



# SKI DOO

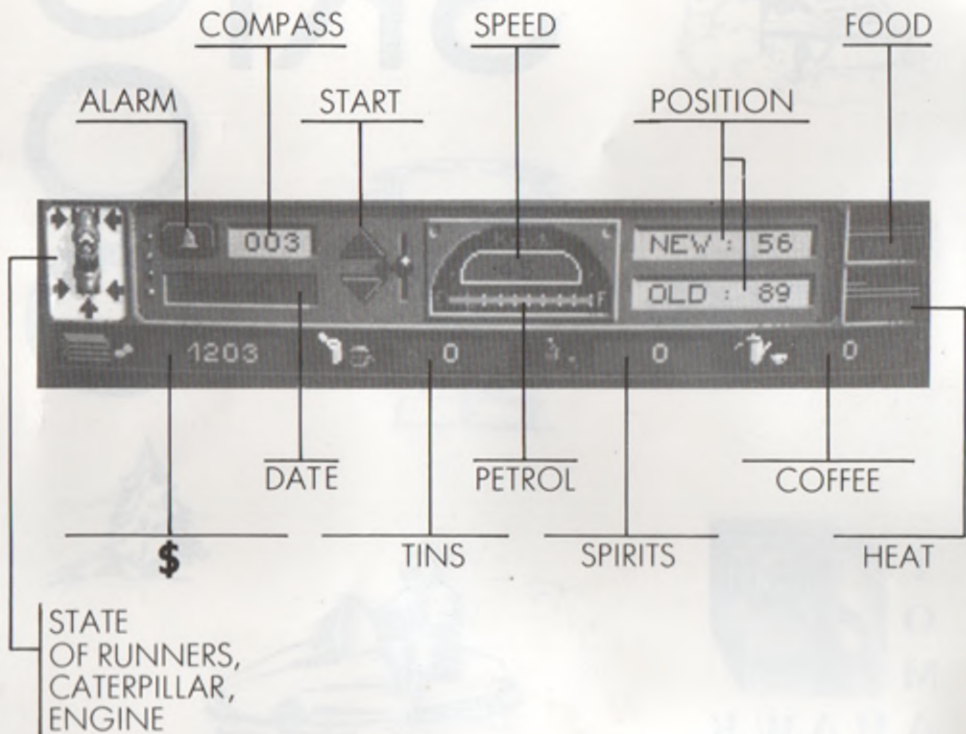


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## DASHBOARD





**SKIDOO** is a simulation of snow-scooter sports driving. The action takes place on the borders of the Arctic, in the heart of the north-east Canadian Territories. You're a professional skidoo-driver and must get to the cities where competitions are taking place.

At a speed of 180 km per hour, your scooter crosses the deserted forests of the far North at top speed, through hundreds of icy lakes and the Rocky Mountains. Cold and hunger are constant threats, so you'll often need to go hunting to survive.

Thanks to the map of the «North-East Territories», you can locate the places where races take place, plan a route to get there in time and organize your sports season in order to compete as often as possible.

In each of the 25 cities, you can take part in a wild race on an ice-circuit where 9 competitors will try to make you «bite the ice». The money you've earned in competitions will be spent on equipment for the bike and survival material.

It won't be easy to survive in this cold and hostile desert. You'll have to keep an eye on the different variations of cold, hunger and the functioning of your skidoo (petrol, breakdowns...).

## 1 . METERS

a) **Heat** : keep an eye on temperature. If it goes too low, you may get sick and have an enforced stay in hospital. It will be imperative to slow down if it is biting cold (especially at night!).

In case of emergency, a flask of spirits can warm you up for a short time, but it can make your driving more difficult and cause some trouble. Besides, you'll get hungry more quickly.

You can also use your supply of coffee, but it will make you drive more tensely.

Caution ! Too much coffee or/and spirits can lead to a nervous breakdown, meaning a prolonged rest cure in hospital.

b) **Food** : In the little boot of your skidoo, you'll take a few tins which will compensate for the decrease of your food-meter. Thirst is no problem, you can always thaw snow.

c) **Compass** : It shows your direction : on  $0^\circ$  you're going to the North, on  $90^\circ$  to the East, on  $180^\circ$  the South, on  $270^\circ$  to the West.



d) **Computer** : It shows your previous position on the map (OLD) and your present position (NEW). To spot a space on the map, first read the vertical figure, then the horizontal figure (e.g : Uranium city : 21-23)

e) **Speedometer** : It shows the current speed of your skidoo. Once started, you can stick to a regular speed of 60km/h.

f) **Petrol gauge** : It shows the level of your stock in petrol.

g) **Calendar** : It gives you the date. You must absolutely get to the city where the race is taking place the day before the date planned for the race.

h) **Alarm** : The bell rings if your bike has been damaged because of a shock.

i) **\$** : Your supply of money

j) **Tins** : Your supply of food

k) **Spirits** : Your supply of spirits

l) **Coffee** : Your supply of coffee

m) **Start** : The triangle-light goes on when the scooter is ready to start.



## 2. VEHICLE

The skidoo is a great machine but it requires a minimum amount of maintenance.



a) **Petrol** : you have to locate on the map and find on your way the cities or igloos where you can fill up the tank. Running out of petrol in the middle of the desert means an expensive repair.

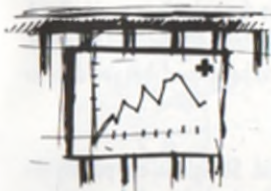
b) **Breakdowns and accidents** : Overfast or careless driving can provoke accidents which will damage your vehicle.

Too many bumps will first alter the delicate measuring instruments : the speedometer, petrol gauge, computer and compass. Then come the runners if you bump into obstacles on the side, which can stop the skidoo to turn properly. The caterpillar can also be damaged and slow you down.

A broken engine is the ultimate breakdown, which makes an emergency repair necessary.

c) **Repair** : In case you think you're lost without any hope of handling the problem on your own, you can still call for repair. Press the **F3** button : you'll be taken back by helicopter by the «snow-rescuers».





**Caution !** you will have to stay in hospital for a week under medical supervision. Meanwhile, your skidoo will be repaired (at your own expense) and you can find it in the place where you called for help.

**d) Fixing** (see «cities») : It can be done in any city. But on top of the expense, the more serious the breakdown is, the more time you waste (from one day to a week) Remember it when you have to get to a race urgently.

### 3 . ADVENTURE

Before you take part in the skidoo championship races, you'll have to go on long trips on your own through an icy country.

**a) Driving** : The way is of course spread with all sorts of obstacles : trees, trunks, seracs, crevasses, and ice patches on icy lakes, hills, hollows and bumps.

You can go over some of them, at the expense of great efforts. Besides, heaps of snow and ski-jumps can help you to jump over other obstacles.



It's not much fun to cross an icy lake. It should be done slowly to avoid all patches and crevasses, or, on the contrary, you should drive at full speed but smoothly to avoid drowning. You and your skidoo would be rescued, but you'd go for another cure in hospital !

Over 60 km/h, many curves can make you skid. Straighten up, putting the runners back in the same direction as your skidoo is skidding. Otherwise, you might spin round or have an accident.

**b) Roads :** To avoid this sort of trouble, you can decide to stay on the roads. They can be identified thanks to heaps of snow placed along them at regular intervals. Those roads have no obstacles. But they're usually longer than the way through the country.

**c) Cities :** a signpost shows you have got to a city. As soon as your vehicle bumps into it, you get to a new board which represents a typical village, where you can find three types of stores : use the arrows (or your joystick) to get there, and the **ESC** button to come out. Do the same to come out of the city. Inside the store, use the arrows (or joystick) to go from one item to the next. Press **ENTER** to buy anything (or «FIRE» on joystick).

- on your left (left arrow) is *the food department*  
Tins : 30 \$ a meal (50 \$ in igloos)  
Spirits : 20 \$ a measure . Coffee : 10 \$ a measure





- on your right (right arrow) is *the garage*

Petrol : 50 \$ (100 \$ in igloos)

Repair : (+labour time)

Computer 100 \$ (one day)

Runners 200 \$ (one day)

engine : 1 000 \$ (one week)

Compass : 30 \$ (one day)

tracks : 500 \$ (one day)

- Center (arrow upwards) : *setting up of races*. To enter for a race, it will cost you between \$10 and \$50 (some races are free). You can only put your name down in the city where the competition will take place : you have to press the **I** key. To take part in the race in the city where you are, press the **R** key.

**Caution !** Check the date of the race ! If it is not taking place the day after the date marked on the dash-board, you may still have time to get to another race in another city and come back later to the city where you initially were. If you launch a race, it will be assumed that you've waited on the spot for the date of the race, which will from now on show on your dash-board.

d) **Igloos** : you will also find some igloos on your way . They are marked on the map. There, you can find petrol and sometimes food.



## 4 - HUNTING



If ever, out of bad luck or lack of experience, you ran out of money, the game wouldn't be over for you yet. Some races are free and you can get food and money thanks to hunting. You can hunt the caribou or the wolf. The caribou gives a lot of food, which immediately shows on your «Tin» meter. If the wolf gives no food, its fur sells well and the money earned adds up on your \$ meter.



You can only go hunting in the plains. To change into «hunting» mode (or to quit) press the **F** key.

Your skidoo will then disappear to give way to the sights of your rifle. As soon as you see your prey, cling to it. If it appears in the center of your sights, fire by pressing the **ENTER** key («FIRE» on joystick).

Caution ! When you're in «hunting» mode, your skidoo can still get damaged if there are obstacles on your way. So be careful although you're excited by the chase, and don't get lost !

## 5 - RACES

Races take place on ice circuits, clear and lined with haystacks. Each of the 25 cities has a different circuit. The season lasts six months, that is ten races a month. But only six of them give points for the world championship.

The winner of the race gets 6 points, the second one gets 4 and the third one gets 2. The driver who has added up the most points at the end of the season is declared world champion. Good luck!



Your dash-board is changed for the time of race. Instead of a compass, you'll find a number which shows your position in the race. Below, the light says whether you are in the trials (TEST) or in the actual race (RACE). At the bottom of the board, there is a chronometer. On the right, a map of the circuit is represented, indicating the position of each competitor.

You always start the race going round for trial, in which you must make the best possible time to get to «pole position».

Then the race starts  
tors. The winner is the  
the finishing line first

Caution ! Skidoo dri-  
sports (although a  
in the competition).

A competitor is very  
with you and to try  
the haystacks. But don't worry ! you may just as well do the same to him...



with all the competi-  
one who goes over  
after a complete lap.

ving is a «mole»  
few women take part

likely to draw level  
and push you out into

If you wish to give up before the end of the race, press the **ESC** key.

If you're in a panic, remember to press the **F2** key to freeze the game or start again.

## HOW TO SAVE THE GAMES



On the safeguard board you can do :

S = SAVE : save a game (enter number from 1 to 9)

L = LOAD : load a saved game (enter number corresponding to it)

N = NEWGAME : start a new game (enter the pilot's name)

Q = QUIT : quit the game in progress without saving.

## END OF THE GAME

You will need to play for several hours before you can actually land yourself the title of skidoo-driving world champion. At any time, you can quit the game by pressing the **F10** key. It is then possible to save the game in progress by inserting a format disk.

### ACTION

### KEYBOARD

### JOYSTICK

#### Driving

start

J key

upwards pressing «fire button

neutral

K key

center pressing «fir button

accelerate

arrow to the top

upwards

turn

right/left arrow

to the right or to the left

slow down

arrow down

down wards

brake down

«ENTER» key

center, pressing fire button

#### City

food store

left arrow

to the left

garage

right arrow to

the

right

races

arrow to the top

upwards

choose items

arrow to the top or

upwards or downwards

down

repair  
purchase or select  
way out of shop  
and/or way out of city

arrow to the top or down  
ENTER key  
ESC key

upwards or downwards  
press «fire» button  
ESC

### Race

entering  
race  
way back to  
the city

I key  
E key  
ESC key

I  
R  
ESC

### Adventure

consumption  
select  
consume

space key  
right left arrow  
«ENTER» keypress

space key  
to the right to the left  
fire button

### Hunting

«hunting» mode  
fire  
freeze  
fixing  
fire out

F key ,  
«ENTER» key  
F2 key  
F3 key  
F10 key

F  
press «fire» button  
F2  
F3  
F10

## TO START THE PROGRAMME

- **ATARI ST and AMIGA** : insert the disc (if the programme includes several discs, insert disc 1 or the **LOADER** disc) and switch on the computer. The programme will load automatically.

- **AMSTRAD CPC** : on AZERTY keyboard, type : ùCPM, then validate by pressing **ENTER** or **RETURN** key  
on QWERTY, type :CPM ( : can be obtained by pressing simultaneously SHIFT and @) then validate  
Then, type **LOADER**, and validate with **ENTER** or **RETURN** key.

- **COMPATIBLE PC** : switch on the computer, insert your disc (if the programme includes several discs, insert disc 1 or the **LOADER** disc) type **LOADER** then validate by pressing **ENTER** or **RETURN** key.

A menu showing different graphic cards will appear. Make your choice...

Then depending on which programme you have, you are given a choice of two menus :

- one concerning the type of mouse

- the other concerning the sound : be careful, the choice «sound with MDO Intersound» is only possible if you have this interface

Remark : for those who use MDO Intersound with VGA graphic card, you must have an AT extended memory. In case of a problem, contact our After Sales service.

## TO SERVE YOU BETTER

We have taken the greatest care in the production of this programme.

If however, an error has crept in despite our various control tests, or if you have any comment which would enable us to improve this programme, please don't hesitate to contact us, so that changes can be made in a future issue.

### AFTER SALES SERVICE

Réné-Guy TRAMIS

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