

SUMMER GAMES

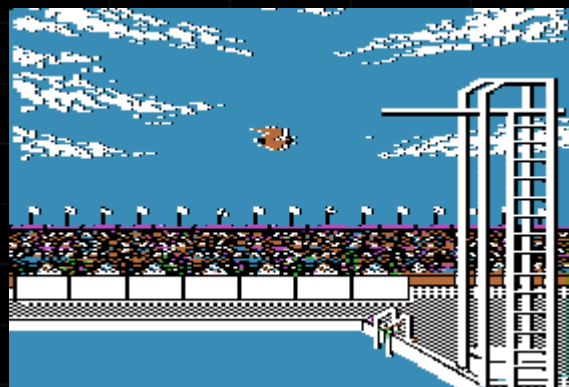
The original C64 version of Summer Games was done by Scott Nelson, Erin Murphy, Stephen Mudry, Brian McGhie, Stephen H. Landrum, Jon Leupp & Randy Glover in 1984:



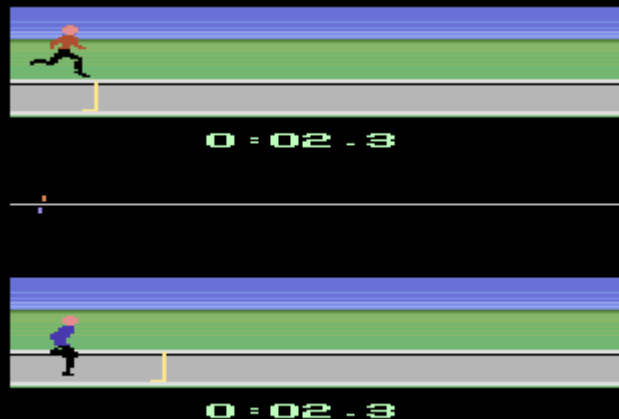
The same year saw an Atari 800 version:



And Chuck Sommerville & Kevin McClard ported it to the Apple 2:



Three years later in 1987 it was ported to the Atari 2600 by Peter Engelbrite, Tod Frye & Steve Baker:



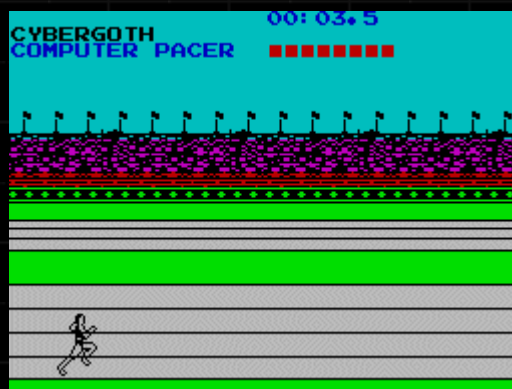
And to the Atari 7800:



And in 1988 it made its way to the Sega Master System:



To the Sinclair Spectrum:



And to the Amstrad CPC:

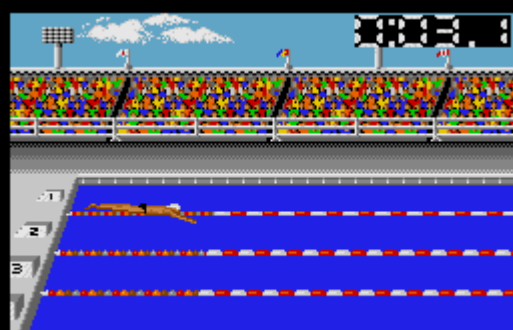


In 1992 Adam Steele, Phillip Morris & Dave Lowe ported it finally to the Atari ST:

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GRAPHICS BY ADAM STEELE
MUSIC BY UNCLE ART
EFFECTS BY PHILIP MORRIS

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CYBERGOTH USG
LANE 2 LAP 1

And to the Amiga:

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Trivia:

Instead of the Australian anthem the game plays mistakenly the song "Waltzing Matilda" and the Russian anthem is falsely represented by the "International Anthem of the Communist Parties of the World".

The 16-Bit versions play the U.S. Gold anthem instead of the Epyx one.

What Summer Games to play nowadays?

Let's start backwards this time. The worst version of Summer Games is the Sega Master System one. It's a shame, because it is a totally reprogrammed version, with superb graphics and - unlike all other versions - it features unique music for all of the events! But unfortunately Sega ruined the controls of the game. Your performance in Pole Vault or Gymnastics for example seems to be more or less random, the original control feel is totally lost. The other three events do a bit better, but all in all it's a very disappointing version.

Next in line come the U.S. Gold made Z80 and 16-Bit versions. They are closer to the original and provide almost the same fun as the original ones. There's some events that don't feel as good as the original Epyx made versions, for example it seems like the porting teams didn't figure out how the 4x100m running event worked.

You should definitely check out the Amiga & Atari ST version, since they have the best graphics and cool digitised sound effects. (They were absolutely not state of the art in '92, but I've to compare them with their eight years older 8-Bit origins :-)) Another neat speciality in the 16-Bit versions is that you're able to mix the events of both Summer Games, which is damn cool!

Let's come to my personal favourite, the Atari VCS version! It's very unique. Since the game had to completely fit into a 16K ROM, it had to skip many of the surrounding gimmicks like the opening ceremonies or the world records. But in all other aspects it was very carefully adapted, I'd say even 'redesigned', to perfectly fit the target machine. It's featuring new events like

'Hurdles' and does Rowing which normally is a SG 2 event. It also has reworked control methods for almost every event, which are very well done. Most events can be played with two players at once, so all in all it definitely provides the 'Summer Games' feeling we all love!

Coming closer to the original with the Apple and Atari versions. Both of these versions are based on the C64 source code and graphics, so the look and feel is absolutely the same. There's some minor compromise here and there, but keep in mind that the C64 was pushed to the limits (the limits of 1984! :-)) of it's abilities and it wasn't too easy for the other machines to exactly match every single aspect.

I think there's no doubt that the C64 version is the best. Summer Games was created for it.

Manuals:

Atari VCS: The original manual,

Sega Master System: The original manual,

All other versions: The original manual,

Winning Strategy:

In the swimming events of the Atari 2600 Summer Games you can already jump into the water before the 'Go'.

Music:

C64: The Summer Games music in SID format:

The title tune covers the song "Bugler's Dream", which Leo Arnaud wrote for the 1968 Olympic Games in Grenoble.

It also features all the national anthems played during the ceremonies screens and other tunes like the 'Epyx' anthem, which in fact is the title tune of Jumpman Jr!

Links:

Learn more about the C64 version:

[The Summer Games entry in Stadium 64](#)

Read an additional interview with Stephen Landrum about Epyx and Summer Games:

[The Unofficial Epyx & Summer Games Homepage](#)

The **EPYX** Shrine