters. The Lysegardsbakkene





GETTING STARTED CONT.

Ski Jumping Arena just a few hundred meters from the center of Lillehammer will host the Ski Jumping events. Ski jumping requires strength, grace and courage. Competitors make two jumps from a specially constructed hill, and points are awarded for style and technique as well as for the distance achieved. The ideal jump is one executed with power, boldness and precision, while giving an impression of calm and steady control.

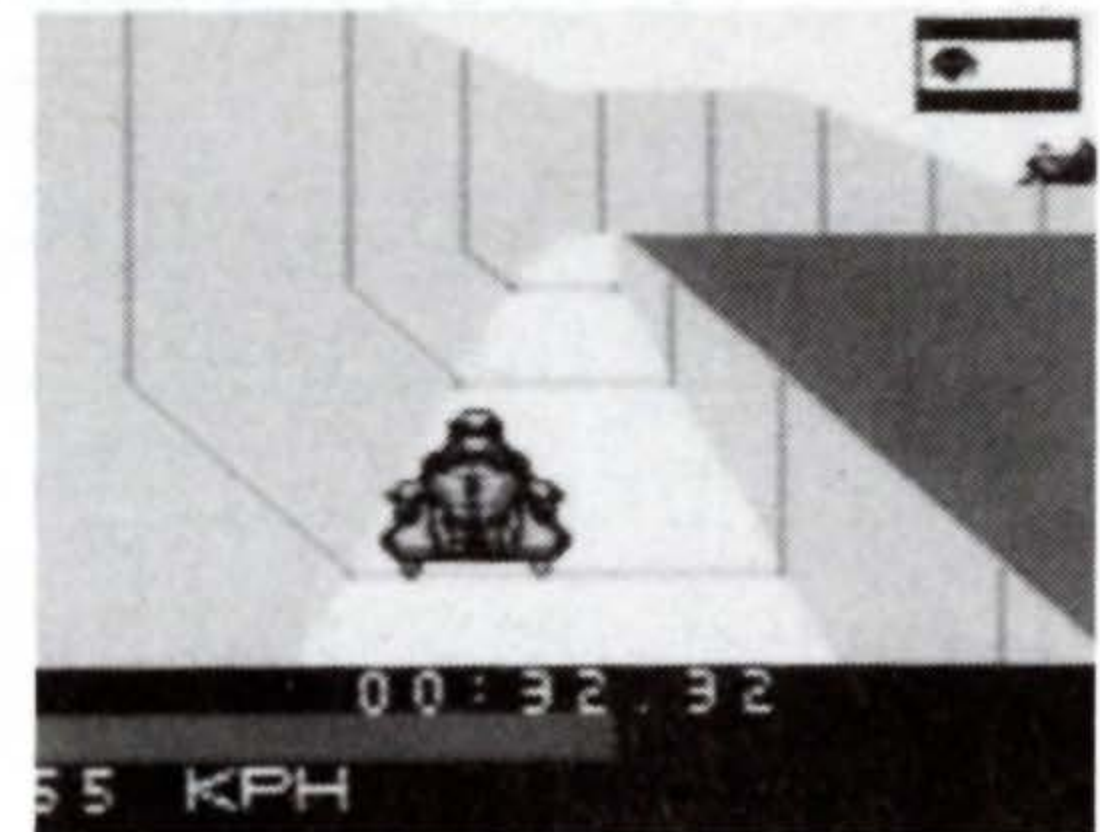
Press the A Button to push the skier off and start down the jump following the center line. At the end of the jump, press the A Button to take off. Pressing too early will lose valuable air time, likewise, pressing too late will lose distance. While the skier is in the air, the player must use the Up/Down directions of the

GETTING STARTED CONT.

Control Pad to keep the skier balanced. Style points are gained by keeping the skier in the perfect posture. When approaching the ground, press the A Button to adopt the landing position. Again pressing too early will result in loss of distance, press too late and you are likely to crash! Points are awarded for both style of landing and distance.

BOBSLEIGH:

Bobsleigh competitions have been in the Olympic Games since the winter games were first held in 1924, except for the 1960 Games in Squaw Valley. Stretching 1,365 meters in length, the course at Hunderfossen 15 km north of Lillehammer,



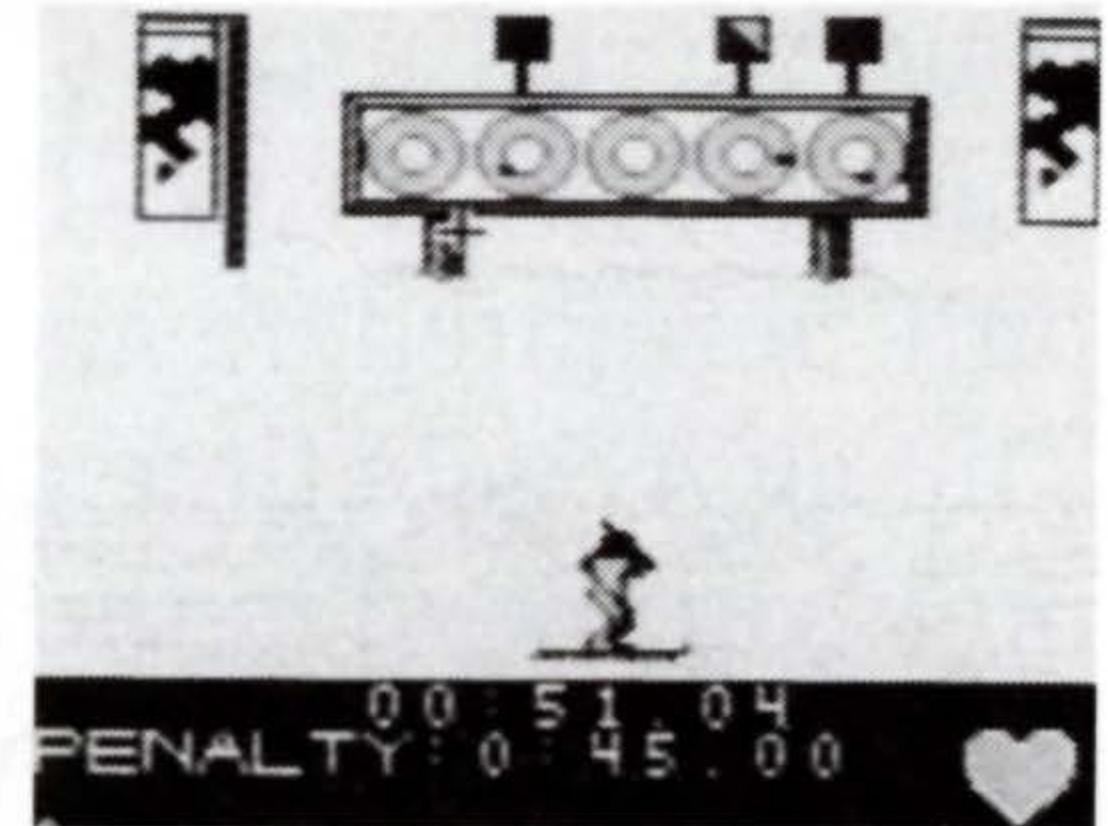
GETTING STARTED CONT.

is northern Europe's most modern track. The bobsleigh is push-started by its crew. This initial thrust and force of gravity are the only permitted means of powering the bobsleigh down the course. The aggregate time after four runs determines the winners. To build up speed in the run-in, press Left/Right alternately on the Control Pad. The faster you press the Control Pad, the faster the bobsleigh will travel. When you reach the run, it is up to you to steer the bobsleigh around the track by using Left/Right on the Control Pad. The goal is to guide the bobsleigh to an optimal position on the track, especially around the bends. This will create less spray, maximize acceleration, increase speed and therefore produce a faster time! Be careful not to oversteer and cause the bobsleigh to crash!

GETTING STARTED CONT.

BIATHLON:

Biathlon is a combined sport of cross-country skiing and rifle shooting that was first introduced in the 1960 Olympic Winter Games. The Birkebieneren Ski Stadium in the Lillehammer Olympic Park will be home to the Biathlon. During the cross country sections, use the Left/Right on the Control Pad to move the skier along the course. Press Up on the Control Pad to have a double push off and down to conserve energy while going downhill. During the shooting sections, use the Control Pad to aim, and the A Button to shoot. You have five shots which must hit the black center of the target, and can be shot in any order. For each



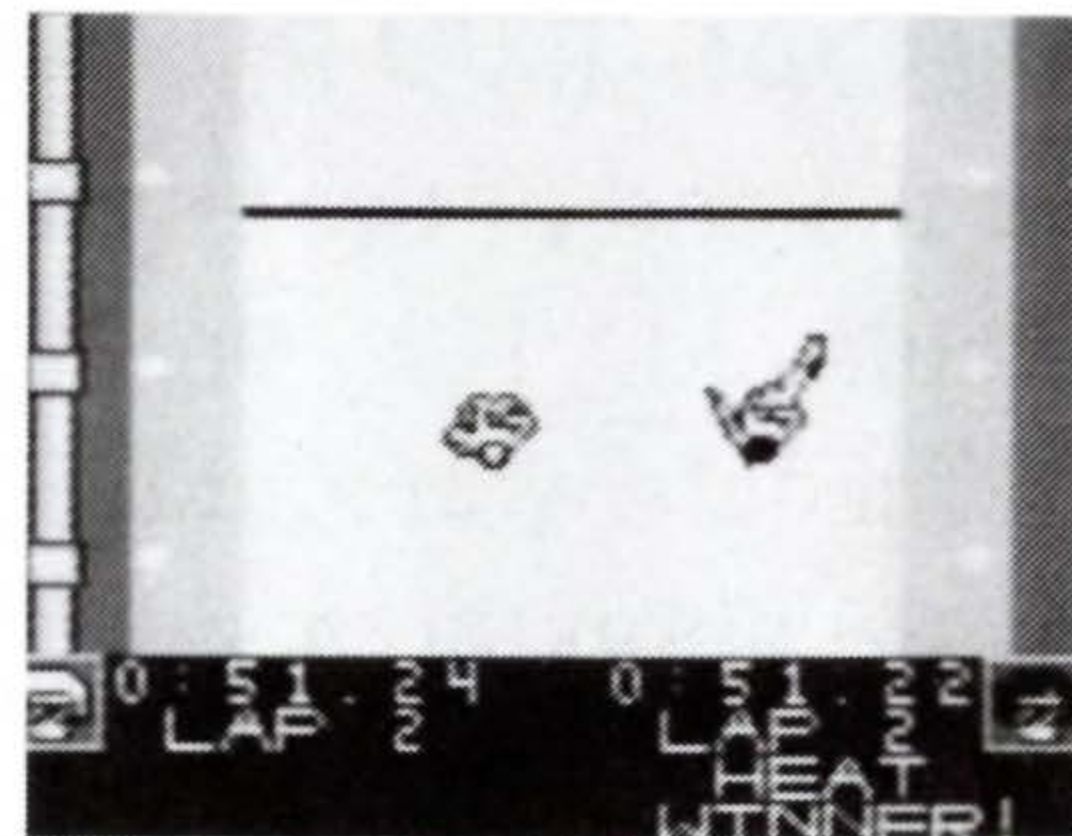
GETTING STARTED CONT.

target missed, a 30 second penalty is added to your overall time and 15 second penalty for hitting the outer ring of the target.

SHORT TRACK SPEED SKATING:

Speed Skating on a short track was introduced to the Olympic Games at Albertville in 1992. This event differs in several ways from conventional speed skating, particularly in the size of the track.

The events will be staged in the Harmar Olympic Amphitheater. The event begins with a starting whistle. Two false starts result in a disqualification. Use Left/Right alternately to build up your speed on the straightaways. Avoid the



GETTING STARTED CONT.

other skater by moving in and out of the track, using Left/Right on the Control Pad.

MEDAL TABLE:

At the end of the Olympics the results are displayed. They are based on both the number of medals won and the culmination of points based upon the results.



A screenshot of the Medal Table from the game. The table is titled 'TOP WINNERS' and 'TOTAL POINTS'. It shows the top three winners with their medal counts and total points. The first winner has 3 gold, 1 silver, and 0 bronze medals, totaling 17 points. The second winner has 2 gold, 0 silver, and 0 bronze medals, totaling 10 points. The third winner has 1 gold, 2 silver, and 0 bronze medals, totaling 9 points. The table is framed by a black border with white diagonal stripes on the sides.

	TOP	WINNERS		TOTAL	
				POINTS	
1	3	1	0	17	X
2	2	0	0	10	+
→ 3	1	2	0	9	+

CLOSING CEREMONY:

If you were playing the game in Olympic mode, when the last event has been completed, you will be able to view the closing ceremony and celebrations which conclude the Games. You may exit this sequence and go back to the Main Selection screen by pressing any button.



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303 Sacramento St., 4th floor
San Francisco, CA 94111
(415) 693-0297



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