

The background of the entire page is a black and white photograph of a male athlete in mid-air, performing a high jump or vault over a bar. The athlete is wearing a singlet with the number 35 and the word "JAMICA" on it. The scene is captured with a motion blur effect, suggesting speed and action. In the top left corner, the words "SUMMER CHALLENGE" are written in a large, bold, serif font, with a diamond shape behind the text. A small "TM" trademark symbol is located to the right of the word "CHALLENGE".

SUMMER CHALLENGE™

FOR THE SEGA® GENESIS® AND MEGA DRIVE SYSTEMS



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A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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INTRODUCTION

YOU MADE IT!!!

You're here. It was once all a dream. A dream you worked for, sweated for, sacrificed for. And now it's a dream come true.

In the wee hours of the morning, when the rest of the world was still asleep, you were already exercising and practicing. Working toward your dream. Conditioning your body and your spirit.

In the middle of the day, when your friends were taking a break from the daily grind of school or work, you snatched the opportunity to practice.

While others indulged, you ate for strength. While others imbibed harmful drinks, you stuck with water, juices and milk. You watched everything you put into your body — because you wanted nothing to get in the way of winning.

And late at night when those around you were partying or watching TV, you were resting your body, making sure it had time to recuperate from the physical strain you'd put it under all day.

And now all your hard work, practice and healthy practices have finally paid off. Because at last you are here. You've competed against hundreds of others.

It is great just to *be* here at the *Summer Challenge* events to see just how far you can go. But like all true competitors, you're really here for one reason and one reason only: to win.

GETTING STARTED

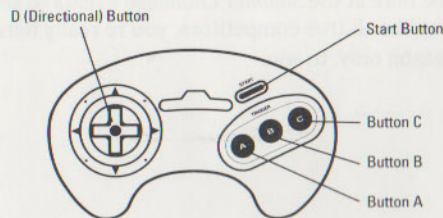
Loading Instructions

- 1 Make sure the power switch on your Sega® Genesis® system is **OFF**.
- 2 Insert the *Summer Challenge* cartridge into your system by following the instructions in your Genesis system manual.
- 3 Plug a control pad into port 1.
- 4 Turn the power switch **ON**. If nothing appears on screen, re-check your cartridge to be sure it is inserted securely.
- 5 During the title sequence or the demo that follows, press **Button A** or **B** on the control pad to advance to the Main Menu.

IMPORTANT: Always make sure that your Sega® Genesis® system is turned **OFF** when inserting or removing a Genesis cartridge.

The Control Pad

Before you begin playing *Summer Challenge*, take a minute to familiarize yourself with the layout of the control pad:



The Main Menu

The Main Menu gives you access to all the features and events in *Summer Challenge*, including:

- **Train** — A practice area in which you can perfect your skills in any of the eight events.
- **Tournament** — In which you compete against some of the best athletes in the world.
- **Options** — Where to go to control the music and sound effects, and reset the tournament high scores.

Move **D-◀▶** to highlight the menu item you want, then press **Button A** or **B** to select your choice.

The rest of this manual explains the options available to you through these three Main Menu commands.

TRAIN

Training mode gives you the chance to sharpen your *Summer Challenge* skills outside of tournament competition. Here's how to use it:

- 1 The Event Selection screen appears when **Train** is selected and displays the eight event icons (see Fig. 1). Push **D-◀▶** to highlight the icon of the event you want to practice. To select the event, press **A** or **B**.



Fig. 1 Event Selection Screen

TRAIN (continued)

- 2 Once you've chosen a sport, a short description about the event appears. From this screen, you can choose to **Train** (participate in the event) or **Return** (go back to the Event Selection screen) by highlighting your choice with the **D-Button**, then pressing **A** or **B**.
- 3 If you choose **Train**, a Training Summary Menu (Fig. 2) appears, offering you three options:

- **Go** — Choose this if you're ready to train in your chosen event.
- **Instant Replay** — This allows you to take a second look at a particularly stunning performance or a super-nasty crash. (See **Instant Replay**, pg. 11.)
- **Event Selection** — Returns you to the Event Selection screen.

Use the **D-Button** to highlight your desired option, and press **A** or **B**.

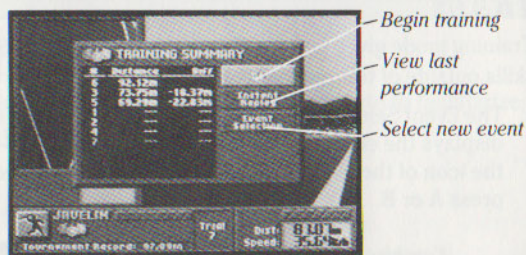


Fig. 2 Training Summary Screen

- 4 To return to the Main Menu at any time from the Event Selection screen, press **D-▽** to highlight **Main Menu**, then press **A** or **B**.

Notes:

- To find out how to control your athlete during each of the eight events, refer to the enclosed Control Card.
- If you wish to quit during the middle of an event, press and hold **Button A, B** and **C** simultaneously.



TOURNAMENT

In tournament mode, the best athletes in the world are out to beat you. When you select **Tournament** from the Main Menu, the Tournament screen appears, offering you three options:

- **Select Competitors** — Create contestants and choose who is going to compete.
- **Password** — Store or restore a tournament in progress (see pg. 8)
- **Main Menu** — Return to the Main Menu.

Use the **D-Button** to highlight the option you want, then press **A** or **B**.

Select Competitors

A tournament requires ten competitors. You may enter from one to ten competitors on your own. You must, however, enter at least one human competitor (yourself) to begin a tournament. If you enter less than ten, the computer will provide the rest.

Start by choosing the **Select Competitors** option. From the box that appears, you can **Add** your own competitors, **Remove** unwanted competitors, or **Select Opponents** from the computer athletes available.

Creating Your Own Competitors

The **Add** option lets you create a competitor with a name, a flag, and a face (see Fig. 3).



Fig. 3 Creating Competitors

Creating Your Own Competitors (continued)

- 1 After selecting **Add**, give your competitor a name, using the keypad editor on the top half of the screen. Use the **D-Button** to highlight the character you want, and press **A** or **B**. If you make a mistake, highlight **<** and press **A** or **B** to back up a space. When you're done, highlight **Done** and press **A** or **B**.

Note: If you press **Button C** or select **Done** without entering a name, the name of the country will appear in place of the competitor's name.

- 2 Now, choose which country your competitor is going to represent. Press **D-▼** to highlight the **Flag** option, then move **D-◀/▶** (or press **A** or **B**) to cycle through your choices until the one you want appears.
- 3 Finally, give him, or her, a face. Push **D-▼** to highlight the **Picture** button, then move **D-◀/▶** (or press **A** or **B**) to cycle through faces until the one you want is displayed.
- 4 Once you're satisfied with the choices on the screen, press **D-▼** to highlight the **OK** button and press **A** or **B**. (Make sure you are satisfied with your selections *before* choosing OK. If you wish to make changes *after* choosing OK, you'll have to **Remove** the player and reselect his attributes.) Your athlete's name will appear on the Competitors Roster in the upper left-hand side of the Competitor Selection box.

Removing a Competitor

If you highlight **Remove** and press **A** or **B**, the last athlete entered on the Competitors' Roster is automatically deleted.

Selecting Opponents

Once you're through creating and deleting your competitors, highlight **Select Opponents**, and press **A** or **B**. This box gives you three options:

- **Skill** — Determines the speed, stamina, and style of your computer opponents. Move **D-◀/▶** (or press **A** or **B**) to cycle through your

choices (**Amateur**, **Professional**, or **World Class**) and take a look at the competition. Note the number and type of medals (gold, silver or bronze) each competitor has won. Do you want to play around with amateurs, or go for it all against world class competitors?

- **Add More Players** — Select this option if you'd rather return to the previous screen and create more of your own competitors.
- **Opening Ceremonies** — When you've chosen your opponents, select this option to begin the Summer Challenge. (You can bypass the Opening Ceremonies by pressing **A** or **B** once the ceremonies begin.)

All About the Tournament Screen

Once you've created your roster of competitors, and the Opening Ceremonies are over, the Tournament Screen (Fig. 4) appears with the following options: **Standings**, **New Tournament**, **Password**, and **Main Menu**.



Fig. 4 Tournament Screen

Standings Option

From the Tournament Screen, select this option to check competitor rankings, points scored, and medals awarded. A Tournament Standings box appears on the screen, displaying a list of competitors ranked according to performance. When you're through checking rankings, return to the Tournament Menu by pressing **A** or **B**.



New Tournament Option

Select this option, press **A** or **B**, and select **OK** to create a new tournament.

To store a tournament in progress, select the **Password** option before selecting **New Tournament**.

Password Option

Select the **Password** option when you want to store or restore a tournament in progress. The four commands available from this screen are **Return**, **Enter Password**, **Store Tournament**, and **Restore Tournament**.

There are two ways to store and restore a tournament in progress.

• Save tournament to memory chip:

- 1 Select the **Password** option.
- 2 Select the **Store Tournament** command.
- 3 The current tournament remains in memory until **Store Tournament** is selected again. You will automatically return directly to the stored tournament when you power up again and select the **Tournament** option. You can only save one tournament at a time this way.

• Store tournament with a password — You can save an unlimited number of tournaments-in-progress under computer-assigned passwords. The advantage to this is that you can return to these games at any time, even after you've created and played other tournaments. Here's how:

- 1 Select the **Password** option.
 - 2 Write down the password code that appears on screen. You will need to enter this password later to restore the tournament.
 - 3 Select the **Return** option to go back to the Main Menu.
- **Restore tournament from memory chip** — Select **Restore Tournament** if you are in the middle of a tournament and want to go back the tournament stored on the memory chip.



• Restoring a tournament with a password:

- 1 Select the **Password** option.
- 2 Select **Enter Password**. Use the keypad editor to enter the password for the tournament you wish to restore.
- 3 When you're ready to play, select **Done**.

Notes:

- When you restore a tournament with a password, the tournament resumes at the beginning of the current event. For this reason, you might want to store your tournament between events.
- You'll need to re-enter the name(s) of the contestants you're controlling when you resume the tournament.
- No times will be posted for events which were completed prior to storing. You will, however, get to watch the medal ceremony for the completed events.

Main Menu Option

Select this option to return to the Main Menu.

Let the Games Begin!

To start tournament play from the Tournament Screen:

- 1 Press **D-▲** to move to the event icons.
- 2 Press **D-◀/▶** to highlight the event icon you want, and press **A** or **B** to select it. (You may play the events in any order.)
- 3 Once you've chosen an event, you'll get a short event description that gives you a little information and history about the event. When you've read it...
- 4 Select **Compete** (get on with the tournament) or **Return** (to the Event Selection Screen).

Note: Once you start an event, all competitors must complete their turns before you can select another event. However, you can abort your turn by pressing and holding **A**, **B** and **C Buttons** **simultaneously** when it's your turn.

Resuming Play in a Tournament

If you ended play in the middle of a tournament the last time you used *Summer Challenge*, the TOURNAMENT AUTOMATICALLY SAVED and you may start right where you left off.

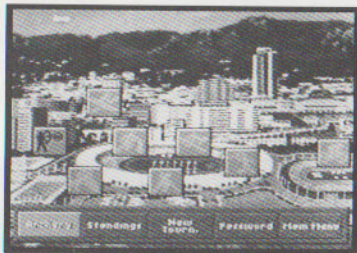


Fig. 6 Tournament Screen After Resuming Play

If you ended play before all competitors completed an event: The name of that event will appear in an option box on the bottom left-hand side of your screen. Simply select this option by pressing **D-◄/►** to highlight the option box, then press **Button A** or **B**. You're back in action.

If you completed your event before ending play: You may choose a new event by pressing **D-▲** to access the event icons. Then press **D-◄/►** to highlight the desired event. Press **Button A** or **B** to begin play.

The Playing Screen

The playing screen for Training and Tournaments is divided into two main windows with several smaller windows. The main window on the right is called the Action Window because this is where the main action happens. The window on the left is called the Course Overview (if the event uses a course) or the Performance Window (if it does not.) The various smaller windows and the information they impart are defined in the paragraphs that follow.

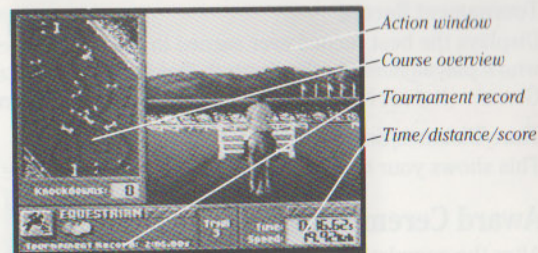


Fig. 7A Playing Screen

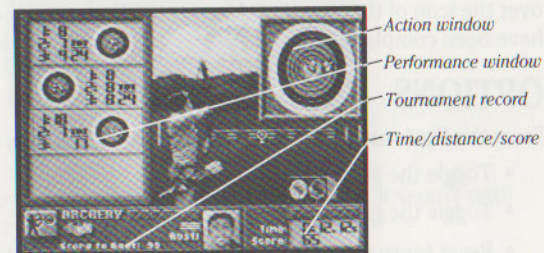


Fig. 7B Playing Screen

Action Window

This is where the action happens — whether it's moving down a track on foot, on two wheels or on horseback. Or perhaps you're racing through the water in a kayak or aiming your arrow at a target.

Course Overview

In an event in which you complete a course, such as Cycling, Kayaking, 400 Meter Hurdles or Equestrian, you will see a course overview in the left window. As you compete, you can follow the colored dot that represents your competitor around the course.

Performance Window

In events that don't have courses, like Pole Vault, High Jump, Javelin and Archery, the left window will let you set heights, view distances or see accumulated scores.

Tournament Record

Displays the best record ever earned in the indicated event by anyone who's played *Summer Challenge* in Tournament mode on your Sega Genesis. It does NOT include the performances of computer opponents.

Time/Distance/Score Display

This shows your time, speed, distance, height or score for this trial.

Award Ceremonies

After the completion of every event, final standings are tallied, and a medal presentation ceremony takes place. When you return to the Tournament Screen after the ceremony, the gold medalist's flag appears over the icon of the completed event. This way you know which events have been completed, and which country won each contest.

OPTIONS

From the **Options** menu on the Main Menu Screen, you can:

- Toggle the game's music on or off.
- Toggle the game's sound effects on or off.
- Reset tournament high scores for each event to default scores.

Music and Sound Effects

To toggle the music or sound on and off, use the **D-Button** to highlight either option, then press **A** or **B** to toggle between **on** and **off**.

Reset Scores

To reset all tournament high scores, highlight this option then press **A** or **B**. When the prompt asks, "Are you sure?", select **OK** to immediately reset the high scores for each event. If you're not sure, select **Cancel** to abort the command.

THE EVENTS

To find out how to control your athlete during each of the eight events, please refer to the enclosed Control Card.

Archery



Fig. 8 Archery Screen

Even though the bow and arrow date back to prehistory, it wasn't until recently that archery was revived as a world-class sport.

As a champion archer you rely on accuracy, consistency of form and absolute concentration. You'll use a fiberglass bow with synthetic string and graphite arrows. And you'll be aided by leather fingertabs and armguards for protection, as well as a ring-shaped sight on your bow for heightened accuracy.

You'll go through seven distinct motions to shoot each arrow. First, you'll take your **stance** (be sure to plant your feet firmly). Then **grip** your bowstring and **fit** the arrow against it. **Draw** the bowstring and **anchor** it under your chin. Take **aim** through the sight. And **release**.

Your arrow will travel a distance of 70 meters before it reaches the target — *if* it does. You'll shoot three arrows in each *end*, four ends in a match, 12 arrows in all.

Your final score will be based on the combined point values of all four *ends*. The archer with the highest score is the winner. If there's a tie, the archer with the shortest total time wins. So shoot for it.

Equestrian



Fig. 9 Equestrian Screen

Equestrian competition can be one of the most dangerous and demanding sports on the *Summer Challenge* circuit. In fact, riders have sustained broken limbs and other serious injuries.

In the *Summer Challenge* equestrian event, you negotiate an 800-meter show jump course planted with sixteen obstacles to be jumped in a specified order. The obstacles include posts and rails, stone walls and bush and rails.

You must complete the entire course in the shortest time possible.

Faults add to your final time — which you want to keep as short as possible. You incur **faults** by knocking down obstacles. If your horse throws you — because you directed him to jump too early or too late — you will be disqualified. Straying too far off the course will also disqualify you.

So climb into the saddle and hope that years of working with your horse has made you a winning team. Good luck to both of you!

Kayaking



Fig. 10 Kayaking Screen

You and your 30-pound fiberglass kayak are one. You sit upright, legs outstretched inside the boat. Your feet control the rudder by pressing left and right on a T-bar deep in the bow of the boat.

For greater power and more precise steering you use a single paddle. It's 7 1/2 feet long and has oval blades on either end.

Your paddling motion can be broken down into four parts: the **set up**, the **catch**, **power** and **exit**. On the **set up** you position your upper body for strength and flexibility. On the **catch** you quickly thrust the paddle into the water, applying your body weight and muscle strength against the water's resistance to propel the boat forward.

Next comes the **power**. At this point you pull the paddle all the way through the **catch**, steering at the same time. And then you do the same (**catch** and **power**) with the opposite blade. Finally you perform the **exit**, which consists of lifting both blades out of the water and positioning yourself for another **set up**.

Now that you know what to do, you must put it all together as quickly and smoothly as possible on a 1 kilometer course.

The river's flowing, so start stroking.

400 Meter Hurdles



Fig. 11 400 Meter Screen

The hurdles is one of the most physically exhausting events of *Summer Challenge*. It combines speed with endurance, and surges of energy with a steady rhythm.

You'll run a complete lap around a 400 meter track leaping over 10 hurdles en route. The hurdles are 36 inches high, lightweight and shaped like inverted Ls. So if you knock one over you can probably keep on going without tripping or hurting yourself. You won't even be disqualified if you knock over a hurdle.

You begin in a burst of speed, your arms pumping and your body leaning forward. But as you approach the first hurdle, you straighten out to raise your center of gravity, and to allow yourself to almost *step* over the hurdle. If you can do it smoothly, you'll save energy and time.

Once you've cleared all ten hurdles, you must sprint the remaining 40 meters to the finish line. And that can be a major hurdle in itself!



Pole Vaulting



Fig. 12 Pole Vaulting Screen

It looks simple, right? Wrong.

What looks like an effortless one-step maneuver in pole vaulting is actually a series of six quite complicated steps.

You use your own personal fiberglass pole that's close to 20 feet long. With your hands held 18 to 30 inches apart at about 15 feet from the tip of the pole, you start your **approach**. That's the first step.

After several quick strides towards the crossbar, you lift your pole and jam it into a steel lined wooden box. That's the **plant**.

Now here comes the really tricky part: You **swing** and **rock** your body, shooting your legs skyward. Then (relying on your biceps) you push then pull your way up into an airborne handstand. At the **push off and clearance** stage you clear the crossbar (legs first, then torso, head last) by pushing the pole away.

Finally you **land** on your back in a foam rubber filled pit.

Each pole vaulter gets three attempts (in tournament mode) to clear the crossbar at a given height. If you clear a given height, you have three chances to clear the next (higher) height. Whoever clears the highest bar wins.

In the event of a tie, the winner is the player with the fewest total pole vault misses.

High Jump

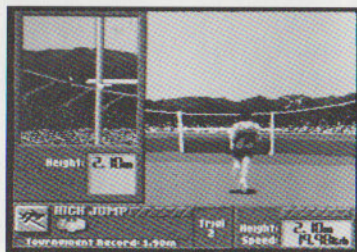


Fig. 13 High Jump Screen

You could set the world's next high jump record. You really could. Because the high jump event is one of the most difficult to predict. Anyone could win it. Any time.

Start your warm-up by selecting an easy height. The crossbar will be automatically adjusted to match the height you've chosen. (The height is measured from the ground to the lowest point of the upper side of the bar where the sag is greatest.) When everything is in place, you're ready to jump.

You have an 82-foot semi-circular runway area in which to gain enough speed to fling yourself over the crossbar without knocking it down. Start your **approach** with several quick strides. Then, just as you reach the crossbar, hurl yourself into the air with everything you've got. (They call this the **take-off**.)

Flop over the bar (the **clearance**) without knocking it down and land on your shoulders.

You get three attempts (in tournament mode) to clear the crossbar at a given height. If you clear a given height, the crossbar is raised and you get three more attempts. Whoever clears the highest bar wins.

In the event of a tie, the winner is the player with the fewest total high jump misses in the tournament.

How did you do? Are you ready to take it higher?

Javelin



Fig. 14 Javelin Screen

The javelin is the lightest, most aerodynamically refined implement in all the Summer Challenge events.

You can throw a javelin farther than a discus, farther than a shot put — even farther than a hammer. In fact, you can throw it as far as 85M. And, of course, whoever throws it the farthest in any given match is the medal winner.

Throwing the javelin is actually a three-phased technique, starting with the **approach**. In the **approach**, you build speed and momentum while running down the runway with the javelin poised above your shoulder, and tilted slightly upward.

Wind-up is the second phase. Here you cross or hop-step to slow down, transferring the centrifugal force of your approach into the javelin. In the final phase, the throw or **release**, you fling the javelin with a flip of your wrist called the **whipcrack**.

Each throw will be measured from the mark left by the tip of your javelin to the center of the throwing runway. The javelin point has to strike the ground before any other part does.

Select your javelin — approach the runway with poise and confidence — and let that lance fly!

Cycling

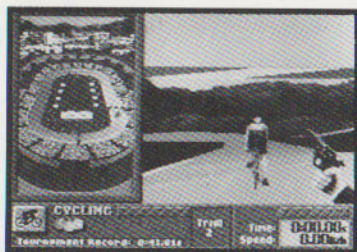


Fig. 15 Cycling Screen

You're sitting on one of the most-expensive bikes in the world. Custom-made track racing bikes can cost anywhere from \$4,000 to \$7,500 apiece. And you better bring along a couple of extras because these bikes are so light (between 12 and 17 pounds) that they tend to fall apart in a crash.

You've got your helmet (a regulation), your biking shoes (with cleats to grip the pedals) and your airtight outfit (you don't want your clothes to slow you down).

You've practiced on tracks like this thousands of times. And you've competed in other races before. Even won some.

But you've never raced in the *Summer Challenge*. This is big. It's one of the top races in the world. And you're up against many of the top international racers — dominated by contestants from Canada, France, Germany, Spain, Italy, and the United States.

Get ready to pummel those pedals. Get ready to fly around the track. Faster and faster. Steady around those curves. Hug the inside. Keep it up. Keep it up!

CUSTOMER SERVICE

Warranty

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the cartridge that the recording medium on which it is recorded will be free from defects in materials and workmanship. A defective cartridge which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

To receive warranty service:

- 1 **DO NOT** return your defective cartridge to the retailer.
- 2 Notify customer service of the problem by calling (408) 296-8400 between the hours of 9 am and 5 PM (Pacific Standard Time). Please **DO NOT** send your cartridge to Accolade before calling customer service.
- 3 If the customer service representative is unable to solve the problem by phone, you will be provided with a return authorization number. Simply record this number on the outside packaging of your defective cartridge together with your sales slip or similar proof-of-purchase within the 90-day warranty period to: **Accolade, Inc., Customer Service, 5300 Stevens Creek Blvd. #500, San Jose, CA 95129**

After the 90-day period, defective media may be replaced in the United States for \$20.00 (plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the cartridge, not other materials.)

Limitations on Warranty

The remedies provided in the warranty section are the customer's sole and exclusive remedies. In no event shall Accolade, Inc. be liable for any direct, indirect, special, incidental or consequential damages with respect to the cartridge or the user manual. Except as provided in the warranty section, Accolade, Inc. makes no warranties, either express or implied, with respect to the cartridge or the user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and of fitness for a particular purpose.

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