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Nintendo®

GAME BOY™



DMG-ALGP-UKV

ALIEN
OLYMPICS

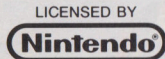
INSTRUCTION
BOOKLET

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Cautions During Use

- 1) *If you play for long periods, take a 10 to 15 minute break every hour or so.*
- 2) *This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.*
- 3) *Do not touch the connectors or let them come into contact with water, as this may cause malfunction.*
- 4) *Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.*
- 5) *Store the Game Pak in its protective case when not in use.*

4x

ALIEN OLYMPICS

THE STORY SO FAR....

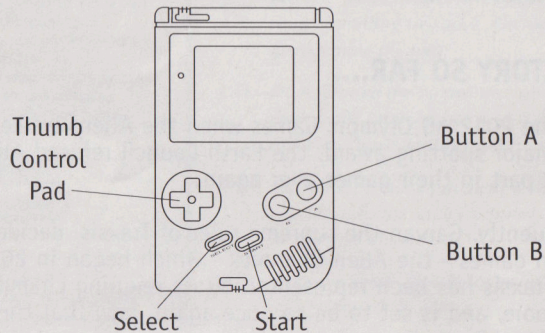
After the 2012 AD Olympic Games when the Aliens walked away with every major sporting award, the Earth Council refused Aliens the right to take part in their games ever again.

Consequently, Garvan the supreme ruler of Traxis, decided to organise his own games - the Alien Olympics - which began in 2016 AD. Since then, Traxis has been represented by its reigning champion, the great Ooie Gooie, and is set to be so once again, now that the games for the year 2044 AD are upon us.

LOADING.....

Make sure the power switch is OFF. Insert the Alien Olympics cartridge into the GameBoy and turn the power switch ON. In a few moments the title screen appears.

CONTROLS.....



MAIN GAME MENU.....

From the title screen, press the START button to reach the Main Game Menu. Use the control pad UP or Down and press START to select the following options:

One Player

Compete on your own to get as high a score as you can. To enter your initials use the control pad UP or DOWN and press button B to select your initial.

Two Player

You can compete head-to-head with a friend for the highest score. If one of you fails to qualify in an event then the other continues until he or she also fails to qualify. Use the method described above to enter your initials for 2 player game.

Play Some Events

This option allows you to select in which event(s) you wish compete. Press UP or DOWN on the control pad to move

the highlight bar and press button A or B to select your event. You can select as many or as few as you wish and you can even select the same event up to 15 times. Press START to exit.

Practise Events

You can choose to practise the events one at a time with no qualification needed. Press UP or DOWN on the control pad to move the highlight bar and press button A or B to select the event.

Qualifying Times

This option allows you to view the qualifying times or distances required for each event along with current record holders and times. In each game except for the 2 player special, you have the option to continue to the next round with a higher qualification needed, although your score(s) are set back to zero.

Two Player Special

In this option you ignore both the qualifying times and distances and both competitors always pass through to the next event. Both players play each event, and the highest scorer is the winner.

A WORD FROM PRESIDENT GARVAN

Welcome to this year's Alien Olympics. Before I describe a little of the background to the events you are about to take part in, here are some basic rules:

1. You are competing against the qualifying times - not against any other player in your heat. Qualifying is the important thing, not winning, against any pace-maker in your event. The winner is the player with the highest score at the end of all events. For each round that you play the qualifying times become progressively more difficult.

2. Records are only given in competition and not during practice.

THE EVENTS • • • • •

1. 100 Qbits Sprint • • • • •

On the planet ScurpleIII there lives the most feared of all of the big cats, although using the term "cat" is stretching the imagination somewhat - suffice to say you wouldn't want to meet one just before lunch (theirs not yours)!. This creature, suitably called a Cruncher, is capable of speeds of up to 50,000 Qbits an hour in short bursts and so, as I am sure you realise, moving fast has become a way of life for the other inhabitants of the planet. It was from this planet that the 100 Qbits Sprint first originated. It soon caught on with the inhabitants of the other planets in the local system, especially if they planned on having a holiday on ScurpleIII!

The Rules

- Rule 1. Run as fast as you can!

- Rule 2. That's it!

The Controls

Alternately pressing buttons A and B as fast as you can will propel you forward. The faster you press the keys the faster you will run.

2. Laser Leaping • • • • •

After a few thousand years the people of ScurpleIII began to realise that running in a straight line lacked a certain excitement without the hot fetid breath of the Cruncher warming the back of your neck. And so it was the great Professor Maerc Rous who first thought it would be fun to watch the racers fall into the path of a High Intensity Grout Laser Disintegration Barrier should one of them lose concentration for a moment. While many claimed that the Professor was stark raving bonkers there were others that pointed out he was approaching 80 years old at the time and was therefore unlikely to have to race himself - so what did he care!

The Rules

- Rule 1. Run as fast as you can!
- Rule 2. Jump over the High Intensity Grout Laser Disintegration Barriers.
- Rule 3. Leave the name of your next of kin with the starter.

The Controls

Alternately pressing buttons A and B as fast as you can will propel you forward. Pressing any direction on the control pad will make you jump.

3. *Big Bounce*

As it commonly known across the Universe, Ooie Gooie comes from the planet of Traxis. As a youth, Ooie followed the habits of most of his race and enjoyed nothing better than to bounce around the playroom at home. Luckily, due to the flexible nature of his body, no harm could ever come to him. The experience of many years bouncing around means that Ooie Gooie is now considered one of the greatest bouncers of all time. In fact he only lost the record last season due to the

unfortunate incident with the sand hoe and the six cans of Flug juice - but that's another story!

The Rules

- Rule 1. Run as fast as you can!
- Rule 2. Jump before you cross the marker on the track (but not too soon before!).

The Controls

Alternately pressing buttons A and B as fast as you can will propel you forward. Pressing any direction on the control pad will make you jump. Hold down the button to set the angle of your jump and release when ready.

4. *Laser Skeet I*

If you look back several millennia to the days when the great empire of Sbat IV ruled the known Universe, you will find several references to a target sport called Skeet. In those far off days the targets were small clay disks and the shooting was done with small pellets. However, as is ever in the way of progress, the clay disks got together and formed a union, demanded more money with shorter

working hours and then proceeded to go out of business! Ah well! Luckily, a group of unemployed flying aliens of no fixed abode heard of this problem and volunteered to take the place of the clay disks, as long as the pellets were replaced with a low power laser that only tickled. The rest is history. Today the sport is one of the most popular in existence.

The Rules

- Rule 1. Try to get as many flying aliens as you can in 30 seconds!
- Rule 2. If you miss with the first laser, you can try with the second.
- Rule 3. If you miss with a laser you cannot fire it again for at least one second.

The Controls

Press button A to use the laser on the right and B for the laser on the left. The sight will automatically home in on the nearest alien.

5. *200 Qbits Splurge*
Water is not popular on most planets in the Universe,

except for those with a population that drink it of course. For the rest it's a necessary but unpleasant liquid, especially for the people of Noino who have ears that stick out 18 Qbits. It takes hours to wash behind them! Despite this, some bright spark in the Universal Sports Council decided that it would be fun to watch some poor creature attempting to race against a Shurk from the totally aquatic world of Aitchtoo-owe. In the great sporting revolution of 2020 AD he was the first against the wall.

The Rules

- Rule 1. Swim as fast as you can!
- Rule 2. Keep away from the surface and the bottom of the canal. They will slow you down.

The Controls

Alternately pressing buttons A and B as fast as you can will propel you forward. Pressing any direction on the control pad will make you swim downwards. Use your skill to keep Ooie away from the top and bottom of the water.

6. Lunge, Leap and Splat

Whilst being the acknowledged master of the Big Bounce, Ooie Gooie's natural fondness for large cream cakes has left him a little short on acrobatic ability. And so it is with some trepidation that he enters the ultimate jumping event - The Leap, Lunge and Splat. Actually, he doesn't mind the Leap bit, and the Splat - despite hurting a lot if you get it wrong - is something you get used to eventually. However, the bone-breaking back flip in the Leap is another story. Luckily, Ooie doesn't actually have any bones but that doesn't stop him worrying. He has to use speed, timing and a lot of luck to become the champion of this dangerous sport!

The Rules

- Rule 1. Run as fast as you can!
- Rule 2. Leap before you cross the first marker on the track.
- Rule 3. Let go of the controls until you actually touch the ground then press the control pad to set the angle of the Lunge. Remember, if you press the control pad too soon or hold it down too long you will get a foul.

Rule 4. Repeat rule 3 for the final big effort in the Splat.

The Controls

Alternately pressing buttons A and B as fast as you can will propel you forward. Pressing any direction on the control pad will make you jump. Hold down the button to set the angle of your jump and release when ready. Repeat for the other two stages of the event. Remember, holding down a direction button or pressing it too soon before you land will give a foul. It's all down to careful timing!

7. Toxophilly

The name of this grand and ancient sport is taken from the language of the Nital people, a language closely related to the Earthly language of Latin, and is similar to Archery. The main difference is that you need a strong tail to pull back the bow and a very trusting friend to hold the target! (Actually, beginners at the sport need lots of friends and experts need to pay someone as they don't have many friends left!). The sport has introduced many strange words into the language such as 'quiver' (the bag holding

the arrows or the friend holding the target) and 'squinch' (the sound your head makes when your friend's family gets hold of you).

The Rules

- Rule 1. Try to hit the target not the friend.
Rule 2. Be careful about the effects of wind!

The Controls

Pressing buttons A or B will fire the arrow. Hold down the button to increase the angle of flight of the arrow. The bigger the angle the higher the arrow will go.

8. *Flob Flob*

On a small but perfectly formed world in the outer ring of the NickyNackyNoo galaxy lives a creature whose sole source of food is a fruit that grows at the top of the WhayHey tree. This creature, the Gringe, is unfortunately without arms, and has discovered that the best way to get the fruit down is to use the large nose that nature has fortunately provided to flip stones at the tree until a fruit falls gracefully to the ground. The early settlers of this

planet soon realised that some fun could be had here and, disguising themselves as small stones, they spent many a happy hour being flipped about the WhayHey trees. In 2030 AD the Universal Sports Council member for the planet finally succeeded in having the event accepted as a sport.

The Rules

- Rule 1. Hold tight and let the Gringe do the work for you.

The Controls

Alternately pressing buttons A and B as fast as you can will move the Gringe forward as he builds up power. Pressing any direction on the control pad will make him flip you into the air. Hold down the button to set the angle of your jump and release when ready.

9. *Sabre Sling*

The inhabitants of Sabre are unfortunate in being about 2 Qbits long by about .002 Qbits wide - about the same dimensions as a long stick. Despite the strongest official objections of the Sabre Ambassador (who incidentally, was

used in the famous record attempt of 2010 AD), the sport of Sabre Sling caught on with most of the planets in the Sabre sector of the galaxy. Eventually, the Sabre people realised there was some money to be made here and began charging for their services. They are now among the richest people of the known Universe. Other planets are even known to hold 'Diet-a-Thons' to try to persuade their population to lose weight!

The Rules

- Rule 1. Run as fast as you can!
Rule 2. Throw the Sabre before you cross the marker on the track.

The Controls

Alternately pressing buttons A and B as fast as you can will propel you forward. Pressing any direction on the control pad will make you throw your sabre. Hold down the button to set the angle of the throw and release when ready.

10. Survival

Unique among the sports of the Universe, Survival began

its life as a punishment on the prison world of Dartmire. There, prisoners who had annoyed the Warden (an easy task as he was known as 'Gonar the Grumpy') would be placed inside a small spaceship, released into the Moving Maze of Mordor (he liked alliteration!) and left to fend for themselves. This continuously moving maze was inhabited by various unpleasant robot droids who would hunt down the unfortunate prisoner until he was either caught or trapped by the maze. What happened then has, luckily for us, been lost in the passage of time. These days the sport is a lot less unpleasant and is popular with the youth element who see it as a chance to show off their latest hot-rod spaceship.

Inside the maze are many robot droids, some are helpful, most are not....



INVINCIBILITY



EXTRA
TIME



SHIELD
(limited time)



MAZE
STOPPER



MAZE
SLOW DOWN

The Rules

- Rule 1. Avoid being trapped by the edges of the maze.
Rule 2. Only touch the helpful robot droids.

The Controls

Pressing the direction on the control pad will move you in that direction.

11. Alien Hurl

Travelling about on some of the larger planets of the Universe can be quite tricky to say the least, especially on one planet in the Quirky system. This planet consists of thousands of tiny islands separated by long stretches of water. The inhabitants have developed an incredible method of transportation around this most inhospitable of landscapes. Each island has a number of gigantic robot figures on it. These robots have powerful arms and spend their day throwing their passengers back and forth across the island system. Accidents are rare (but messy) as the robots are all interlinked and co-ordinate between themselves. Releasing one passenger just in time to catch

the one coming from the island behind him in the chain, each robot moves like a ballet dancer. It's quite a sight to see as everyone elegantly flies from side to side. When the rest of the Universe found out about this unique means of transport it wasn't long before it became a sport, each competitor trying to build the best and most powerful robot.

The Rules

- Rule 1. Wait until the robot comes to a halt.
Rule 2. Build up the power of the robot until you are ready to fly.

The Controls

Alternately pressing buttons A and B as fast as you can will build up the robot's energy. Pressing any direction on the control pad will make it throw you. Hold down the button to set the angle of the throw and release when ready.

12. Laser Skeet II

One of the problems with the sport of Laser Skeet is that you need to have a large income to take part. The cost of

the targets, the spaceship and the special low power lasers all combine to mean that unless you have a small planetoid of your own, you are unlikely to be able to take part in a major competition. It was because of this that a variation of the sport was developed by people who were a little short of cash. All you needed was a crater-strewn field (we all have one of those), a number of variously sized friends and a small Electro Stun Gun. With only these cheap ingredients a new sport appeared - imaginatively named 'Laser Skeet II'. A one minute time limit was set and for extra fun the field was left open so if anyone wandered on accidentally, they became a fair target. Some of the bravest competitors would challenge the others by trying to run across the field without getting stunned - not an easy task and I don't recommend any of you try it!

The Rules

- Rule 1. You have a one minute time limit!
Rule 2. Fire at anything you see in front of you.

The Controls

Press buttons A and B to fire the Stun Gun. Pressing any direction on the control pad will move the gun sight.

13. Jetpack Tag

The most mechanical of all sports, Jetpack Tag is an evolution of the playground tag which most creatures play at some time in their early life. You are 'it' and your task is to pilot your spacecraft around the playing field collecting twelve space pods that are placed randomly in the play area. Also in the field are refuelling and safe zones (marked with an "F") in case you run into trouble. And trouble you will have.....waiting in the wings are two of the most nasty individuals in the Universe, Mad Dog Sploog and his kid brother, Mad Puppy Gloob in their Toyato-Fird Burnup 8000TX's (with optional spoilers and "help me, I'm trapped in the boot" fingers). These two desperate individuals will do anything to stop you. Their ships are fitted with fuel drains that suck out your fuel if they come into contact with your spacecraft.

So avoid them at all costs! You have a time limit in which you must collect all of the space pods if you are to avoid the brothers but watch your temperature gauge. If it gets too high the ship will slow down - and then you really are in trouble!

The Rules

Rule 1. There are no rules.

The Controls

Pressing a direction on the control pad will make you rotate and move in that direction. Running over a space pod will pick it up. If you stop moving the temperature will begin to drop.

14. Lizard Leap

This game was named after the first exponent of this most tricky of sports, Lionel Lizard and not, as many people think, after some small green reptile. This strangely named individual had a large pet called a Haligon and would jump into its large, cavernous mouth carrying a tin of Haligon food in order to feed it. Because Lionel was only a small

creature himself he used a large stick (carved to look like a Sabre) to propel himself to the correct height. His neighbours, at first thinking he was some sort of nut, soon realised that it looked like fun and were quickly asking Lionel for "a go". It soon caught on all over the planet (though not just using Lionel's Haligon of course) and eventually became a recognised sport. The Haligons didn't seem to mind as they were being fed up to 20 times a day!

The Rules

Rule 1. Run as fast as you can.

Rule 2. Use the marker to judge the height of the Haligon's mouth as you approach.

Rule 3. Jump before you cross the marker on the track (but not too soon before!).

The Controls

Alternately pressing buttons A and B as fast as you can will propel you forward. Pressing any direction on the control pad will make you jump. Hold down the button to set the angle of your jump and release when ready. Remember, the higher the Haligon's mouth the more of an

angle you will need.

15. Wall Jumping

Finally we come to many creatures' favourite sport. Evolving from the little known sport of Bar Fly Jumping on an insignificant planet in the Solar System called Earth, Wall Jumping is popular with all the soft bodied creatures in the Universe. The hard boned and shelled creatures have tried it but usually only once. The cheer of the crowd as the soft body of the competitor meets the hard side of the wall is something to be heard. No permanent harm ever seems to come to the competitors as the words of the ex-champion Agima Nil (who was previously professor of languages on Scurple III) proves, "Der ain't notin' rong wid me!". Well-said sir!

The Rules

- Rule 1. Run as fast as you can!
Rule 2. Jump before you cross the marker on the track.

The Controls

Alternately pressing buttons A and B as fast as you can

will propel you forward. Pressing any direction on the control pad will make you jump. Hold down the button to set the angle of your jump and release when ready. The aim is to get as high on the wall as possible so the angle is very important.

Finally to all our competitors I wish you all.....GOOD LUCK!

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