A 3-D graphic ski simulation with unlimited different courses for you to design.
For the 48K Spectrum with standard T.V. Joystick compatible (using a Kempston, Interface 2 or Protek interface).

SKI STAR 2000:

Type LOAD"" and run tape.

The program uses five keys or a joystick. The keys are set (until you change them) at:

O	Left	P	Right
A	Up/Accelerate	Z	Down/Decelerate
M	Fire		

To switch off music press s.

USING A JOYSTICK. The program is compatible with the major ZX interfaces. After loading press enter. Then press 5 (the define keys option) and enter. For Kempston; when asked for a key for a direction move the joystick in that direction, for example, for the left key move joystick left. For Interface Two or Protek; redefine the up, down, left, right and fire keys as specified in the interface instructions.

THE MAIN MENU. Pressing 1 to 5 on the menu will light up the relevant symbol. Up and Down will change your choice. Enter or fire will select that choice.

PLAYING SKI STAR 2000. You will see that the top part of the screen shows a 3-D display of your view. The lower part is split; the left side shows a map of the course and the right shows the main control panel. Try left, right, up and down to see how they react. You can abort the run and return to the main menu by holding down SYMBOL SHIFT and SPACE. You see the horizon with hills and start banner and possibly some flags. The basic objective is to steer through the start banner and round the flags (on the side the flag is pointing to)

through the course to the finish banner as fast as possible. The control panel will show your time from the moment you pass the start banner. To score a valid time you must negotiate all the hazards, pass through the finish barrier and stop without hitting anything. Press SYMBOL SHIFT and SPACE together to return to the main menu.

CHOOSING YOUR COURSE. Take option 2. You will see a list of headings, level choices and values. The white bar can be moved up and down through these, and the values can be altered as you wish using left and right.

MODE acts as a 'filing system'. If you have entered values into all of the bands across the screen, you may want to give this combination a mode number so that you can reset the same values without entering each one individually.

COMPETITIVE GAMING. There are 32 modes in all. You can adjust any of the values in modes 4 to 31. Modes 0 to 3 are fixed in the program, so that players can compete against each other knowing that the contest is fair because all of their values are set the same. This means, for example, that if a player's best time is 10.10.08 on mode 2, it is certain that another player scoring a time of 11.10.08 also in mode 2 was slower when skiing exactly the same course using exactly the same values for each of the options. This allows players to report their best scores to friends, user groups, magazines, etc., to check whether anyone has achieved a faster time in that particular mode. Please note that if you try to change any of the conditions in modes 0-3 the program will automatically switch you to modes 4-7.

COURSE selects which course you wish to ski on.