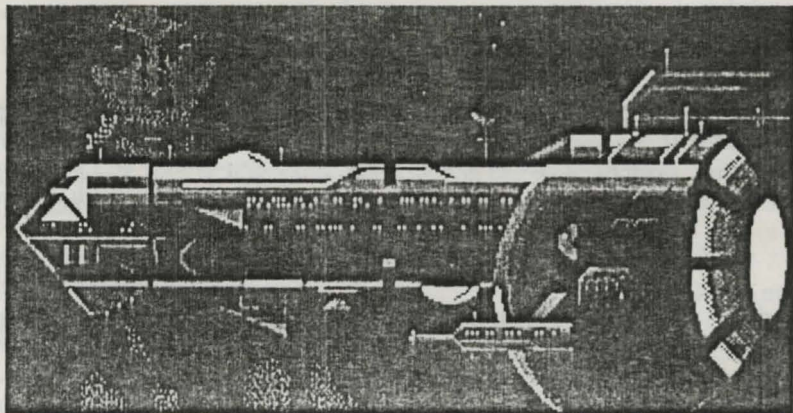


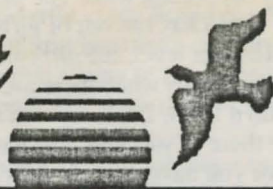
SEX OLYMPICS



*For the
Amiga 500/1000/2000/3000
and the
Atari ST*

Published by

Free Spirit
Software



Free Spirit Software
P.O. Box 128, 58 Noble Street
Kutztown, PA 19530
(215) 683-5609

INTRODUCTION

Sex Olympics is a graphic, icon-driven, adult adventure game. It is completely mouse and icon driven, so you can spend your time working out the puzzles in the game, and not the puzzles presented by the parser.

Speaking of puzzles, the clues necessary to complete the game will be in different locations each time you play. With the game changing like this, it is our hope that you will enjoy playing this game over and over again.

LOADING SEX OLYMPICS

On the Amiga

Insert Disk #1 into drive DF0: and turn on the computer. Sex Olympics will boot automatically. If you are running from the Workbench, you may insert Disk #1 into any drive, open the disk and double click on the SOLY icon. Sex Olympics is not copy protected, however you will need to enter a word from the manual in order to start the game.

Note: Do not insert Disk #2 into any drive until instructed to do so.

On the Atari ST

Insert Disk #1 into drive A: and turn on the computer. Click on the S_OLY.PRG icon to run Sex Olympics.

Note: Do not insert Disk #2 into any drive until instructed to do so.

Sex Olympics and a Hard Drive

To install Sex Olympics on a hard drive, first choose a directory for the program, or create a new directory. Copy the files from Disk #1 to this directory. Be sure that the subdirectories PIX and DIGI were created. All the picture files from the PIX directory on both disks, and all the digitized sounds from the DIGI directory on both disks should be copied to the PIX and DIGI subdirectories.

THE OBJECT OF THE GAME

The object of the game is to win, of course! You do that by beating the evil Dr. Dildo in a race of love-making--a race of olympic proportions. The game ends when either Brad or Dr. Dildo runs out of new challenges. The rules change slightly depending on the level you choose on the title screen:

In the **Easy** level, you as the infamous Brad Stallion can make it with any girl at any time. Dr. Dildo however will fail to succeed if he comes upon a girl that you have already succeeded with. The game ends when either you have scored with all of them or Dr. Dildo has run out of girls to score with.

In the **Medium** level, the girls are not faithful to Brad after he has scored with them. The game ends when there are no more girls for either of you.

In the **Hard** level, Dr. Dildo can make it with anyone. You however have to be the first one there to succeed. The game is over when Dr. Dildo has made it with all of the girls or you have made it with all that you can.

PLAYING SEX OLYMPICS

As mentioned, this game is completely icon driven. Once you the game has started you will notice three boxes on the lower part of your screen. The large box on the left is for text output. This will provide prompts, descriptions of events and the scenery, as well as announcements which keep you informed of Dr. Dildo's progress.

On the right you will notice two long narrow boxes, one above the other. These are your communication icons. Think of them as VERB and NOUN icons used to make two word sentences. The verb icons are the ones on the top and the noun icons (your inventory) are on the bottom. You may also click on objects on the screen, to use them as nouns in your sentence. For example, if you see a set of clothes, and want to take them, you would click on the icon for GET. The text output would ask, "Get What?". You would respond by clicking on the clothes. Your two word sentence would be "Get Clothes". Once you have done this the clothes will disappear from the screen and appear in your noun window.

Four of the icons in the verb window are used by themselves as one word sentences. The icon shaped like the "?" is to repeat the scene text. The printer icon is for enabling the printer option, which sends all text displayed in the text window to your printer. The End Game icon allows you to quit the game without rebooting the computer. And the icon that looks like a car jack is for... well, we'll let you figure out that one for yourself.

Direction arrow icons will appear in the verb window when it is possible to travel in more than one direction. These are also single-click icons.

Once you enter Big Thruster, you will see the Interactive View Screen (IVS). There are two additional icons to the left and right of the IVS text. The zipper to the far left is used to exit Big Thruster. The open book icon is to get information on the current score, the radar icon is to attempt to locate Dr. Dildo, and the fuel gauge is just that.

To travel to a planet, click on the GO verb icon and then on a planet.

STRATEGY

Making it with the girls takes more than just finding them (although that can be a challenge in itself!) To score with each girl, you need to win her over, help her out of trouble, or just plain charm the pants off of her. Each girl is different, and some of the solutions change a bit from game to game (just to make it interesting). However all the information you will need is available to you in one form or another. Lots of hints come from talking to Sandie, your ship's computer. Beware of her advice however, because sometimes she gets a little confused. There are very few red herrings; if you see something, chances are it will help you with the game.

Note that the best strategy is to find ways to stop your opponent from scoring. It is possible to prevent Dr. Dildo from scoring with most of the girls. Also, remember that the help you need to score with a girl will not necessarily come from her planet.

Dr. Dildo's planet is the toughest planet of all and if you land there first, we recommend that you go somewhere else. After all, you don't want to get discouraged too early in the game. When you do manage to get through the maze though, you'll find Dr. Dildo's most prized possession.

Beware of the mazes on some planets. They can be tricky, and solving a maze in one game does not guarantee a solution for the next game!!

You do need fuel to use Big Thruster. Be sure to fill up at the beginning, and keep your eye on the fuel gauge.

FINAL NOTES

One more thing when playing the game... if all else fails cheat!

Limited Warranty

Free Spirit Software warrants that the diskettes on which the enclosed software program is recorded will be free from defects in materials and workmanship for a period of 90 days from the date of purchase. If, within 90 days from the date of purchase, the diskettes prove defective, in any way, you may return the defective diskettes to Free Spirit Software, 58 Noble St., Kutztown, PA 19530 and Free Spirit will replace them free of charge.

Free Spirit makes no warranties, either expressed or implied, with respect to the software program recorded on the diskettes or the instructions, their quality, performance, merchantability or fitness for any particular purpose. The program and instructions are sold "as is". The entire risk as to their quality and performance is with the buyer. In no event will Free Spirit Software be liable for direct, indirect, incidental or consequential damages resulting from any defect in the program or instructions, even if Free Spirit Software has been advised of the possibility of such damages.

The enclosed software program and instructions are copyrighted. All rights reserved.

©1991 Free Spirit Software
All rights reserved
Made in the USA.