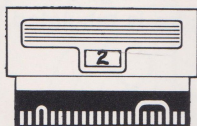


SKI

... 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 flags and course hazards you must strive for accuracy and poise as you attempt to win the race by either the time or point method. (For 1 or more players.)



GAME AIDS

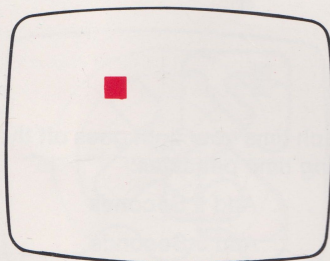
GAME CARD #2



GAME OVERLAY

SET UP

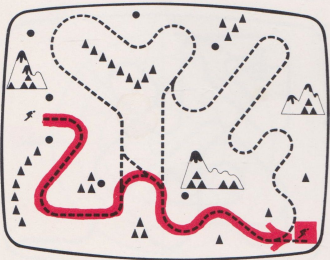
1. Insert GAME CARD #2 into the Master Control Unit.
2. (Illustr. A). Use your controls to take one of the players off the screen.
3. Place the SKI Overlay on the screen.
4. (Illustr. B). Position the remaining light behind the ski figure at the start of the course.
5. Decide which of the 3 trails you are going to ski:
 - ... **The St. Moritz Trail (Illustr. C)**—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 (Illustr. D)**—The intermediate trail, which is longer than the St. Moritz Trail, and features more jolts and hazards—a real challenge to the "weekend skier!"



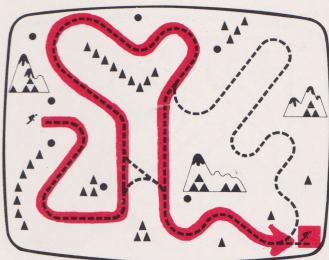
A



B



C



D

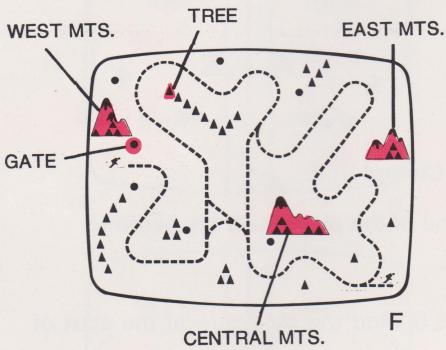
SKI (Continued)



THE TRAIL WINDS AROUND E 1



AND CONTINUES AS ILLUSTR'D. E 2



CENTRAL MTS. F

... **The Olympic Trail (Illust. E)**—The advanced trail, which is the longest and most difficult trail, demanding the utmost in speed, skill and accuracy.

PLAY

There are two game variations which you can play. To begin competition in any of the two versions, one player should 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.

I. POINT METHOD

(Illust. F). 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
 - Central Mountain 30 Points
 - West Mountain 25 Points

The Player with the *fewest* points wins.

II. 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.