

SKI RACING

Game Play Quick Reference

Joystick/Mouse Controls

Button 1 - Edge Skis

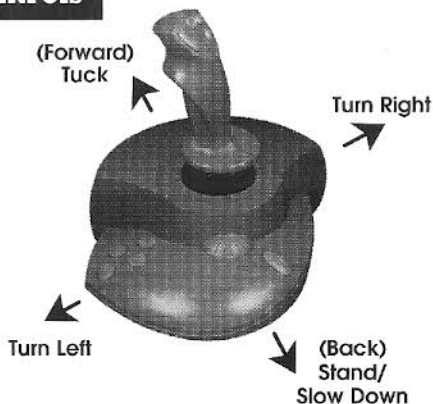
Button 2 - Pre-Jump

Button 3 - Jump

Button 4 - Skate

To Skate while using a two button joystick or mouse, press **9** on your keypad. To Jump, press **7**.

The **mouse** emulates the joystick. The **left** and **right** mouse buttons emulate joystick buttons 1 and 2.



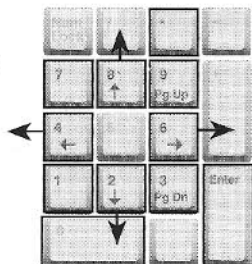
Game Controls

Keystroke	Description	Keystroke	Description
F1	Online Help	F9	Signs/Banners
F2	Horizon Detail	F10	Weather Effects
F3	Music Toggle	F11	Skier Detail
F4	Sound Toggle	F12	Course Map Toggle
F5	View Distance	Pause	Pause Game
F6	Terrain Detail	Tab	Switch Camera
F7	Tree Detail	Escape	Quit Game
F8	Net Texturing		

Keypad Controls

The keypad keys **2**, **4**, **6**, and **8** emulate the four directions of the joystick.

Edge Skis	Press Enter
Skate	Press 9 (Page Up)
Pre-Jump	Press 0 (Insert)
Jump	Press 7 (Home)



Tricks

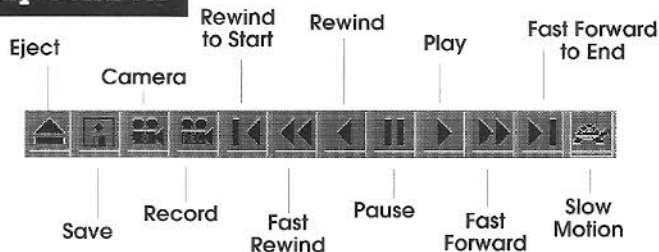
Trick	Keypad	Joystick Button 1 <i>and</i>
Daffy	Num Lock	Forward
Back Scratcher	/	Forward Left
Helicopter	-	Forward Right
Spread Eagle	*	Left
Twister	+	Back
Back Flip	3 (Page Down)	Back Left
Flying W	1 (End)	Back Right

Note: The control settings shown on this side are defaults. To customize these settings, go to the **OPTIONS** screen from main menu and click **CONTROLS**.

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For the latest information and tips, see: <http://www.sierra.com/titles/ski/>

Replay Controls



The VCR panel allows you to edit replays of your runs. Click **Record** to enter editing mode. Click **Camera** to adjust your camera angles. Click **Save** to save your tape to disk for later viewing.

Camera Angles

While you're editing replays in the **Record** mode, you can view the action from a variety of angles by using the number keys along the top of your keyboard. Press **Tab** to rotate through camera angles 1-6.

Keyboard	Camera Angle
1	First Person Camera
2	Follow Skier - Near
3	Follow Skier - Mid
4	Follow Skier - Far
5	Custom Orbit Camera
6	T.V. Course Camera



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