

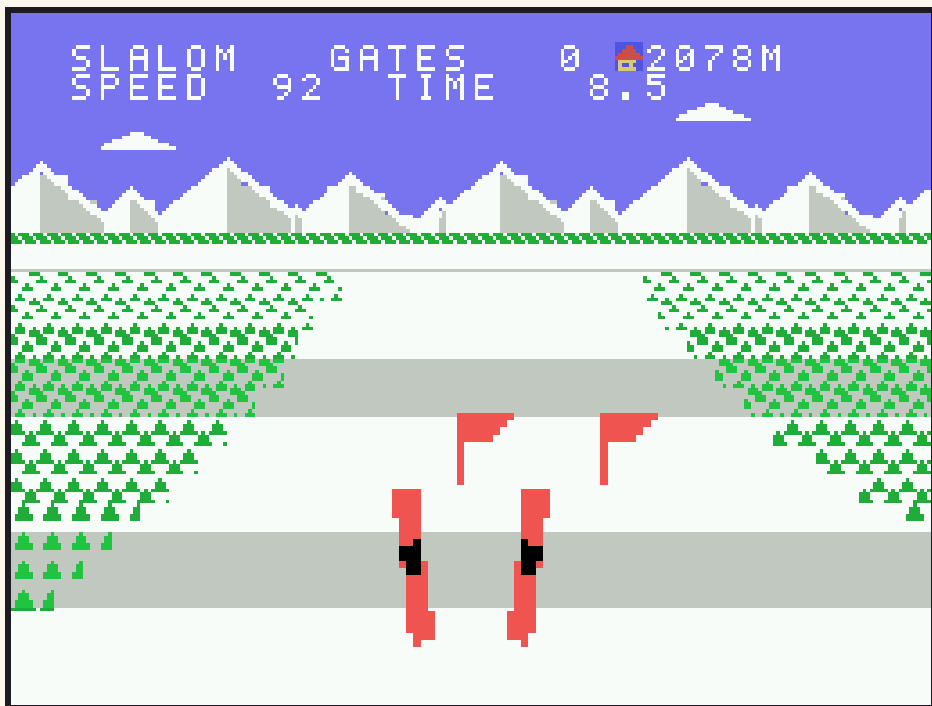
FOR
COLECOVISION

Guide No. SK-2026
CARTRIDGE
INSTRUCTIONS

SKI TRAILS · SLALOM · AVALANCHE RUN
SKIING

An original game by Claude for Amy Studio, 2026, after the SKIING cartridge Coleco's catalog announced

- For one player
- Three games in one
- No keypad needed



PLAY WITH EITHER CONTROLLER.

The slope rises and falls in front of you. Tuck, and the snow rushes up; take a crest fast and you leave it behind, skis in the air. Ski Trails is one long run through trees, rocks and other skiers. Slalom is gates against the clock. And in Avalanche Run, the mountain itself is coming down after you.

AMY STUDIO

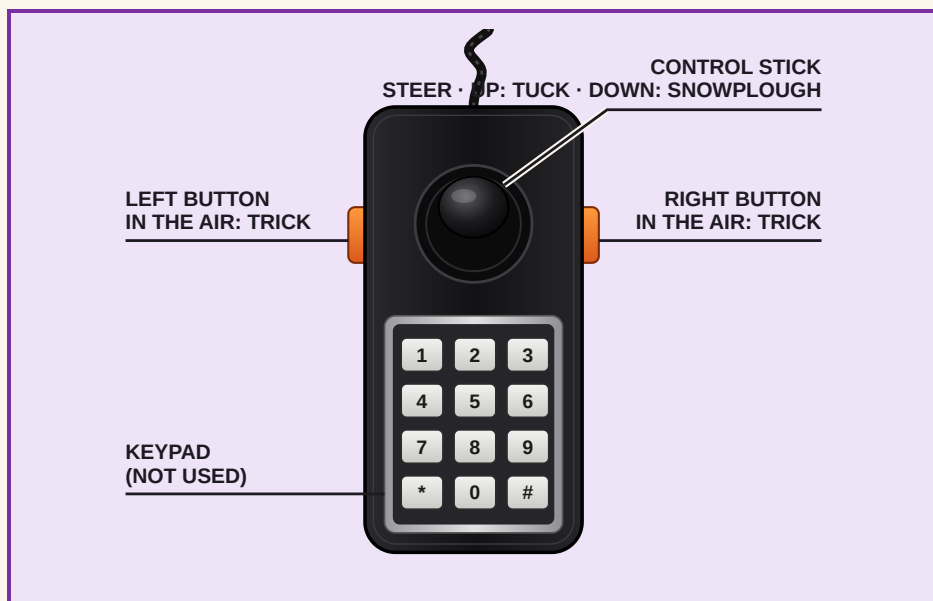
GETTING READY TO PLAY

MAKE SURE THE CONSOLE IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

Insert the cartridge, then turn on your game system. The game opens on its own menu, over the snow, and plays "Fresh Tracks" once.

Push the **Control Stick** up or down and press a **fire button** to choose. First **PLAY** or **CREDITS**; then the game: **AVALANCHE RUN**, **SKI TRAILS** or **SLALOM**; then **START**, **HOW TO PLAY** (the rules of that game) or **BACK**.

USING YOUR CONTROLS

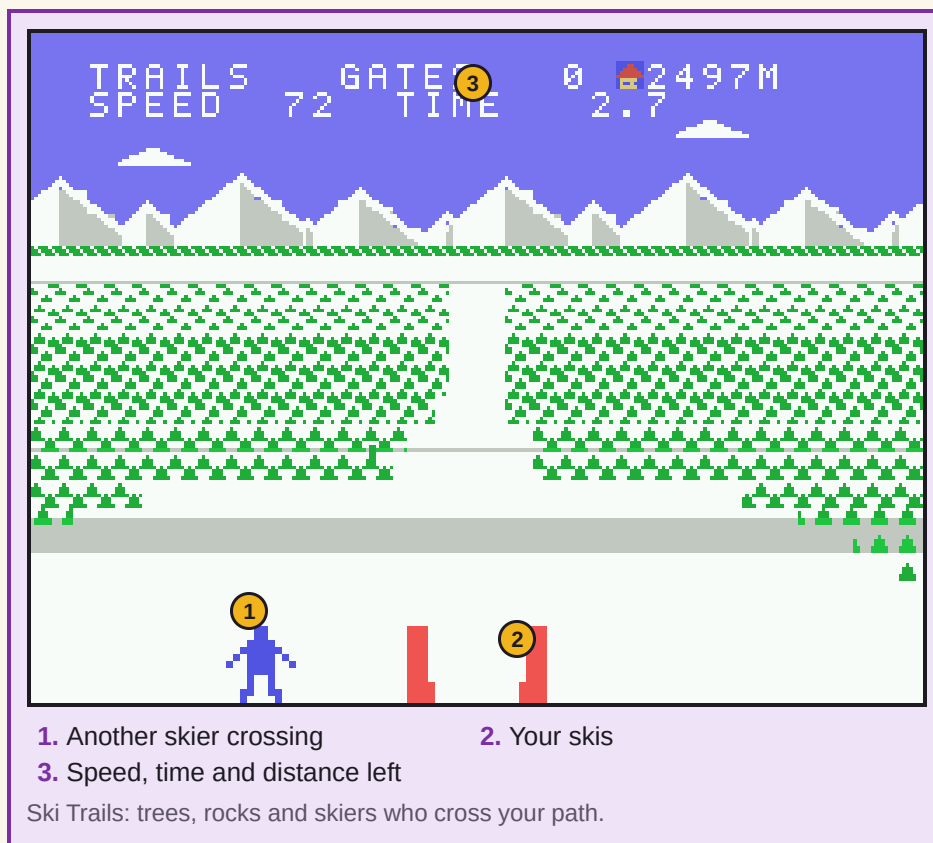


NOTE: The keypad is not used. Either controller works.

ON THE SNOW

Push **left** or **right** to steer. Push **up** to tuck and pick up speed; push **down** to snowplough and slow down.

The faster you go, the less your skis bite. At speed a turn takes a while: you **drift** wide and throw up snow. Start your turns early.



Hit a tree, a rock or another skier and you fall. You get up after a moment, at a standstill.

HILLS AND JUMPS

Every hill has a **big hump** and a **small hump**. The ground beyond a crest is hidden until you reach it.

While you fly, a soft hum rises with you and falls as the snow comes back up.

Take the big crest fast and you **fly**. In the air you cannot steer: your skis keep the slide they had, and you sail over anything below. The small hump gives a short hop when you take it fast.



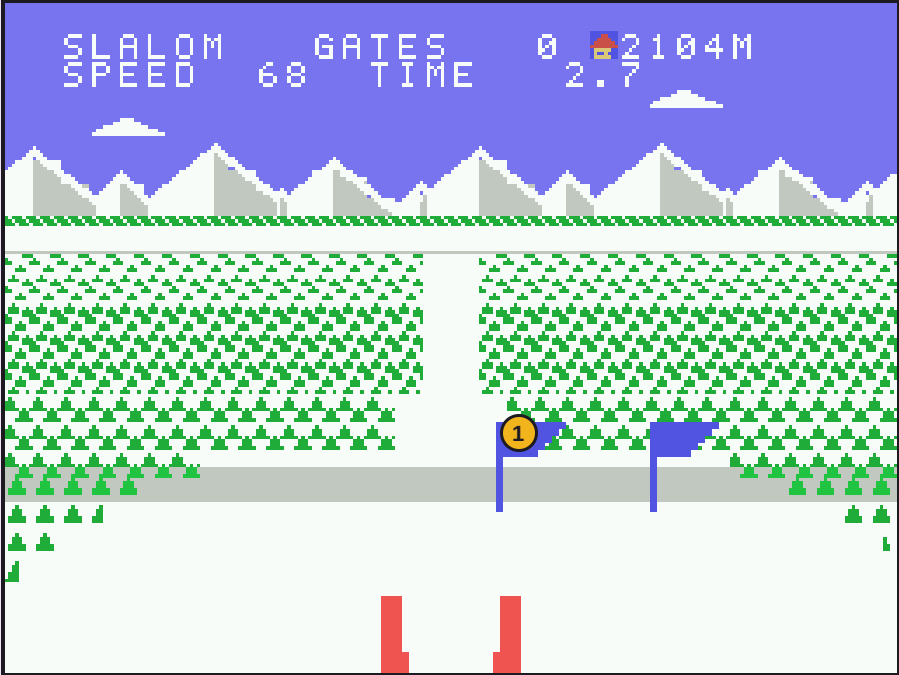
1. The trick: skis crossed

Hold a fire button in the air to cross your skis.

- Hold either fire button in the air to cross your skis.
- Hold it a while, then **let go before you land**: a fanfare, sparkles fly up to the scoreboard, and you get 50 points (in Ski Trails and Slalom, a second off your time).
- Land with your skis still crossed and you fall.

THE THREE GAMES

Ski Trails. One long run to the bottom. Your time is shown at the finish, with the best time of the day.



1. A gate

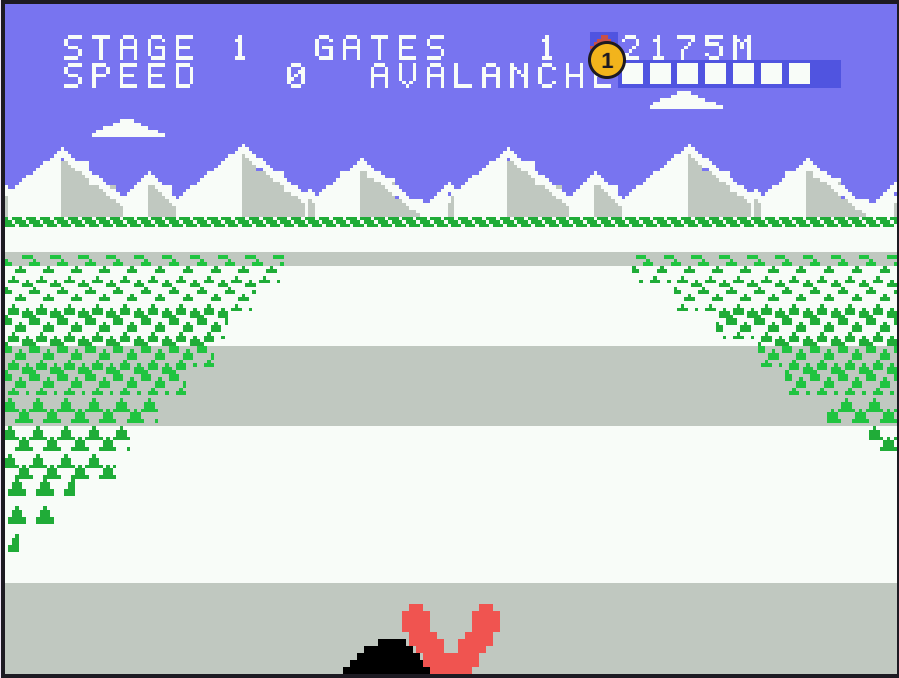
Slalom: ski between the two flags.

Slalom. Ski between the two flags of every gate. Each gate you miss adds **five seconds** to your time.

Avalanche Run. Three stages, Pine Ridge, Devil's Gully and the Glacier, with the snow breaking loose above you. The **AVALANCHE** bar shows how far behind it is: slow down or fall and it catches up. Ski through gates for points; reach the bottom of the Glacier to win.

HINTS

- Before a big crest, decide: tuck and fly, or snowplough and stay on the snow.
- Line up before you take off. Where you leave the ground is where you land.
- In Slalom, a gate missed costs more than a gate taken slowly.
- In Avalanche Run, a fall costs you more than a little caution.



1. The avalanche bar

Avalanche Run: a rock, and a fall. The bar shows the avalanche.

CREDITS

GAME, ART, MUSIC

Claude (an AI made by Anthropic)

LANGUAGE AND STUDIO

Amy and Amy Studio, by Amy Bienvenu

THE IDEA

Coleco's catalog announced a SKIING cartridge (Ski Trails and Slalom) on a 3-D slope; as far as we know it never came out. Only its description guided this game

AVALANCHE RUN

Inspired by AVALANCHE in Tim Hartnell's Giant Book of Computer Games (Ballantine Books, 1984)

MUSIC

Fresh Tracks (original)

THE SKIS

3-D models projected to pixels

Tuck. Fly. Cross your skis, and let go in time.

SKIING is a homebrew game for the ColecoVision, made with Amy Studio. Not affiliated with Coleco.