

TAGUAR

GAME MANUAL MANUAL DE JEU SPIELANLEITUNG JAG WATE Don't miss out on our ultra-cool collection of official Atari Jaguar merchandise — featuring hats, T-shirts, tote bags and much more! For your free catalog, call 414-241-3313.

Stuck? Frustrated? Need a Hint?

U.S.A. Customer Help Hint Line

1-900-737-ATARI (1-900-737-2827)

95¢ per minute. If you are under 18, be sure to get a parent's permission before calling.

A touch-tone telephone is required.

U.K. Jaguar Software Helpline

0839-994460

Jaguar Software Helpline, Cuckoo Wharf Units 1-4 Lichfield Rd., Aston, Birmingham. B6 7SS
Please obtain permission to call from the person who pays the bill.

Calls cost 39p per minute cheap rate, 49p per minute at all other times (maximum charge £3.20).

Prices and games featured on this service correct at time of going to press.

We reserve the right to change the games featured on the helpline without prior notice.

If you wish to join the Official Jaguar Club, please send your name and address details to: Jaguar Club, Atari House, Slough. SL2 5BZ

ATARI INFO CONSOMMATEUR

36.68.00.16 (2, 19 f LA MINUTE)

Read before using your Atari video entertainment system.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors or omissions. Reproduction of this document or any portion of its contents is not allowed without the specific written consent of Atari Corporation.

Val d'Isère Skiing and Snowboarding is a trademark of Virtual Studios. © 1994 Virtual Studios. © 1994 Atari Corporation. Atari, the Atari logo and Jaguar are trademarks or registered trademarks of Atari Corporation. All Rights Reserved. This software is authorized by Atari for use with the Jaguar 64-Bit Interactive Multimedia System.

MOW SHOW!

Cut the slopes on some of the steepest mountainsides in SKIING AND SNOWBOARDING, a wild winter challenge where speed is guaranteed!

Train and compete on the breathtaking slopes of France's world-famous Val d'Isère Ski Resort. Race against time and friends in slalom, giant slalom and downhill events.

Watch out for trees, snowmobiles and sno-cats as you barrel down windswept mountainsides, black ice, and moguls.

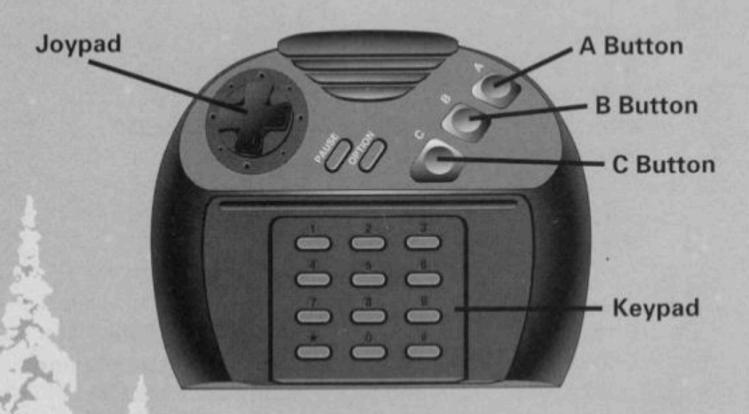
So adjust your bindings or wax your board, and plow!



GETTING STARTED

- Insert your JAGUAR Val d'Isère Skiing and Snowboarding cartridge into the cartridge slot of your JAGUAR 64-Bit Interactive Multimedia System.
- 2 Press the POWER Button.
- Press any Fire Button to discontinue the Title Screen. To skip the Option Screen and start playing right away, press any Fire Button just after the Presentation Screen. By default, you'll play a one-player snowboard game in freeride mode. However, if you have previously played a game, you start directly where you last stopped.

CONTROLS



IN THE OPTIONS SCREEN:

A, B or C Button Joypad

Option

Select an option.

Highlight an option.

Allows you to change the

controller configuration.

IN THE MAPS:

A, B or C Button

Joypad

Option

START.

Navigate in the map

(when possible).

Return to the menu.

IN THE GAME (DEFAULT CONFIGURATION ONLY):

A Button

Press the Joypad LEFT + A Button to make a sharp left turn (only if you are moving).

Press the Joypad RIGHT + A Button to make a sharp right turn (only if you are moving).

Press the A Button + B Button + Joypad LEFT to make a sharp left turn.

Press the A Button + B Button + Joypad RIGHT to make a sharp right turn.

B Button C Button Joypad UP Joypad DOWN Joypad LEFT Joypad RIGHT Pause While Paused

Accelerate. Stop.

Jump.

Decelerate.

Turn left.

Turn right.

Pause the game.

Press A Button to pause the game and adjust the music volume. Press the Joypad UP or DOWN to change the volume. Press Pause again to return to the game.

Press B Button to pause the game and adjust the sound effects volume. Press the Joypad UP or DOWN to change the volume. Press Pause again to return to the game.

While Paused

Press Option to quit the game and return to the previous screen.

In Training mode, pressing Option returns you to the score board. Pressing Option again brings you to the Options Screen.

In Freeride mode, pressing Option returns you to the map. Pressing Option again brings you to the Options Screen.

In Compete mode, pressing Option returns you to the score board. Pressing Option again brings you to the Options Screen.

Stop background music. Reset.

0

OPTIONS SCREEN



Press the A, B or C Buttons to bypass the Title Screen and reach the Options Screen. To scroll through the options in the menu, press the Joypad UP, DOWN, LEFT and RIGHT. To make a selection, press the A, B or C Button.

Once you have selected your options, scroll to PLAY and press the A, B or C Button to begin the game.

Pressing the Option button while in the Options Screen will allow you to change the configuration of the controls.

MEMORY SAVE

Your settings in the Options Screen and your level in both Compete and Freeride mode are retained in the cartridge even if you have turned off your Jaguar 64-Bit Interactive Multimedia System. If you wish to begin a new game, press Option, # and * simultaneously when you are in the Options Screen.

GAME SCREEN

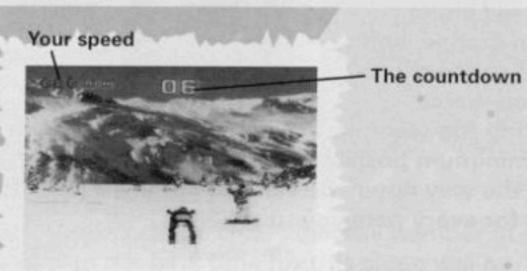
COMPETE/TRAINING MODES



The number of gates you missed (in Compete or Training mode)

Remaining lives (only in Compete mode). You win an extra life when you qualify for challenge 3.

FREERIDE MODE



GAME MODES

There are three modes of game play: Training, Freeride, and Compete. You select your game mode in the Options Screen.

TRAINING MODE

The Training mode is recommended for beginners, for it allows you to practice your skiing and snowboarding. This option is available in one or two player mode for all compete modes. The Training mode prepares you for real competition by sharpening your reflexes in three timed events: slalom, giant slalom, and downhill race. Before you begin an event, a map is displayed giving you access to four slopes of increasing difficulty. They are indicated by four stars

which you select by pressing the RIGHT/LEFT arrows of your Joypad. Then press A, B or C Button to select.

You are then in the starting position: the red lights come on, turn orange, and when you get to the green lights, the stop-watch



begins counting the seconds. You have to negotiate the slope in the minimum possible time without missing any of the gates on the way down. Be careful, there is a penalty of two seconds for every gate you miss!

FREERIDE MODE

The Freeride mode is a non-competitive event in which you must reach designated checkpoints before the clock runs out. Here you can ski with total freedom... well, almost... each run in Freeride mode gets progressively harder as the hazards around you increase: rocks, stumps, snow machines, black ice, etc. If you select this mode, a map is displayed showing the START and FINISH points. There are several possible paths to the finish line, but be careful, for the shortest route is not necessarily the best one! The black lines on the map indicate the ski-lifts. Choose your ski-lifts carefully, for some slopes are more difficult than others.

When you begin your trial, you are given a limited amount of seconds in which to reach a CHECKPOINT. If you pass the checkpoint before your time runs out, you are awarded more time and you negotiate the next slope. Once you arrive at the bottom of your run, a ski-lift will take you to the top of another slope.

COMPETE MODE

The Compete mode consists of four Championships (CHALLENGE), each of which is divided into three times events (RACE). In the first race of the challenges, you must place in the top 7 to qualify for the next race. In the second race of the challenges, you must place in the top 5 to qualify for the next race. In the third (and last!) race of the challenges, you must place in the top 3 to qualify for an award and go to the next challenge or to the final. You will reach the final when you have completed the four challenges.

The number of the challenge, the number of the race, and the best time for this slope will be displayed at the beginning of each race.

COMPETE MODE—cont.

At the end of each race, a board gives you the list of the 8 best players in the temporary classification. The times displayed in red are those competitors who have been disqualified. You must complete the race at a better time than these in order to qualify for the following CHALLENGE.

Be careful! You only have three chances in which to qualify. After that, the game is over and you have to start at the beginning of the game.

Each time you succeed at one of the four CHALLENGES, you win an award. Once all four CHALLENGES are completed, you move on to the FINALS.

CREDITS

VIRTUAL STUDIO

ORIGINAL GAME Vincent Baillet, Oliver Richez, Philippe Tesson

DEVELOPMENT MANAGER Bernard Auré

HEAD OF PROJECT Oliver Richez

DESIGNERS Oliver Richez, Philippe Olive, Dragan Nestorowski

GRAPHICS Philippe Tesson, Constantin Maschas

ADDITIONAL GRAPHICS Vincent Duranton, Cyrille Masquillière

TESTING Vincent Noiret, David Juhens

MUSIC/SOUND EFFECTS Teque Corp.

ATARİ CORP.

PRODUCER Bill Rehbock

TESTERS Joe Sousa, Tal Funke-Bilu, Hank Cappa,

Scott Hunter, Manuel Sousa

AUDIO SAMPLING James Grunke, Nate Brenholdt, Keoni Los Banos

WARRANTY

Atari warrants to the original purchaser this product to be free from defects in material and workmanship under normal authorized use for a Warranty Period of ninety (90) days from the date of purchase as evidenced by your receipt. Atari will replace the defective software free of charge. After the expiration of the Warranty Period, you assume the entire cost of all necessary servicing, repair or correction.

The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product. Warranty does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to his place of purchase, who will follow the required procedure to obtain a replacement.

In no event shall Atari be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you.

