DOWN HILL RACER

MILES Computing

Miles Computing Inc. products can only be run by **BOOTING** the disk (turning your Macintosh off and then on again) and inserting the disk into the internal drive. Our products are self-starting and cannot be run any other way. **DO NOT** attempt to use any of our products by first booting from another disk as this will not activate the proper sequences. Miles Computing products are copy-protected and any attempt to copy, disturb, or generally mess with the desktop (directory) file may result in the destruction of the product's playability. If you should destroy the disk, return it along with **$5.00** (shipping and re-write fee) to Miles Computing for replacement. The address of Miles Computing is located on the back cover of this manual. Be sure to include your **name** and **address** along with the **disk** since we are not mind readers, just talented software developers.

DOWN HILL RACER™

Program by Gregory Simmons
Documentation written by Thomas Hennefer

MILES Computing

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INTRODUCTION

It's early morning, the wind is brisk and biting as you stand poised at the starting gate of the most awesome race known to the skiing world. Flexing your fingers, you slowly adjust your goggles, make a last minute check of equipment and listen to the timer count down. For one brief moment you'll become the fastest, most unchallenged skier on two legs....you're the downhill racer.

Turn on your Macintosh, insert the Downhill Racer™ disk into your internal drive, then sit back and relax until the program has been loaded. If you are unfamiliar with how to load a program into a Macintosh, refer to the owners manual from Apple™. Remember that Downhill Racer™ can only be played by **booting** from the the disk first, not from a previous disk.
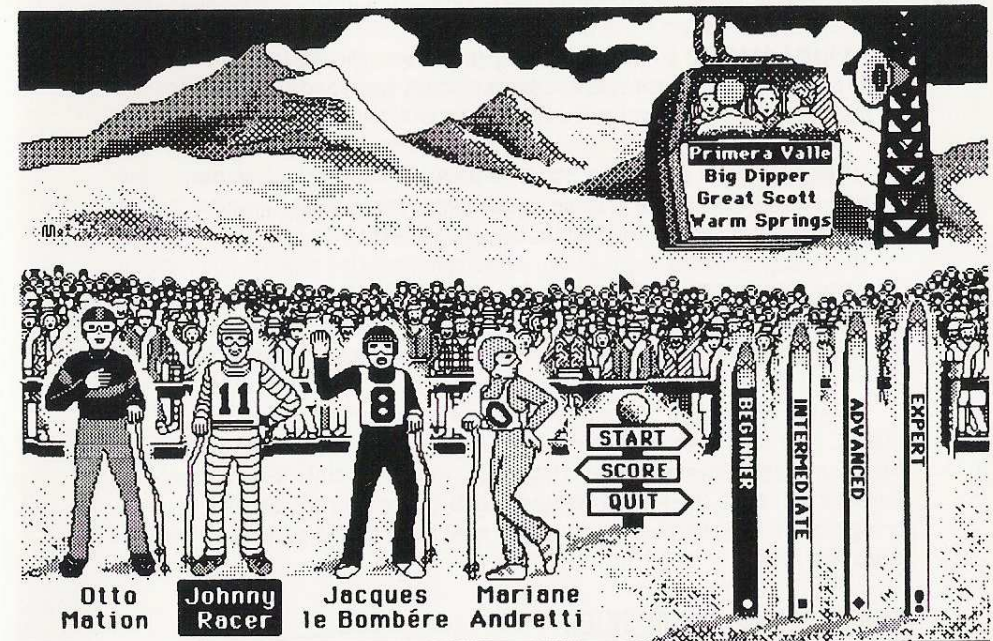
PRE-RACE CHECK-LIST

ABILITY LEVEL

In Downhill Racer™ you can choose from several levels of difficulty: **Novice**, **Intermediate**, **Advanced**, or **World Class**.

Skis are measured in centimeters, with most downhill skis measuring at least 190 cm. If you're just starting out, we recommend choosing a short pair of until you have mastered the techniques of skiing. **Click** on the desired ski to determine ability level.

SKI PERSONALITIES

Because one man's meat is another man's poison, we have given you several world-class ski personalities to represent you. Select your favorite by -**clicking**- on the name or the image of the of the personalities listed. Otto Mation will ski the course by himself, so you can compare your time to his.

CHOOSING A COURSE

To choose the course you would like to ski, -click- on the name of that course listed on the side of the gondola. The level of course difficulty increases as you choose runs farther down the list. As your skill level increases, you'll be able to race many of the courses flat-out. We suggest that beginners use the Prima Valle run the first time out.

COURSE DESCRIPTIONS

Preparation is the hallmark of every good skier. This includes equipment, mental attitude, physical fitness, and a working knowledge of the course to be raced. The courses in this game are rated from the easiest (5), to the most difficult (20).

PRIMA VALLE: Rating: 5. Very good learning conditions, slow at top / tuck to gain speed. Several hidden turns and jumps- at the finish.

BIG DIPPER: Rating: 10. Definately not for beginners. Two hairpin turns at the top of the run, seven jumps and one _very_ sharp left-handed turn. Watch-out for the last jump at the finish!

GREAT SCOTT: Rating: 15. Be sure to take out lots of accident insurance for this one!. Plenty of fast runs, steep drop off's and multiple S-turns. More than one hidden surprise awaits the untested skier.

WARM SPRINGS: Rating: 20. The most difficult of the entire circuit. The only warm thing about this run is the sweat pouring off your back from fear! Several devastating drops, with incredible S-turns that look more like the lines at a Disneyland ride than a ski run. Be sure to bring along wings, because you're gonna need them during several of the awesome jumps.
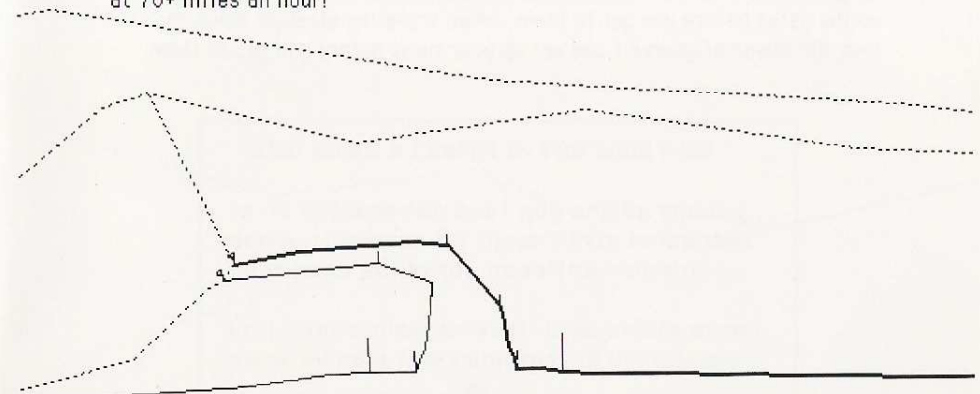
CONTROLLING YOUR SKIER

The first two rules of downhill racing are control and speed. Before you can set new world records, you must first have complete control. Your skier in Downhill Racer™ is controlled by movement of the mouse. As you exit the starting gate, aerodynamics immediately start to affect the stability and speed of your skier. When speed increases, so will the importance of control. Broad, sweeping movements of the mouse or sudden erratic changes in direction may place you out of position for the next turn. Try and make small smooth movements when using the mouse, or you

may end up face-dancing on the slope. If you start to go off course, an arrow will appear directing you back to the race course. When you miss a gate, (those funny sticks stuck in the snow on either side of the race course) you will be give the option of re-starting at your current level, choosing an easier level & course, or swallowing your pride by reading the various insults displayed on your screen.

USING THE MOUSE:

THE DOWNHILL TUCK

To move your skier left or right, move your mouse left or right and the skier will follow. Moving the mouse forward, puts your skier in a tucked position, resulting in a lower center of gravity and a more streamlined shape. This position increases your speed, but must be adjusted when navigating turns and jumps to avoid doing the old 'crash and burn'. As the mouse is pulled back, your skier will re-position himself to a full upright position resulting in slower speeds and a higher center of gravity. Any number of positions can be assumed by slight variations in the movement of your mouse. Making sharp turns may cause your edges (the metal rims located on the bottom-sides of your skis to that enable you to turn) to dig in. Using your edges this way may cause you to loose valuable speed and time or create a situation called "catching an edge". At this point, your skis will suddenly take on a life of their own and cause you to crash. Free-styling of this type can be extremely painful, especially when going at 70+ miles an hour!
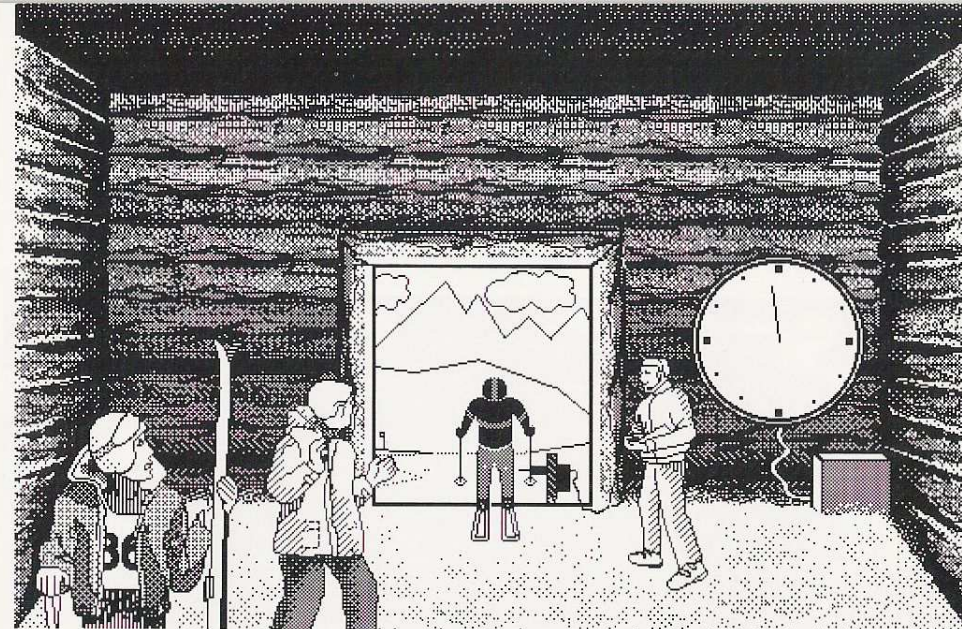
64 MPH
0:24:61

PRE-JUMPING

When your downhill racer comes to jumps or sudden vertical drops, you must adjust your angle of attack to compensate for rate of speed and center of gravity. **Clicking** the mouse will cause your skier to tuck his legs, lowering his center of gravity and maintaining balance. Use this position only when on the snow in a tucked, or semi-tucked position and not when standing up, or while airborne. Before jumping, (jumps are signified by gate flags) approach the gate straight-on to avoid crashing. Minimize your air time when jumping, since air resistance slows you down. After jumping, be sure to land standing up - especially at high speeds.

TURNING

When making a turn at high speeds, (or when a novice) raising your body will slow you down and make turning easier. Avoid cutting turns too sharply which cause your edges to carve into the snow. Although this looks great, carving with your edges only slows you down. Remember that this is a downhill race, not the slalom.

USING THE FALL LINE

The fastest way down any ski run is the shortest line from the top of the mountain to the bottom: this is called the fall line. When skiing close to the fall line your speed increases because you are practically going straight down the slope. Skiing the fall line is great for reducing the time on your runs, but with increased speed also comes the challenge of setting up the gates before you get to them. When traveling straight down the fall line, ski ahead of yourself and set up your turns before you get to them.

46 MPH
0:56:38

STARTING THE RACE

When the timer has counted down and the buzzer sounds, push the mouse forward to launch yourself down the course and get into a tucked position. After you have crashed (see how much faith we have in our end users!) you can choose either to re-start the game, or return to the main menu and exit the game before embarrassing yourself in front of neighbors and friends.

HOW ABOUT A CAREER IN PRO BOWLING?

In 45 seconds the next guy will be coming down, so please fill those nasty holes that your head put in the beautiful course!

Quit your crying, wussy! REAL skiers aren't daunted by a few compressed vertabrae!
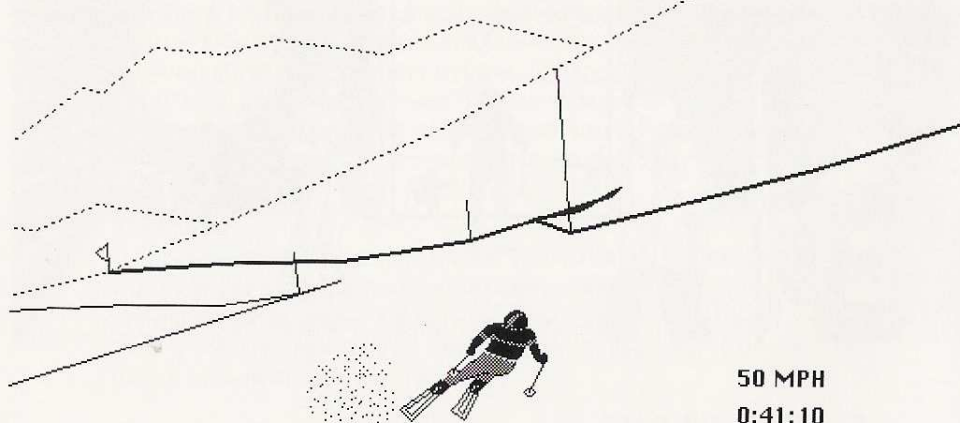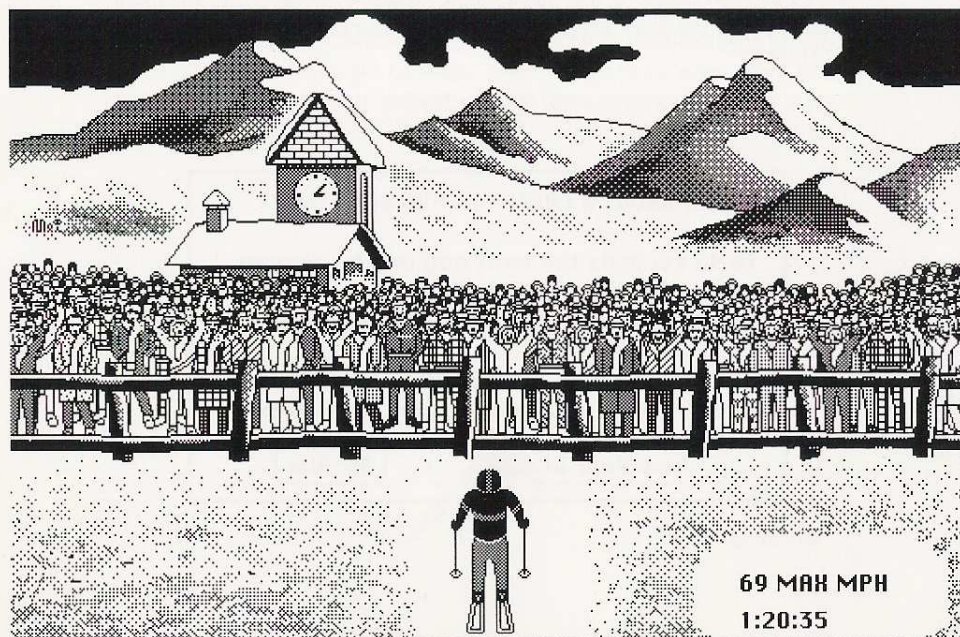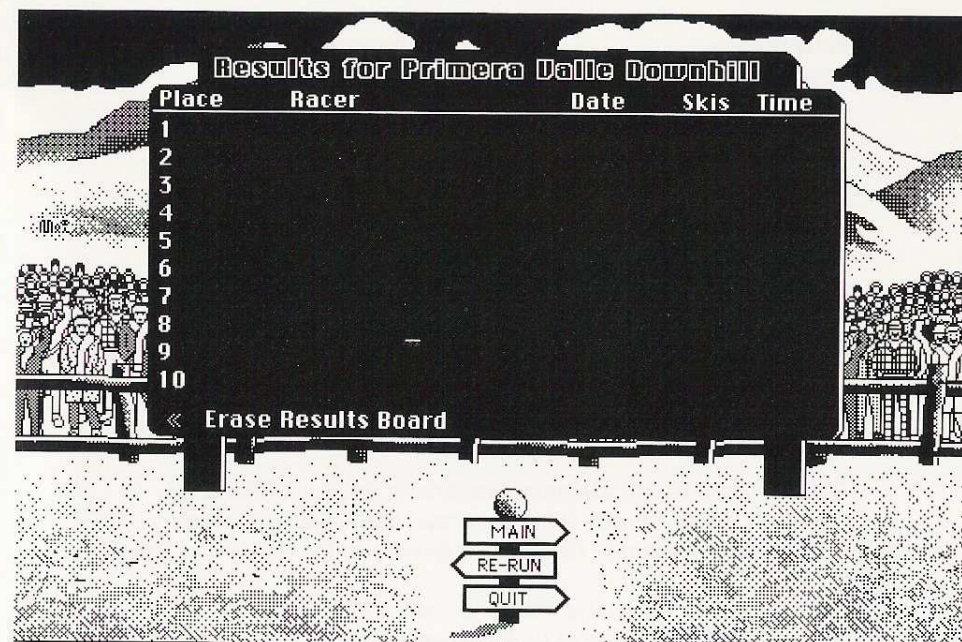
[Lick Your Wounds]   [Re-Run]

KEEPING SCORE

As you are playing Downhill Racer™, keep tabs on your speed and time by watching the time/speed indicator on the lower right hand corner of the screen.

50 MPH
0:41:10

At the end of each run, thank the cheering crowd and either place your name on the scoreboard or choose any of the three options listed below on the signpost. To erase any of your competitions scores,(or any of

69 MAX MPH
1:20:35

your bad runs) –click– on the check box located under the last number on the scoreboard. If you fail to qualify, you can always sell your Macintosh, buy a Porsche and try to look cool as you hang out at the ski lodge. Sun screen anyone?

Results for Primera Valle Downhill

Place	Racer	Date	Skis	Time
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

« Erase Results Board

MAIN
RE-RUN
QUIT

KEYBOARD COMMANDS

The keyboard commands for Downhill Racer™ are easy and few in number.

EXITING COURSE MID-RACE:	COMMAND-C
EXITING GAME MID-RACE:	COMMAND-Q
PAUSE GAME and CHECK BINDINGS:	SPACEBAR
VOLUME OFF:	KEY 0 (ZERO)
ADJUST VOLUME:	KEYS 1-9 or click on speaker located on tower at start of game.

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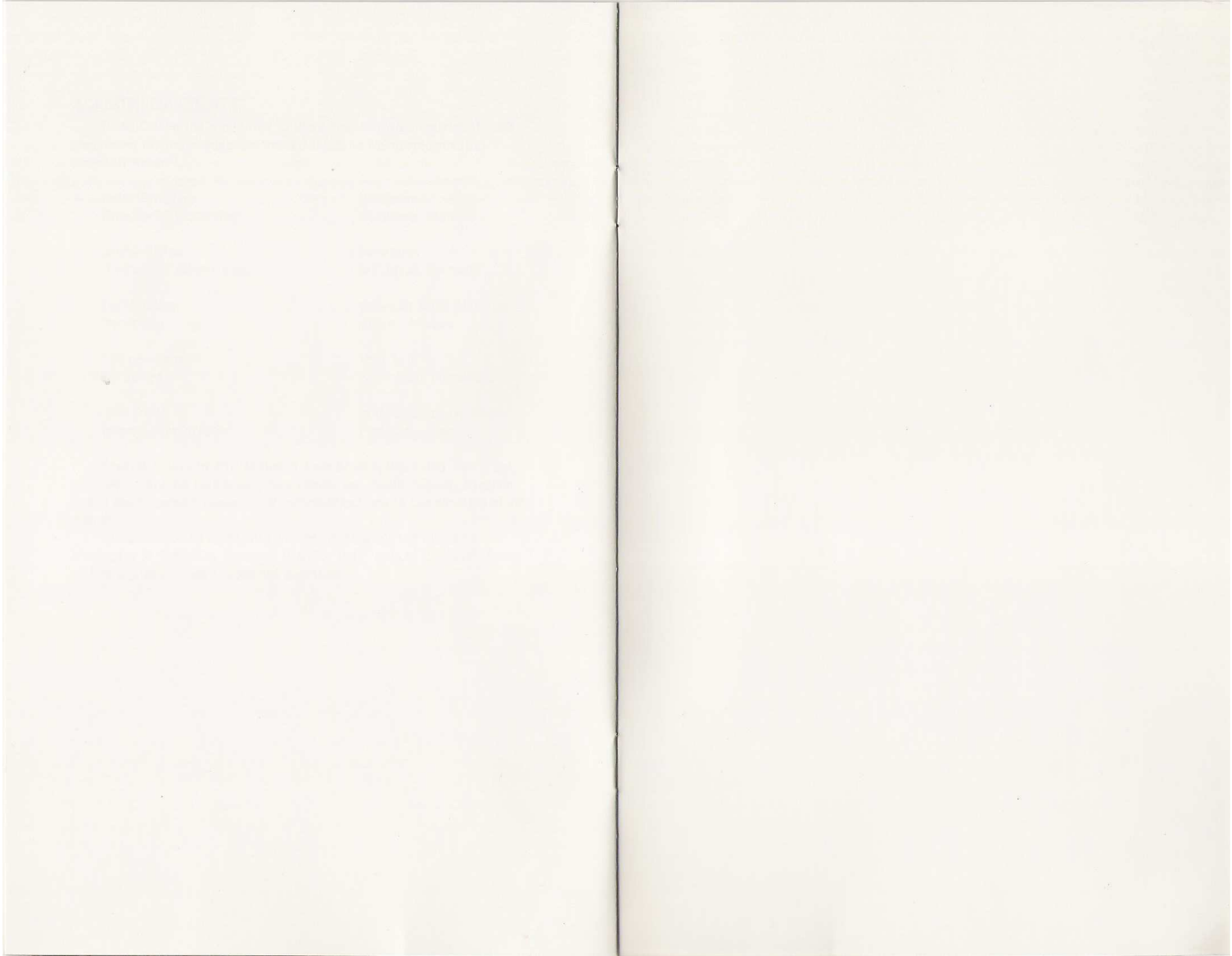Sparks, Nevada

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Protect Your Investment: Send this in Today!

REGISTRATION CARD

(Please print so we can read it! Thanks.)

NAME _____

STREET ADDRESS _____

CITY _____ STATE _____ ZIP _____

(____) _____
PHONE NUMBER   ☐ Days ☐ Evenings

A. Which software package did you purchase? _____

Date purchased: _____

B. Where did you buy it?
☐ Computer Store ☐ Software Store ☐ Mail Order ☐ Department Store
☐ Book Store ☐ Received as a gift ☐ Other _____

_____
NAME OF STORE   CITY   STATE or COUNTRY

C. How did you find out about this software package?
☐ Magazine Ad ☐ Software Review ☐ Store ☐ Friend

D. This program is used for: (check all that apply)
☐ Fun/Entertainment ☐ Business ☐ Education ☐ Hobby

E. Would you like to be placed on our mailing list? ☐ Yes ☐ No

F. How long have you owned a computer? _____
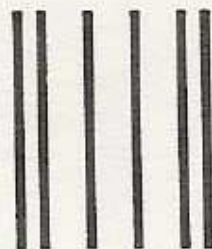Describe your system ☐ Macintosh ☐ Amiga ☐ Atari ☐ _____

Memory: _____ K _____ # Disk Drives ☐ Hard Disk–Brand _____

G. What type of products would you like to see us develop?
_____

H. What magazines do you regularly read?
_____

I. Comments: _____
_____

MILES *Computing*

BUSINESS REPLY CARD

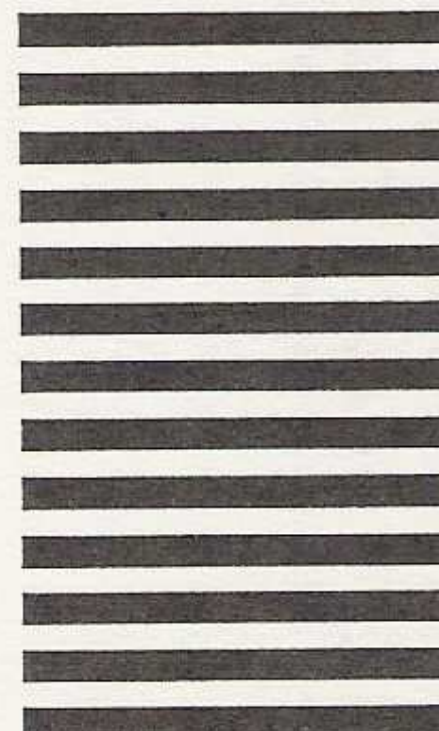FIRST CLASS   PERMIT NO. 49   CANOGA PARK, CA

POSTAGE WILL BE PAID BY ADDRESSEE

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Canoga Park, California 91304–9987

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Date Purchased: _____