



Your Lift Ticket to Fun!



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For Our Parents...

XORTM
CORPORATION

Minneapolis, Minnesota



MacSki Disclaimer

Skiing is an exciting, yet dangerous and risky sport. **MacSki** is designed for entertainment purposes only, and should not be used as your sole source of training or educational materials.

NOTE: Double-Click on the **MacSki - Read Me** file (located on the Color Data Disk) for additional information not included in this User's Manual.



The MacSki Experience

Your neon racing skin clings to your body. Below you lies a course designed to test every skill you have. You inhale one last blast of thin mountain air, and kick-start the clock with a lunge through the starting gate. The 60 degree incline leaves little room for failure, and the crowd noise falls away as you accelerate down the valley. Your body burns as you maintain your tuck through every turn. As you cross the Finish Line, you raise your arms in triumph knowing you have set a time others will never match. Leaning back on your poles, you remove your goggles and gloves, and select Quit from the menu. There is work to be done, but **MacSki** will wait for your return... knowing you'll be back.

Getting Started

To begin using **MacSki**, you'll need the basic computer skills described in your Macintosh manuals. If you are not familiar with the standard operation of a Macintosh, please review these manuals before you get in the **MacSki** lift line!

MacSki comes on two 800K disks – the Program Disk and the Color Data Disk. The Program Disk contains the application program and one-half of the course files, the Color Data Disk contains color pictures and the remaining course files.

*Please note: **MacSki** does not include the system files required to start your Macintosh.*

For your convenience, you may copy the **MacSki** disk(s) to your hard drive. **MacSki** uses a manual-based copy protection scheme, so keep the manual nearby.

To start **MacSki**, double-click on the **MacSki** icon.



Double-clicking on a course and load the selected course.



icon will start **MacSki**

How to MacSki

The main objective of **MacSki** is to get from the top of the course to the bottom of the course in the shortest amount of time.

You control the skier's movement down the course using the mouse. Moving the mouse to the left or the right causes the skier to turn in that direction.



As you'll quickly find out, there are a large number of objects spread around each course. Avoiding these objects will greatly reduce the amount of time it takes you to complete the course.

In addition to turning left and right, you can also speed up and slow down. To speed up, press the mouse button or the Get-Up key (normally the Down Arrow key). Don't bang away at the button...get into a rhythm of letting the skier plant his poles and push off. One or two pushes will normally get you up to speed.



If the skier has assumed the tuck position, pressing the mouse button or the Get-Up key will have no effect.



To slow down, press the Slow-Down key (normally the Up Arrow or the Spacebar key). The skier will assume a Snowplow position which will slow him down accordingly.



Moving the mouse up or down on the mouse pad will also cause the skier to slow down or speed up – but not as efficiently as the Speed Up or Slow Down keys.

Should you happen to run into an object, you will surely wipeout!



The time it takes to recover from a crash is determined by how fast the skier was going, and how many times the skier has already fallen. To get up from a fall, press the mouse button (or the Get-Up key) until the skier stands up. The faster you click, the sooner you'll get past the moaning and on to some real skiing!

Our recommended skiing form is: one hand on the mouse, one hand on the Slow-Down key (Up Arrow or Spacebar), and a finger on the mouse button (to Get-Up or Speed Up).

On the Course

To track your progress on the course, a timer will appear in the lower right-hand corner of the screen. The timer provides an accurate count of how many minutes, seconds, and milliseconds you have spent on the course. Time spent while the game is paused is not counted. *The timer will not appear if you are in Practice mode.*

1:07.46

1:10.59

When you approach the midway point of the course (assuming the course has been skied before), a "split time" will appear. The split time is the time that the best skier on the course had at the same point on the course. When you pass the midway point, the split timer will change to display the difference between your time and the best skier's time, indicating how close you are. A positive (+) time indicates you are that much slower than the best skier. A negative (-) time indicates you are skiing faster than the best skier so far.

+0:03.13

2ND

1:13.42

The split time gives you a good indication of how much time you need to make up, or how much breathing room you have to set a new course record. A small number will also appear between your time and the split time which indicates your position within the top five skiers list.

The cursor is not visible while you are skiing. To make the cursor appear so you can access the menus, press the Pause key (normally the back-apostrophe key), the escape key, or command-P.

In general, the faster you ski a course, the better skier you are. However, some courses require that you **accomplish certain tasks** on your way down **to avoid time penalties**. When a course is designed, a scoring method is associated with it. There are seven ways a course can be scored:



Timer Only – The fastest time down the course wins.
Ski down the course avoiding as many obstacles as you can.



Slalom – Ski around single flags.
Ski down the course alternating the side of the flag you turn around.



Giant Slalom – Ski around gates.
Ski down the course alternating the side of the gate you turn around.



Downhill – Ski through flag pairs.
Ski down the course passing through the middle of each flag pair.



Snowmen – Destroy every snowman.
Ski down the course exploding every snowman you find.



Penguins – Run over every penguin.
Ski down the course squashing every penguin you find.



Stonehenge Arches – Ski through each arch.
Ski down the course passing through the middle of each arch.

As you cross the Finish Line, your time will be compared against the top five times for the course. Should your time warrant being in the top five, you will be asked to enter your name into the Top Five Skiers list.

Menu References



About MacSki...

About MacSki...

Displays the game credits and a few semi-amusing anecdotes about the development of **MacSki**.

File

Open Course...	⌘O
Get Course Info...	⌘I
Course Overview...	⌘=
Top Five Skiers...	⌘T
Course Editor	⌘E
Quit	⌘Q

Open Course...

MacSki normally uses a course called "Algorithmia," so named because it consists of randomly placed obstacles. Choose "Open Course..." when you want to ski an existing course. All premade courses are found on the **MacSki** Program Disk. Select the desired course and click on the Open button.

Get Course Info...

Displays the current course's name, author, background information, level, tips, slope, and scoring. Use this item to determine how difficult a course is, and how it is scored.

Note: This information will appear automatically when you open a course from the File menu.

Course Overview...

Allows you to view the entire course from an overhead view.

Top Five Skiers...

Each course has a list of its fastest skiers. This is basically a high scores list, but skiers are too cool to call it that.

Course Editor

Enables or Disables the Course Menu which is used to create/modify courses. The Course Menu is normally disabled.

Quit

Exits MacSki.

Edit

Undo	⌘Z
<hr/>	
Cut	⌘H
Copy	⌘C
Paste	⌘V
Clear	
<hr/>	
Pick	⌘B

The Edit Menu is used by the Course Editor, allowing you to cut, copy, and paste skiing obstacles and items. The Edit Menu is also available for use with desk accessories.

Skiing

Go To The Slopes!	⌘G
Restart Skiing	⌘R
Get Off The Slopes	⌘G
<hr/>	
Skis...	⌘K
Weather...	⌘W
<hr/>	
Practice Repeat	

Go To The Slopes!

Begins your run down the course.

Restart Skiing

Returns you to the top of the course and begins skiing again without having to use the "Get Off The Slopes," and "Go To The Slopes!" menu items.

Get Off The Slopes

Stops your run down the course. This is not the same as Pause, since you actually leave the course. Choose "Go To The Slopes!" to begin skiing again.

Skis...

Allows you to choose different types of skis. Each ski is labeled to describe its particular attributes. In general, the shorter and more flexible a ski is, the slower and easier it is to turn. Beginners may want to choose short, flexible skis and work their way up to long, stiff skis.

Weather...

During everyday skiing, or when attempting to set a new high score, you should keep all weather conditions set at normal. When you have mastered a course and want more challenge, or simply want to show-off to another MacSkier, fool around with the various weather settings. Selecting the "Normal" button returns all weather conditions to their factory settings.

Practice

While your skier is on the course, you cannot change skis or weather conditions. Choosing Practice allows you to change both, however, it disables the recording of high scores and the display of the timer. Should you fall while practicing, you can get up immediately. Use Practice to get a feel for a course and to test different skis.

Repeat

Algorithmia, the built-in random course, is normally recreated each time it is skied. By selecting Repeat, the course will stay the same until Repeat is turned off. This allows several people to compete on the same random course.



Other

Define Keys...	⌘D
User Options...	⌘U
<hr/>	
Advertisement...	
<hr/>	
Restore Normal Settings	
<hr/>	
All Sounds	⌘A
Just Important Sounds	⌘J
Mute (No Sounds)	⌘M
<hr/>	
Pause	⌘P

Define Keys...

If you don't like using the mouse to ski, or would like to change the pre-assigned keyboard keys, Define Keys displays a list of the keyboard controls. To change a control, click on it, then press the key you would like to use instead. Selecting the "Normal" button returns all keyboard controls to their factory settings.

User Options...

Allows you to set a variety of **MacSki** play characteristics.

Advertisement...

TaskMaker is an action/adventure game written by the **MacSki** developers. This shows a short description of it.

Restore Normal Settings

MacSki remembers all user settings and options. Choosing this item restores all options to their factory settings.

All Sounds

Turns on all sounds.

Just Important Sounds

Limits **MacSki** to the important sounds.

Mute (No Sounds)

Turns off all sounds.

Pause

Temporarily halts **MacSki**. While on the slopes, press the Pause key (normally the back-apostrophe key), the Escape key, or command-P. To continue skiing, choose the Pause menu item, press any of the above three keys, or click anywhere on the screen. Choosing "Get Off The Slopes" automatically turns Pause off.

Course

New	⌘N
Save	⌘S
Save As...	
Save A Copy As...	
Revert	
Set Info...	
Set Attributes...	
Reset Top Five	

Note: This menu item is enabled by selecting Course Editor in the File menu.

New

Initiates the process of creating a new course.

Save

Saves the current course to disk. If the course has not been modified, the Save item will not be available.

Save As...

Saves the current course, but prompts for a new course name.

Save a Copy As...

Saves the current course under a new name, but keeps the course with the old name loaded. Use this item when making changes you are unsure of.

Revert

Reloads a course from disk to the last save point. Typically, you would Save the current course, make some changes, then try the changed course. If the changes are not satisfactory, choose Revert to reload the pre-change course.

Set Info...

Allows you to enter the text information that is displayed in the "Get Course Info" window.

Set Attributes...

Allows you to set the degree of difficulty, the level of slope, and the scoring/timer method for the current course. The level of slope determines the overall downhill speed. The degree of difficulty does not affect the course, but should be used to warn other skiers of the type of course they will be skiing on.

Reset Top Five

Please use Reset Top Five only when working on a new course, not to erase your neighbor's score from the last time he skied.

Lessons

General	⌘1
Avoiding Obstacles	⌘2
Scoring	⌘3
Miscellaneous	⌘4
Helpful Tips	⌘5
Editor Usage	⌘6
<hr/>	
Turn Lesson Off	⌘7

MacSki includes six help screens. If you need a quick refresher course on how to **MacSki**, or want to explain it to a friend (soon to be a victimized competitor), these help screens provide simple graphic instructions for **MacSki**.

Copy Protection

For your convenience, we have not copy protected **MacSki's** disks. Unfortunately, entertainment software needs protection to make it a worthwhile venture.

When you start **MacSki**, you might be asked to type in a specific word from this manual. This will not happen every time you run the program, and we have tried to keep the number of requests to a minimum.

We hope you understand our position, and we apologize for any inconvenience this may cause you.

Virus Protection

MacSki provides limited protection against certain self-replicating programs (viruses). Should **MacSki** become damaged or attacked, it will alert you and allow you to Quit. While **MacSki** tries to prevent itself from becoming a carrier, it will not detect all viruses, prevent them from spreading, destroy them, or detect them in other programs or on other parts of the disk.

Please do not rely on **MacSki** for your protection from viruses.

Course Editor

MacSki includes a Course Editor which allows you to create your own courses or modify the courses that are distributed with **MacSki**. The Course Editor is extremely easy to use. Even if you don't plan to design your own courses or modify the existing courses, we hope you give the editor a try. You may be surprised at how easy and fun it can be to design your own course!

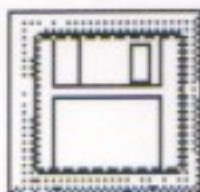
You always edit the currently loaded course. If you can ski it, you can edit it! Choose Course Editor in the File menu to turn ON the course editor menu item.

An object palette is now part of the main window. A scroll bar is used to display the various palette objects you may choose from.

- To select an object, click on it.
- To move an object, select it and drag it to a new location.
- To add a new object, select the object from the palette and drag it to the desired spot on the course.
- To delete an object, select the object and press the delete key (or choose Clear in the Edit menu).
- The editor automatically scrolls if you move the cursor outside the window while placing or moving an object.
- If you make a mistake, choosing Undo in the Edit menu will put things back the way they were.
- To choose an object from the palette based on one you see on the course, double-click on the object on the course. For example: double-clicking on a penguin on the course will select the penguin from the palette. Selecting an object and then choosing Pick in the Edit menu is the same as double-clicking on it.
- To place several copies of the same object without having to repeatedly drag one out of the palette, press the space bar or hold the option key while clicking the mouse. The object will appear where your cursor is.
- Undo, Cut, Copy, Paste, and Clear are supported in the same way as in other Macintosh programs. However, Paste is not the same as adding a new object to the course. To Paste an object, you must first select the object you wish to paste over before choosing Paste.
- The cursor keys move the palette choice up or down. Page Up and Page Down move the palette choice a page at a time. Home selects the first object in the palette, and End chooses the last.

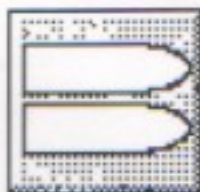
Notes:

Open Course...



Top Five Skiers...

Skis...



Weather...

When viewing Brew's Ski Lodge, there are four on-screen buttons which provide quick access to **MacSki's** most used features. Clicking one of these buttons is the same as choosing the menu item with the same function.

HAVE FUN!

Notes:

1/10/82

To add a new object to a page, click on the object in the palette and drag it to the page.

Open a new page by clicking on the "New Page" button in the palette. The new page will be added to the end of the document.

To delete an object, click on the object and then click on the "Delete" button in the palette.

To move an object, click on the object and then drag it to the new location. The object will be moved to the new location.

To change the size of an object, click on the object and then drag the handles. The object will be resized. To change the color of an object, click on the object and then click on the "Color" button in the palette. The color will be changed.

HAVE FUN!

To place several copies of the same object on the page, click on the object in the palette and then click on the "Duplicate" button. The object will be duplicated. To delete a duplicate, click on the duplicate and then click on the "Delete" button.

Undo, Cut, Copy, Paste, and Clear are suggested in the same way as in other Macintosh programs. Paste is not the same as adding a new object to the page. To paste an object, you must first select the object you wish to paste and then click on the "Paste" button.

The cursor will move the palette around the page. Page Up and Page Down move the palette around the page. Home and End move the palette to the beginning and end of the page.

