

ALPINE GAMES  
(Atlantis)

LOADING

To load, press LOAD "". Press PLAY on your cassette recorder. The program will now load automatically. (The program is recorded on both sides of the tape. In case of difficulty, turn the tape over, rewind to the beginning and load again.)

GAME:

EVENT 1, SPEED SKATING:

Use keys 1 & 2 alternately to slowly and rhythmically build up your speed. You must skate as fast as possible to reach the qualifying time.

EVENT 2, SKI JUMP:

Hit the Q key when the power meter is at maximum. As the skier lands on the bottom of the ramp, hit the A key to jump. Early or late jumps will result in a fall.

EVENT 3, SKIING:

Use keys 1 & 2 alternately to slowly and rhythmically build up your speed. You must ski as fast as possible to reach the qualifying time.

EVENT 4, BOB-SLED:

Use the keys Q, A, O and P to steer the Bob-Sled. The course must be completed without crashing to qualify.

EVENT 5, BIATHLON:

To advance to the targets, press the Q key each time the meter is at maximum. Using key P, shoot out all the targets within the qualifying time to complete the first round of events.

As you progress through the game, each event gets harder. A life is lost each time you fail to qualify in any event. When all lives are lost, your score and performance figures are given together with details of any medal won. High score is kept. GOOD LUCK.