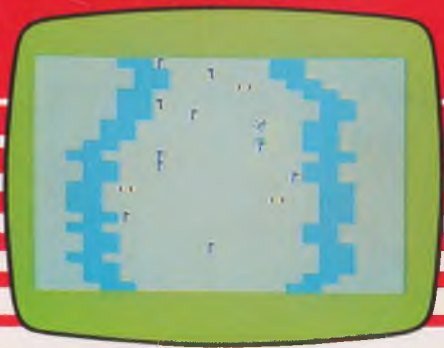


VIC-20

SKI

GAME CASSETTE



 **commodore**
COMPUTER

**© 1983 COMMODORE BUSINESS
MACHINES (UK) LTD.**

All rights reserved. No part of this program or accompanying instruction leaflet may be duplicated, copied, transmitted or reproduced in any form or by any means without the prior written permission of Commodore Business Machines (UK) Ltd.

Commodore Business Machines (UK) Ltd.

675 Ajax Avenue, Slough Trading Estate,
Slough, Berks. SL1 4BG England.

MADE IN ENGLAND



VIC-20

SKI

VIC-2008

NO RAM EXPANSION REQUIRED

This game has been recorded in full colour and sound. In case of damage, the program has been recorded on both sides. Manufactured & Distributed in England.

 **commodore**
COMPUTER

SKI

Instructions for use

SETTING UP

Read all instructions carefully. Check you have followed the correct procedure for setting up your VIC. The program on this cassette does not require an expansion cartridge.

Before switching on the computer system, check that your Commodore Cassette Unit is correctly plugged in and ready for use. Ensure that the cassette unit is kept as far away as possible from the TV. Now switch on both your VIC and TV and turn up the volume. The screen will display the 'Ready' signal with a flashing cursor.

NOTE: It is always advisable to turn the VIC off and on again before loading a new program. This clears all the memory locations and minimises load errors.

HOW TO LOAD THE PROGRAM

- Insert the cassette into the cassette unit.
- Hold down the SHIFT key and press the RUN/STOP key.
- Press the PLAY key on the cassette unit as instructed.
- When the program is loaded the title screen is displayed.
- Approximate load time for the program is 2 minutes.

THE OBJECTIVE

Negotiate the slopes of the ski-run, using your skill and experience to progress from novice to super-skier! No danger of frostbite here or waiting in lift lines. Participate in the challenge of the

giant slalom from the comfort of your armchair. Guide your way through the flags and poles, avoiding the bumps in the ground and the sides of the course.

HOW TO PLAY THE GAME

When the program has been loaded, a title screen is displayed. To see the game instructions, press the I key. After reading the instructions, press any key to return to the title page. You are asked at which level you wish to ski. This ranges from 1 to 4 (1 = easiest, 4 = hardest). Enter your choice by pressing the relevant key.

The skier then begins to ski down the slope towards the starting line. Use the 'Z' key to move to the LEFT and the '/' key to move to the RIGHT. Once past the starting line, you must be quick to avoid hitting the sides of the run and the grassy bumps in the ground for if you do your run ends. Each time you ski through the red poles, you gain 100 points (indicated by a bleeping sound). Try not to knock over any of the blue flags. Each time you hit a flag, a penalty of 10 points is taken off your score. If you reach the end of the course, the screen lights up and changes colour as you cross the finish line. Bonus points are awarded as follows:

- Level 1 — 100 points
- Level 2 — 300 points
- Level 3 — 600 points
- Level 4 — 1000 points

At the end of each run, your score and the highest score so far are displayed. The scene is then set for another slalom. To begin a new game, simply select your skill level again.