

SKIT



ENDALLSOFT

An Atari XL/XE Game



WELCOME TO SKI-IT

SKI-IT

By Jason Kendall (c) Kendallsoft 2019

For Atari 8-bit Computers, requires 48K RAM. Supports PAL and NTSC systems.

Ski-It features three game modes; the traditional "Slalom" and "Downhill" plus "Ski-Quest" with 20 rounds of exciting challenges. The top 10 records for each event are displayed and can be saved and loaded to disk.

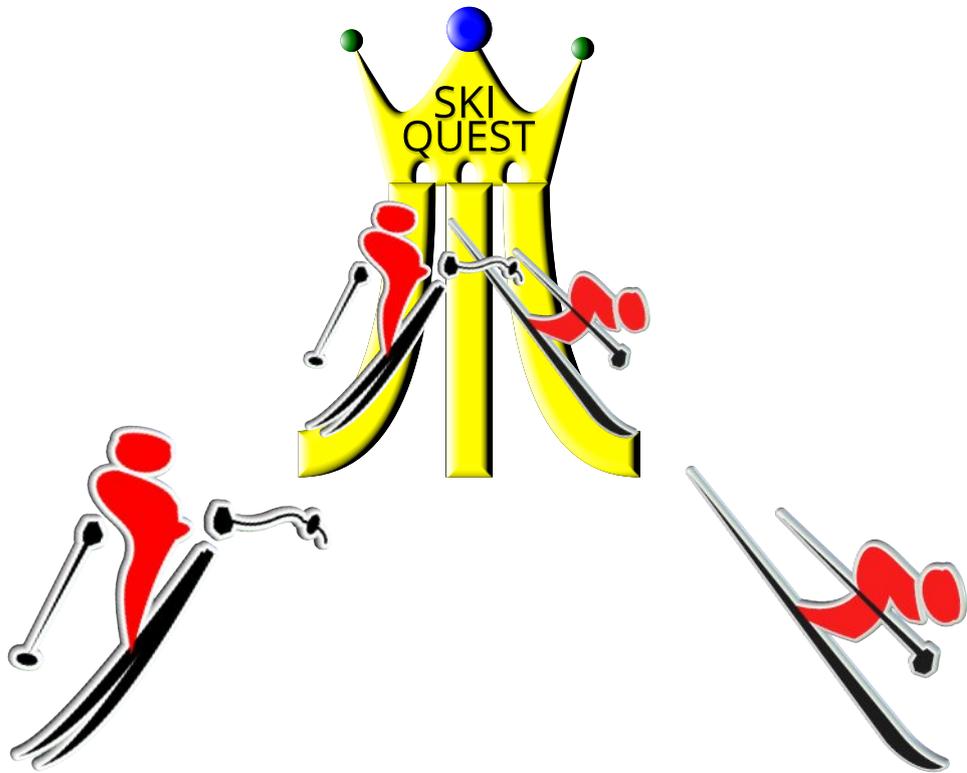
v1.4 Feb 2019

Ski-It is now using LiteDOS which frees up RAM for a proper Title Screen and updated music. Plus lots of other improvements, faster PAL scrolling on the downhill, easier challenge mode, more lives, changes to the course. The original version of Ski-It was for the abduc software contest 2018.

I could also do more equating PAL and NTSC settings and I'm still not fully happy with the challenge mode format re the difficulty and times, but I've had enough for now and want to get this out there and get on with something for the next abduc software contest!

Contents

Controls	_____	1
Events	_____	2
Downhill	_____	2
Slalom	_____	2
Ski Quest	_____	3
Hints	_____	5
Screenshots	_____	6
Credits	_____	7



SKI-IT

CONTROLS

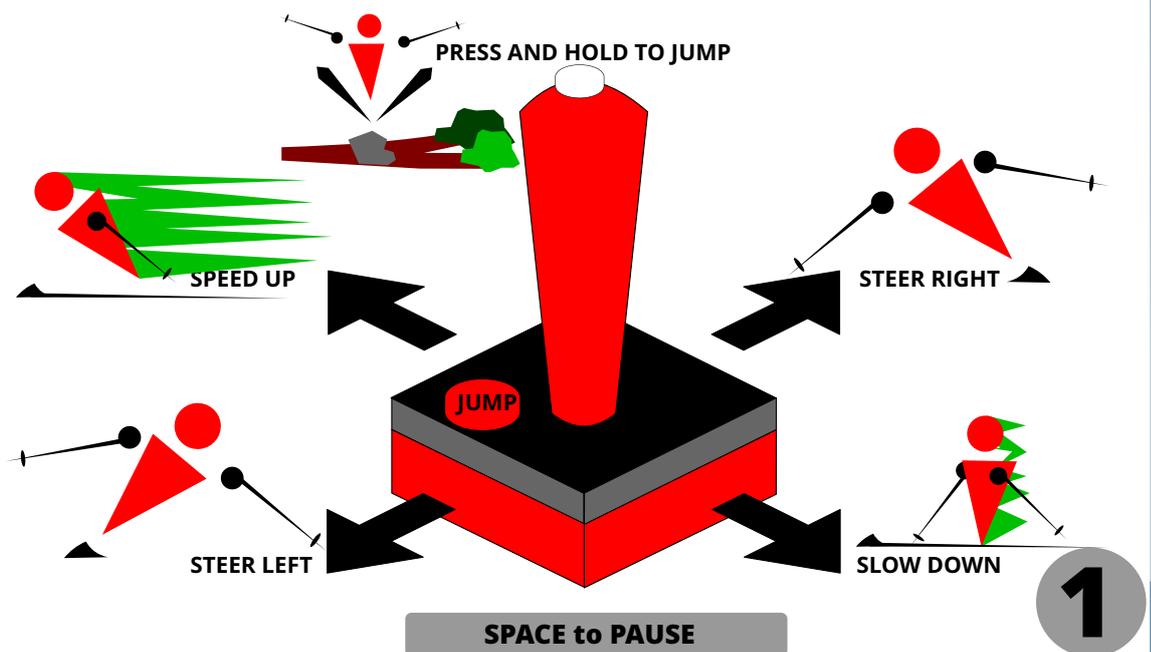
Use joystick or [Select] to pick one of the three game modes, then press fire or [Start] to play.

[Option] to see the Ski-It World Records, you can save and load them if you are playing from a DOS disk. If you want to reset them, delete the "records.ski" file. NOTE: They are not automatically loaded, so load them in before playing.

In game, press [Space] or [Select] to pause, move stick to resume. Press [Start] to abort your go.

Steer left and Right with the joystick, your skier will automatically accelerate on the snow but you can push up to go faster and pull back to slow down.

Hold in fire to jump over obstacles, keep it held until you have safely passed them. The faster you are moving the longer the jump distance, if you are moving left or right when you start the jump you can vary the angle.



SKI QUEST

ALL EVENTS

Ice and moguls will slow you down and affect your movement. Hitting a tree is not good for you! There are a few surprises but you should be able to work things out after a couple of goes. Use Downhill and Slalom to practice on before attempting your Quest!

DOWNHILL

Race down the mountain in the fastest time. Jump over logs or crossed skis. Go around any fences. There are two runs each with a different course. You have 12 lives for the two runs.

Penalties: Crashing adds 10 seconds to your time..

SLALOM

Race down the mountain passing through the advanced electronic ski gates! After years of skiers cheating and bashing into the poles with increasing amounts of body armour the abduc hardware whizkids have developed advanced ski-gates that only register a clean pass; if your skis touch a pole on the way in the gate will not count! You will hear a beep and get a little electric tingle for successfully passing through a gate.

Jump over crossed skis and go around any fences. There are two runs each with a different course. You have 10 lives for the two runs.

Penalties: Missed gates 5 seconds each, crashing adds 10 seconds to your timealties: Missed games 10 seconds each, crashing adds 20 seconds to your time.

2

SKI QUEST

The ultimate test of your skiing skills. 20 rounds of exciting challenges to be completed to become the "Ski-It King of the Mountain". You combine your Downhill and Slalom skills add in some ski-jumping and grab some bonuses along the courses. You start off with 4 credits, these let you replay a round if you did not complete it, or skip a round if you are stuck.

The challenges screen is shown at the start of each round and at the end of each round with the results. 100 points are awarded for each completed challenge plus 10 points for each item. There are also three skill bonuses: one for the boost start; 1 for finishing at the finish gate and the other for each life remaining, these are only scored if you complete the round's challenges and cross the finish line.

Your jumping skills have been upgraded! Press fire to jump over logs, crossed skis and fences.

Ski-Jumps: From the mountain ledges make a ski-jump and try and reach a landing zone. The faster you are going the longer the jump. Push up to take off, you can Wiggle left and right to extend your jump distance. Pull down to end the jump sooner. Hold down to land safely.

Collect other challenge items by passing over them. The watch will stop the clock for a few seconds, for every \$100 of Ski Cash you collect you earn an extra credit; and no quest would be complete without mysterious chests!

The status bar shows the items you need to jump and collect. The right side shows the last distance jumped then changes to show the longest distance you have jumped, underneath is the total distance jumped.

3

SKI QUEST (Cont)

Penalties: Crashing adds 5 seconds to your time.

Round and Main Objective:

- 1 Downhill Jump Logs Collect Ski Cash**
- 2 Downhill Jump Fences**
- 3 Ski Jump I**
- 4 Slalom Gate Set A**
- 5 Slalom Gate Set B**
- 6 Ski Jump II**
- 7 Downhill Collect Chests and Ski Cash**
- 8 Slalom Gate Set A II**
- 9 Slalom Gate Set B II**

- 10 Ski Jump III**
- 11 Downhill Collect Chests!!**
- 12 Slalom Crazy Gates**
- 13 Downhill Jump Logs Collect Ski Cash II**
- 14 Downhill and Ski Jump**
- 15 Slalom Gate Set A III**
- 16 Slalom Gate Set B III**
- 17 Ski Jump IV**
- 18 Downhill Jump Crossed Skis**
- 19 Slalom Gate Set A IV**
- 20 Slalom Gate Set B IV**

4

HINTS

The courses are variants of a standard layout; over time you will learn where things are, or are more likely to be. On Slalom and most Ski-Quest rounds, the gate pole flags indicate where the next gate is placed. It wasn't intended to be a joystick jockier type of game but it plays well like this, so use the diagonals and attack the course! Get your speed up after crashing and try and keep some speed up as you traverse the mountain, collecting and jumping things ahead of you instead of going very slowly.

PRACTICE WARP!

If you want to warp to round 10 where you can try out the ski-jumps then press Option on the challenges screen instead of pressing Start.



SCREENSHOTS



SKI-SET WORLD RECORDS

RANK	SLALOM	DOWNHILL	SKIDOWEST
TOP 3:	35:3 JPK	3:46:5 JPK	12230 JPK
2ND 3:	36:2 CRT	4:10:2 CRT	09000 CRT
3RD 3:	37:0 BOD	4:13:4 ZAP	07800 ATA
4TH 4:	45:4 DIC	4:22:3 RRA	07200 SWP
5TH 5:	33:2 DUC	4:37:3 RST	05000 WOS
6TH 6:	06:1 NRV	5:09:0 RAO	02400 XLD
7TH 6:	43:3 DDC	5:26:1 ROM	01200 XL
8TH 7:	56:0 TDD	6:57:3 DUC	01000 FDD
9TH 6:	35:3 LON	7:36:0 ZOB	01010 OAS
10TH 9:	30:2 ROM	8:14:2 GUY	00800 XL

PRESS START TO CONTINUE
OPTION SAVE RECORDS. SELECT LOAD RECORDS



SKIDOWEST - ROUND 10

CHALLENGE	TIME	POSSIBLE	ACHIEVED
JUMP OVER LOGS	00	X	00
JUMP OVER FENCES	00	X	00
JUMP OVER SKIS	00	X	00
COLLECT WATCHES	00	X	00
COLLECT BUSHES	00	X	00
COLLECT CHESTS	00	X	00
LAND SKI JUMPS	00	X	00
JUMP DISTANCE	00	X	00
LONGEST JUMP	00	X	00
SLALOM GATES	00/00	X	00
TIME TO BEAT	1:52:0		
CHALLENGES REQUIRED	00		

PRESS START TO CONTINUE

ROUND SCORE 000000



CREDITS

THANKS TO

Mike Pruett and Jo-Anne McAllister for the absolutely fantastic artwork that accompanies the full version of these instructions and possibly game box if we get that far.

Eric Henneke for the music, to freetz for the Midijoy hardware that he used. NRV for the title screen. Mr.Atari for LiteDOS which is fantastic.

To the creators of MAC/65, Envision and Genesis Atari Utilities, and to everyone who has helped with my questions and to all fellow Atari maniacs!

UPDATES

Get involved! I will continue development of this game and release Ski-It II at some point, I'm hoping to load in additional courses from disk. If anyone wants to create some courses please get in touch, my skills in this area are limited. Same goes for the graphics, perhaps someone can have a go at them, there is a full character set to work with. Suggestions welcome too.

Ski Carefully Atari Guys!

Jason



7