

Meridian Games

Player Manual — version 1.0.0

1. The Meet

One to eight competitors, each for a federation (France, Italy, Germany, Netherlands, Ireland, Sweden, Japan, Poland), play eight events in turn. Three computer athletes — Halvorsen, Okafor, Brennan — enter every event so a lone competitor still has a podium to fight for. Medals score 5, 3 and 1 points; the federation with the most points wins. Ties share the higher place.

2. Controls

Keyboard: ARROW KEYS (or W A S D, or Z / X for left–right), SPACE or ENTER for ACTION, ESC back, M mute, F fullscreen. On touch devices a pad with the same buttons appears under the game. Menus use UP/DOWN (or LEFT/RIGHT where shown) and ACTION.

3. Events

100 m Dash

Wait for the gun. Then alternate LEFT and RIGHT in a steady rhythm — too fast and you stumble.

Ranked fastest first. Opening Meridian Record: 9.86.

4 × 400 m Relay

Hold ACTION to sprint; release to cruise and recover. Press UP to hand off when the incoming runner is inside the zone.

Ranked fastest first. Opening Meridian Record: 2:58.20.

Pole Vault

UP/DOWN sets the grip before each run (higher grip, higher ceiling, tighter plant). ACTION to plant the pole at the box, ACTION again to release at the top. LEFT/RIGHT before a run raises or passes the bar.

Ranked highest first. Opening Meridian Record: 5.80 m.

Platform Diving

UP/DOWN to choose a dive, ACTION to leave the platform. Hold DOWN to tuck and spin faster; let go to open out. Enter the water straight — head first, arms locked.

Ranked highest first. Opening Meridian Record: 240.00.

Gymnastics Vault

UP/DOWN to choose a vault, ACTION to run. Hit ACTION on the springboard, hold DOWN to tuck in the air, and land on your feet — straight up.

Ranked highest first. Opening Meridian Record: 15.10.

100 m Freestyle

Alternate LEFT and RIGHT to stroke in rhythm. Hold UP to breathe before the air runs out. Press ACTION as you reach the far wall to turn.

Ranked fastest first. Opening Meridian Record: 49.90.

4 × 100 m Freestyle Relay

Four swimmers, one after another. Alternate LEFT and RIGHT to stroke, hold UP to breathe, ACTION at the far wall to turn.

Ranked fastest first. Opening Meridian Record: 3:18.50.

Skeet Shooting

ACTION calls "pull"; the clay flies from the high house or the low house. Move the sight with the ARROWS and press ACTION to fire. One shot per clay, 25 clays.

Ranked highest first. Opening Meridian Record: 25 / 25.

4. Judged tables

Diving: score = execution (0–10, three judges) × difficulty, summed over three dives.

Dive	Rotations	Difficulty
Forward 1½ pike	1.5	1.8
Forward 2½ tuck	2.5	2.4
Forward 3½ tuck	3.5	3
Forward 4½ tuck	4.5	3.7

Vault: score = D + execution (0–10), averaged over two vaults. A balk scores zero.

Vault	Rotations	D score
Handspring front	1	4
Handspring 1½ front	1.5	4.8
Tsuk double	2	5.6
Handspring 2½	2.5	6.4

5. Records and saving

Every event keeps a Meridian Record on this machine; beating one is announced on the result plate. A competition autosaves after every event and can be resumed from the title screen. Practice mode sets no records and awards no medals.

6. Modes

Compete in all events (the full meet), some events (toggle with ACTION, start with RIGHT), one event, or practise an event.