SYSTEM REQUIREMENTS

• Modern Intel-Based Macintosh
• OS X 10.5 or newer
• 4GB RAM or better

You can play Olympus using either active controls (WiiMote and dancepad) or passive controls (Xbox 360 controller).

ACTIVE CONTROLS

You Need:
• A Nintendo WiiMote with a Nunchuk
• A "Family Trainer Mat" USB DancePad (available on Amazon)

Directions:
1) Open the "Active Version" folder.
2) Double-click on "Sync with WiiMotes"
3) Follow the Syncing instructions in this document.
4) Double-click on "Olympus" to play the game.

Reference the "Active Controls" page in this document.

PASSIVE CONTROLS

You Need:
• A USB Xbox 360 controller

Directions:
1) Open the "Passive Version" folder.
2) Install the 360 Controller driver if you don’t already have it installed.
3) Double-click on "Olympus" to play the game.

Reference the "Passive Controls" page in this document.
Olympus

Wiimote Synchronization for Active Version

Running the Program:
To begin, find the file named “Sync with Wii Motes” in the “Active Version” folder and double-click on it to open OSCulator, the program used to communicate with the WiiMotes, with the proper settings.

![Sync with Wii Motes](image1)

Open the Wiimote Drawer:
On the top-right side of the program, click the button named “Wiimote Drawer” to open the drawer (pictured in Figure 7 to the left).

Synchronize the Wiimotes:
If the button says “Start Discovery” click it, otherwise if it says “Stop Discovery” (as pictured in Figure 8), press the 1 and 2 buttons on the wii-mote at the same time (as in Figure 9). When sync’d, a green check will appear in the drawer—make sure this is #1. If it’s not, click the two small arrows on the right side and select ‘1’ from the menu and also check ‘Raw Accels’, making sure that other options are off. The drawer should look as it does in Figure 10. You are now ready to run Olympus!

Troubleshooting
- To quit the game, press ⌘ -q (command-q).
- Before each game, the dance pad must be calibrated. This is done by following the on-screen instructions after a player is created or loaded and before the game starts.
- If you receive an error message about wii-motes after calibration, quit the game, resynchronize the wii-motes, then start the game again.
- If the game freezes or a player is rendered unable to proceed, quit the game and re-load their profile.
- If the game becomes nonresponsive, make sure the wii-motes have battery life.
- When changing wii-motes, quit the game, then resynchronize as above, before attempting to re-start the game.
ATTACKING:
Hold the B button to enter the attack stance. When in the attack stance, use the wii-mote and nunchuck to perform different attacks.

SHIELD BASH:
You can perform a special attack while wearing a shield by holding Z and swinging the nunchuck.

CAMERA:
Camera controls are handled by the D-Pad on the wii-mote. Pressing up will zoom the camera in closer to the player and pressing down will zoom it away. Pressing left and right will pivot the camera around the avatar.

WALKING AND RUNNING:
Run in place on the Left-Middle and Right-Middle buttons to run in-game.

JUMPING:
Jump forward onto the Left-Up and Right-Up buttons to jump forward.

DODGING:
Dodge left by jumping onto the left-left and left-middle buttons at the same time. Dodge right by jumping onto the right-right and right-middle buttons at the same time.
**Passive Version Controls**

![XBOX Controller Configuration](image)

**Walking and Running:**
Move and steer by using the left joystick.

**Jumping:**
Jump by pressing the left joystick (joystick click).

**Dodging:**
Dodge left with Left Bumper and dodge right with Right Bumper.

**Blocking:**
Block by holding Left Trigger.

**Pausing:**
Pause the game and open the menu by pressing Start.

**Attacking:**
Hold the Right Trigger to enter the attack stance. When in the attack stance, use the right joystick to attack in a particular direction.

**Shield Bash:**
You can perform a special attack while wearing a shield by holding Left Trigger and pushing the right joystick forward.

**Camera:**
Camera controls are handled by the D-Pad on the controller. Pressing up will zoom the camera in closer to the player and pressing down will zoom it away. Pressing left and right will pivot the camera around the avatar.
**STARTING OUT:**

The Title Screen will present you with the option of either creating a new player from the start of the game or loading an existing player.

**NEW PLAYERS:**

To begin a new player, simply type in the player name into the text field. If the player name has already been taken, you will receive a warning as in Fig 4.

**LOADING:**

The ‘Load Player’ tab will display a list of each saved game. Click a profile to select it (it will be highlighted, as in profile ‘Adam’ in Figure 5), and then click ‘Start’ to start the game. The player will start either at the beginning of the last level entered or at the last checkpoint the player triggered.