

Ski Race

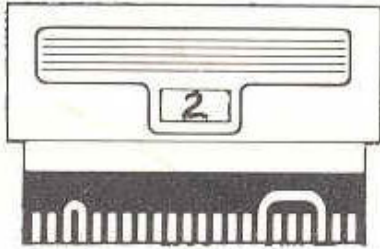
Be the fastest skier down the slopes. The course is designed to encompass the beginner, intermediate, and advanced skier.

As you schuss in and out between the course and flag hazards you must strive for accuracy and poise as you attempt to win the race by either time or the point method.

(For 1 or more players.)

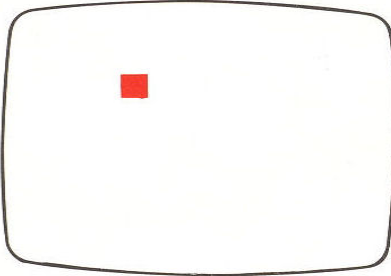


SET UP



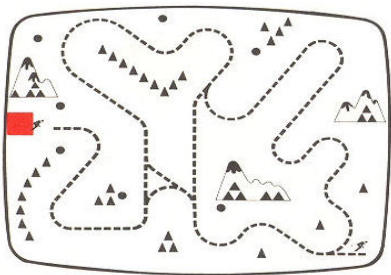
Game Card #2

1. Insert Game Card 2 in the Master Control Unit.



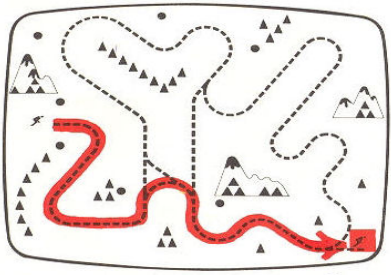
A

2. Use your controls to take one of the players off the screen.
3. Place the SKI Overlay on the screen.



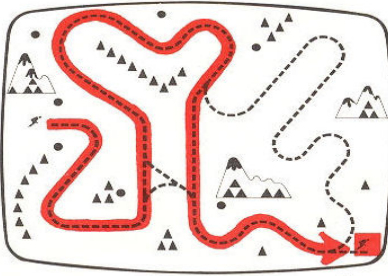
B

4. Position the remaining light behind the ski figure at the start of the course.
5. Decide which of the trails you are going to ski:



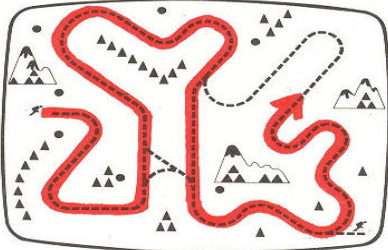
C

The **San Moritz Trail** - The beginner trail designed to acquaint the new "skier" with all the fundamentals required to build his confidence and skill to advance to the longer trails.



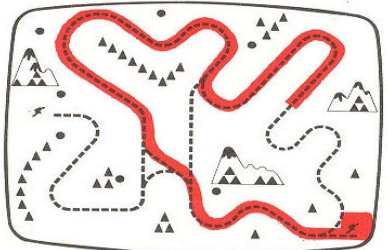
The **Aspen Trail** - The intermediate trail, which is longer than the San Moritz Trail, and features more jolts and hazards - a real challenge to the "weekend skier!"

D



The **Olympic Trail** - The advanced trail which is the longest and most difficult trail...

THE TRAIL WINDS AROUND E 1

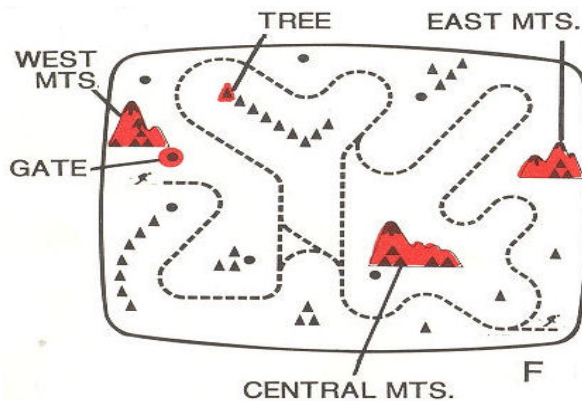


AND CONTINUES AS ILLUSTR'D. E 2

...demanding the utmost in speed, skill, and accuracy.

HOW TO PLAY

There are two game variations which you can play. To begin competition in any of the two versions, one player is to signal when the "skier" is to start his run (1, 2, 3, GO). The "skier" then begins his descent down the trail. When the "skier" completes his run, the other player(s) follow down the trail. The HORIZONTAL and VERTICAL controls are used to guide the "skier". After each "skier" has made three runs, the score is tabulated.



1. POINT METHOD

Each time you go off the trail (light not visible) you receive a penalty of 5 points PLUS the following penalties:

- If you light a gate 10 points
- If you light a tree 15 points

- If you light East Mountain 25 points
- If you light Central Mountain ... 35 points
- If you light West Mountain 25 points

The player with the fewest points wins.

2. TIME METHOD

Race against the second hand of a clock. Each time your light goes off the trail, add 1 second to your time, PLUS the following time penalties:

- If you light a gate Add 2 seconds
- If you light a tree Add 3 seconds

If you light the East Mountain, the Central Mountain, or the West Mountain, you are *disqualified* for that run.

The player with the best time wins.