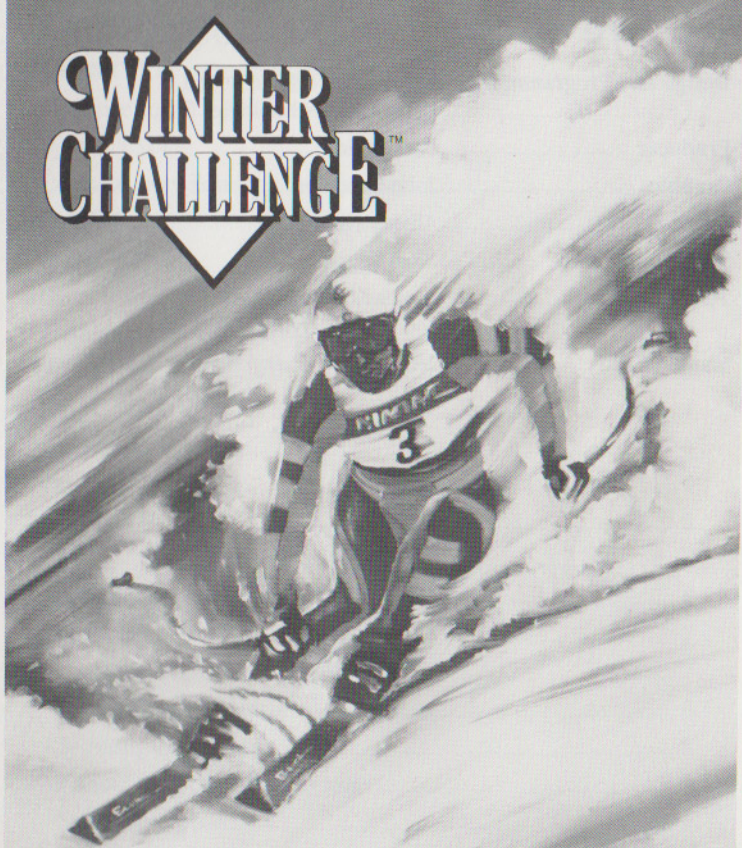


# WINTER CHALLENGE™



FOR THE SEGA® GENESIS®



AND MEGA DRIVE SYSTEMS

## CREDITS

<b>Design and Programming</b>	Jeff Sember & Mike Benna, MindSpan Technologies Corp.
<b>Producer</b>	Pam Levins
<b>Graphics</b>	John Boechler
<b>Music</b>	Alistair Hirst
<b>Sounds</b>	Mike Benna
<b>Testers</b>	James Kucera, Robert Daly, Joel Dinolt, Cyndi Kirkpatrick
<b>Manual/Card</b>	Jeff Wagner, Cheryl Dumesnil, Sara Reeder



## TABLE OF CONTENTS

INTRODUCTION .....	1
The Luge .....	1
Downhill Skiing .....	1
Cross-Country Skiing .....	2
Bobsled .....	2
Speed Skating .....	2
Giant Slalom .....	3
Biathlon .....	3
Ski Jump .....	3
GETTING STARTED .....	4
Loading Instructions .....	4
The Control Pad .....	4
The Main Menu .....	5
TRAIN .....	5
TOURNAMENT .....	6
Select Competitors .....	7
Creating Your Own Competitors .....	7
Removing a Competitor .....	8
Selecting Opponents .....	8
All About the Tournament Screen .....	9
Standings Option .....	9
New Tournament Option .....	9
Password Option .....	9
Main Menu Option .....	11

**Important:** If you have any trouble with this cartridge, please contact Accolade customer service (see **Customer Service** section for details).



## TABLE OF CONTENTS (continued)

Let the Games Begin! .....	11
Changing Competition Order .....	11
Tournament Play Options .....	12
The Playing Screen .....	13
Action Window .....	13
Judges Panel .....	13
Course Overview .....	13
Performance Display .....	13
Award Ceremonies .....	14
OPTIONS .....	14
Music and Sound Effects .....	14
Reset Scores .....	14
CUSTOMER SERVICE .....	14
Warranty .....	14
Limitations on Warranty .....	15

## INTRODUCTION

Man is not, by nature, a cold-weather animal. Man is, however, a fiercely *competitive* animal. And where there's ice and snow, there's a life-style steeped in athletic tradition. People born and bred with what Scandinavians call "The Hunger" – a burning desire to challenge the mountain and test the limits of human endurance.

They travel to the coldest regions of the world, from snowy peak to icy tundra. They meet sled to sled, blade to blade, ski to ski. They soar, slide, sail and glide to glory. Its been happening for hundreds, perhaps even *thousands* of years.

And now, finally, it's your turn.

Welcome to *Winter Challenge*. You hold in your hand a piece of the tradition. Immerse yourself. Explore the hallowed history of these winter sports. Then get ready to lay it all on the line.

Because once The Hunger takes hold, there's no turning back.

## The Luge

You've got your equipment — a sled of wood, plastic, and metal about eighteen inches wide by four feet long. You've got your course — a sharply inclined, multi-curved snake of ice. You've got your athlete — a slider willing to take curves at sixty miles per hour, lying belly up, feet first, and blind. It's crazy, but the Swiss have been doing it since time began. Your mission is simply to do it faster than anyone else.

## Downhill Skiing

Not for anyone with slow reflexes, weak knees, or faint hearts. A race for speed on an adjusted track, swooshing through gates, at speeds up to eighty miles per hour. Flying down the face of a mountain with a vertical drop of 1000 meters. Simply the most dangerous form of Alpine skiing. The champion is the one who makes it through all the flagged gates in sequence, in the fastest time possible.

## Cross Country Skiing

It seems so peaceful, cross country skiing. Sliding along, skis cutting through a lightly crusted powder, slight bite of wind at your back. The smell of pine. You and nature, communing. Fat chance.

This is no walk in the woods. Cross country skiing produces some of the best conditioned athletes in the world — and you're about to find out why. All you have to do is complete the course in the fastest possible time. Remember, this event takes stamina and endurance. Pace yourself, and keep an eye on the Energy Bar.

## Bobsled

Imagine it. You and your teammate at the head of the course, a glassy serpentine glittering in the sun. The momentum from your crucial push start propels you through turns they've banked up to twenty feet for your safety. Safety? You're clocking up to 75 miles per hour trying to control over 600 pounds of sled. You're committed like a falling bomb.

This is what bobsled's about: rocketing down courses sloped eight to fifteen percent, facing fifteen to twenty hair-raising turns, some curved over 180 degrees. The course, a 1500-meter monster of a concrete foundation layered in eighteen inches of snow, is watered and frozen dense as iron. The object: get through the course in the fastest possible time.

## Speed Skating

They slice the ice with hard-charging aggression. Speed skaters crouched to cut air, blades inscribing the ice with symmetrical S curves. Sprinting, turning, pulsing, they flow smooth as water, eyes to the finish line. It's a sport of balance, grace, and finesse. Poetry in motion.

The oval-shaped speed skating course measures 400 meters with lanes five meters wide. Competitors glide over these icy tracks on blades measuring twelve to eighteen inches long and tapered to less than one thirty-second of an inch wide. The name of the game: three laps, as fast as you dare to take them.



## Giant Slalom

This sport is not friendly. It's a precipitous course dotted and pocked with moguls, pitfalls beyond every turn. It's a maze of 41 gates combined in patterns designed to challenge, confuse, and bewilder competitors clocking in at up to fifty miles an hour.

A variation of the downhill, the slalom differs from its cousin sport in both length and focus. This event is heavy on skill, technique, and judgement. With no more than a blurred glimpse of the course, skiers instinctively determine lines of approach and exit through gates staked about ten feet apart. The champion is the one who gets through all the flagged gates in the fastest possible time.

## Biathlon

Skiing and shooting. Maybe it doesn't sound like a natural sporting combination. But some Scandinavian military officers may beg to differ.

A remote and solitary sport, the biathlon demands ruthless, systematic conditioning and expert marksmanship. Completing the course means executing a conquest of superhuman strength — skiing twenty kilometers, stopping four times to steady, aim, and fire five shots, twice standing, twice prone. That's stamina.

The object of the Biathlon is to complete the course in the fastest possible time while maintaining high accuracy in the shooting portion of the competition.

## Ski Jump

You've seen it: jumpers shooting down the iced ramps, hurling their bodies into the clear blue, bowing to the mercy of the wind. Some jumpers find it — the angle they look for. It's about thirty-five degrees over the skis, where air draws around their bodies in an intricate pattern of vortices, creating the balance, the surge. These jumpers soar. Others fall like bombs. (You've seen this. It's the picture that flashes through your mind when you hear the phrase, "the agony of defeat.") Only the best can find their distance mark, hundreds of meters from the start of the jump — and touch down to earth with the light confidence of an eagle at the end.

## GETTING STARTED

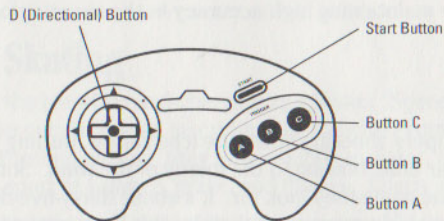
### Loading Instructions

- 1 Make sure the power switch on your Sega® Genesis® system is **OFF**.
- 2 Insert the *Winter Challenge* cartridge into your system by following the instructions in your Genesis system manual.
- 3 Plug a control pad into port 1.
- 4 Turn the power switch **ON**. If nothing appears on screen, re-check your cartridge to be sure it is inserted securely.
- 5 During the title sequence or the demo that follows, press Button A or B on the control pad to advance to the Main Menu.

**IMPORTANT:** Always make sure that your Sega® Genesis® system is turned **OFF** when inserting or removing a Genesis cartridge.

### The Control Pad

Before you begin playing *Winter Challenge*, take a minute to familiarize yourself with the layout of the control pad:



## The Main Menu

The Main Menu gives you access to all the features and events in *Winter Challenge*, including:

**Train** — A practice area in which you can perfect your skills in any of the eight *Winter Challenge* sports.

**Tournament** — In which you compete against some of the best athletes in the world.

**Options** — Where to go to control the music and sound effects, and reset the tournament high scores.

Move **D-◀▶** to highlight the menu item you want, then press Button A or B to select your choice.

The rest of this manual explains the options available to you through these three Main Menu commands.

## TRAIN

The training mode gives you the chance to sharpen your *Winter Challenge* skills outside of tournament competition. Here's how to use it:

- 1 The Event Selection Screen appears when **Train** is selected and displays the eight event icons (see **Fig 1**). Push **D-◀▶** to highlight the icon of the event you want to practice. To select the event, press **A** or **B**.

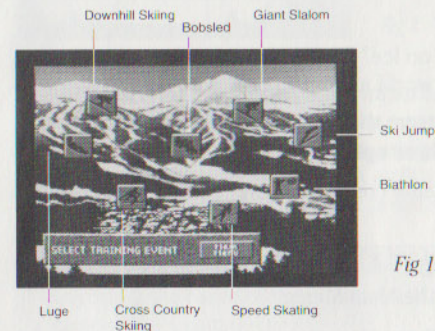


Fig 1. Event Selection Screen

## TRAIN (continued)

- Once you've chosen a sport, you'll get a short description that tells you a little about the event. From this screen, you can choose to **Train** (participate in the event) or **Return** (go back to the Event Selection Screen) by highlighting your choice with the **D-Button**, then pressing **A** or **B**.
- If you choose **Train**, a Training Summary Menu appears on the screen, offering you three options:
  - Go** — Choose this if you're ready to train in your chosen event.
  - Instant Replay** — This allows you to take a second look at a particularly stunning performance or a super-nasty crash. (For more about this, see **Instant Replay** under **Tournament Section**, below.)
  - Event Selection** — Returns you to the Event Selection Screen.
 Use the **D-Button** to highlight your desired option, and press **A** or **B**.
- To return to the Main Menu at any time from the Event Selection Screen, press **D-▽** to highlight the **Main Menu** option, then press **A** or **B**.

If you wish to quit during the middle of an event, press and hold **Button A** and **C** simultaneously.

## TOURNAMENT

Think you're the coolest thing on ice? You'd better be. In tournament mode, the best athletes in the world are out to beat you.

When you select **Tournament** from the Main Menu, the Tournament Screen appears, offering you three options:

- Select Competitors** — Create contestants and choose who is going to compete.
- Password** — Store or restore a tournament in progress (see pg. 9).
- Main Menu** — Return to the Main Menu.

Use the **D-Button** to highlight the option you want, then press **A** or **B**.



## Select Competitors

The first part of setting up a tournament is deciding who's in it. You'll need ten competitors to have a tournament. There are two ways to round up your competition:

- Enter them on your own
- Let the computer provide them

If you enter less than ten on your own, the computer provides the rest.

Start by choosing the **Select Competitors** option. From the box that appears, you can **Add** your own competitors, **Remove** unwanted competitors, or **Select Opponents** from the computer athletes available.

## Creating Your Own Competitors

The **Add** option lets you create a competitor with a name, a flag, and a face (see **Fig 2**).



Fig 2. Creating Competitors

- After selecting **Add**, give your competitor a name, using the letters and symbols on the top half of the screen. Use the **D-Button** to highlight the character you want, and press **A** or **B**. If you make a mistake, highlight **<** and press **A** or **B** to back up a space. When you're done, highlight **Done** and press **A** or **B**.

**Note:** If you press **Button C** or select **Done** without entering anything, the name of the country will appear in place of the competitor's name.



## Creating Your Own Competitors (continued)

- 2 Now, choose which country your competitor is going to represent. When the **Flag** button is highlighted, move **D-◀/▶** (or press **A** or **B**) to cycle through your flag choices until the one you want appears.
- 3 Finally, give him a face. Push **D-▼** to highlight **Picture**, then move **D-◀/▶** (or press **A** or **B**) to cycle through faces until the one you want is displayed.
- 4 Once you're satisfied with the choices displayed on the screen, highlight the **OK** button and press **A** or **B**. (Make sure you are satisfied with your selections *before* choosing OK. If you wish to make changes *after* choosing OK, you'll have to **Remove** the player and reselect his attributes.) Your athlete's name will appear on the Competitors Roster in the upper left-hand side of the Competitor Selection box.

## Removing a Competitor

If you highlight **Remove** and press **A** or **B**, the last athlete entered on the Competitors' Roster automatically disappears.

## Selecting Opponents

Once you're through creating and deleting the competitors, highlight **Select Opponents**, and press **A** or **B**. This box gives you three options:

- **Skill** — Determines the speed, stamina, and style of your computer opponents. Move **D-◀/▶** (or press **A** or **B**) to cycle through your choices — **Amateur**, **Professional**, or **World Class** — and take a look at the competition. Note the number and type of medals (gold, silver or bronze) each competitor has won. Do you want to play a friendly match with amateurs, or go for it all against world class competitors?
- **Add More Players** — Select this option if you'd rather return to the previous screen and create more of your own competitors.
- **Opening Ceremonies** — When you've chosen your opponents, select this option to begin the Winter Challenge. (You can bypass the Opening Ceremonies by pressing **A** or **B** once the ceremonies begin.)

## All About the Tournament Screen

Once you've created your roster of competitors, and the Opening Ceremonies are over, the Tournament Screen appears with the following options: **Standings**, **New Tournament**, **Password**, and **Main Menu**.



Fig 3. Tournament Screen

### Standings Option

From the Tournament Screen, select this option to check competitor rankings, points scored, and medals awarded. A Tournament Standings box appears on the screen, displaying a list of competitors ranked according to performance. When you're through checking scores, return to the Tournament Menu by pressing **A** or **B**.

### New Tournament Option

Select this option, press **A** or **B**, and select **OK** to create a new tournament.

To store a tournament in progress, select the **Password** Option before selecting **New Tournament**.

### Password Option

Select the **Password** option when you want to store a tournament in progress. The four commands available from this screen are **Return**, **Enter Password**, **Store Tournament**, and **Restore Tournament**.



## Password Option (continued)

There are two ways to store and restore a tournament in progress.

- **Save tournament to memory chip:**

- 1 Select the **Password** option.
- 2 Select the **Store Tournament** command.
- 3 The current tournament remains in memory until **Store Tournament** is selected again. You will automatically return directly to the stored tournament when you power up again and select the **Tournament** option. You can only save one tournament at a time this way.

- **Store tournament with a password** — You can save an unlimited number of tournaments-in-progress under computer-assigned passwords. The advantage to this is that you can return to these games at any time, even after you've created and played other tournaments. Here's how:

- 1 Select the **Password** option.
- 2 Write down the password number that appears on screen. You will need to enter this password later to restore the tournament.
- 3 Select the **Return** option to go back to the Main Menu.

- **Restore tournament from memory chip**— Select **Restore Tournament** if you are in the middle of a new tournament and want to go back the tournament stored on the memory chip.

- **Restoring a tournament with a password:**

- 1 Select the **Password** option.
- 2 Select **Enter Password**. Use the on-screen letters to enter the password for the tournament you wish to restore.
- 3 When you're ready to play, select **Done**.

### Notes:

- When you restore a tournament with a password, the tournament resumes at the beginning of the current event. For this reason, you might want to store your tournament between events.

- You'll need to re-enter the name(s) of the contestants you're controlling when you resume the tournament.
- No times will be posted for events which were completed prior to storing. You will, however, get to watch the medal ceremony for the completed events.

## Main Menu Option

Select this option to return to the Main Menu.

## Let the Games Begin!

To start tournament play from the Tournament Screen:

- 1 Press **D-▲** to move to the event icons.
- 2 Press **D-◀/▶** to highlight to the event icon you want, and press **A** or **B** to select it. (You may play the events in any order.)
- 3 Once you've chosen an event, you'll get a short event description that gives you a little information and history about the event. When you've read it...
- 4 Select **Compete** (get on with the tournament) or **Return** (to the Event Selection Screen).

**Note:** Once you start an event, all competitors must complete their turns before you can select another event. However, you can abort your turn by pressing and holding **A** and **C** **simultaneously** when it's your turn.

## Tournament Play Options

If you select **Compete**, the Event Summary box appears with three options (**Next Competitor**, **Instant Replay**, **Tournament Menu**) and a listing of all the athletes' names in the order they will compete. To find out how to control your athlete during each of the eight Winter Challenge competitions, please refer to the enclosed **Control Card**.

**Note:** If an option button is grey, it cannot be selected.



## Tournament Play Options (continued)

**Next Competitor** — Select this option to have the athletes you control begin competition in a chosen event.

**Instant Replay** — This gives you a second look at your run. Use it to analyze your performance. Play back a stunning run, or a tragic miscalculation. Check it out in either forward or reverse. You won't miss a trick. Here's how it works:

<b>Forward</b>	Press <b>D</b> ▶
<b>Reverse</b>	Press <b>D</b> ▶
<b>Fast Forward</b>	Press <b>A</b> or <b>B</b> while pressing <b>D</b> ▶
<b>Fast Reverse</b>	Press <b>A</b> or <b>B</b> while pressing <b>D</b> ▶
<b>Quit Replay</b>	Press <b>C</b>

**Note:** When viewing in reverse, we recommend that you use standard reverse to study the results of a successful (or unsuccessful) attempt. Joystick users must have **Megafire** disengaged in order to use fast forward or fast reverse.

**Tournament Menu** — Select this option to return to the Tournament Screen.

## Changing Competition Order

Even though your athlete is always listed ahead of computer competitors, you can have your computer opponents take their runs first, so you can see what time you need to beat. Here's how to change the order of competition:

- 1 Press **D**◀ to move to the list of competitors, then the ▲/▼ to highlight an opponent.
- 2 Press **A** or **B** and the result of the opponents' run will be displayed. You can do this with all competitors listed if you want, in any order you want.
- 3 To return to **Tournament Play** options, press **D**▶.



## The Playing Screen



Fig 4. The Playing Screen

### Action Window

This is where you'll see your athletes compete.

### Judges Panel

This panel gives you the standings:

- Event name.
- Current tournament record. At the start of the tournament, this area shows the best time or distance earned in the event by anyone who's ever played in a tournament on your cartridge (excluding computer contestants). After the first competitor takes his run, this area shows the best time or distance to beat for the current event.
- The athlete's name, picture and flag.

### Course Overview

From here, you can watch your athlete's progress through the course during the action. The athlete appears as a red dot moving along the course.

### Performance Display

How well is your athlete holding up? You can find out here. Depending on the event, this registers time, speed, distance and/or athlete energy level.

## Award Ceremonies

After the completion of every event, final standings are tallied, and a medal presentation ceremony takes place. When you return to the Tournament Screen after the ceremony, the gold medalist's flag appears over the icon of the completed event. This way you know which events have been completed, and which country won each contest.

## OPTIONS

From the **Options** menu on the Main Screen, you can:

- Toggle the game's music on or off.
- Toggle the game's sound effects on or off.
- Reset tournament high scores for each event to default scores.

## Music and Sound Effects

To toggle the music or sound on and off, use the **D-Button** to highlight either option, then press **A** or **B** to toggle between **on** and **off**.

## Reset Scores

To reset all tournament high scores, highlight this option then press **A** or **B**. When the prompt asks, "Are you sure?", select **OK** to immediately reset the high scores for each event. If you're not sure, select **Cancel** to abort the command.

## CUSTOMER SERVICE

### Warranty

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the cartridge that the recording medium on which it is recorded will be free from defects in materials and workmanship. A defective cartridge which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.



### To receive warranty service:

- 1 **DO NOT** return your defective cartridge to the retailer.
- 2 Notify customer service of the problem by calling (408) 296-8400 between the hours of 9 am and 5 PM (Pacific Standard Time). Please **DO NOT** send your cartridge to Accolade before calling customer service.
- 3 If the customer service representative is unable to solve the problem by phone, you will be provided with a return authorization number. Simply record this number on the outside packaging of your defective cartridge together with your sales slip or similar proof-of-purchase within the 90-day warranty period to: **Accolade, Inc., Customer Service, 550 S. Winchester Blvd., San Jose, CA 95128**

After the 90-day period, defective media may be replaced in the United States for \$20.00 (plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the cartridge, not other materials.)

### Limitations on Warranty

The remedies provided in the warranty section are the customer's sole and exclusive remedies. In no event shall Accolade, Inc. be liable for any direct, indirect, special, incidental or consequential damages with respect to the cartridge or the user manual. Except as provided in the warranty section, Accolade, Inc. makes no warranties, either express or implied, with respect to the cartridge or the user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and of fitness for a particular purpose.

Winter Challenge and Ballistic are trademarks of Accolade, Inc. All other materials ©1991 Accolade, Inc. All rights reserved. Neither Accolade nor this product is associated with or authorized by the International Olympic Committee, the United States Olympic Committee, or any similar organization for any other country. Neither the cartridge nor the user manual may be duplicated or copied for any reason. The customer may not transfer or resell the cartridge or user manual. All other trademarks and registered trademarks are properties of their respective owners.

