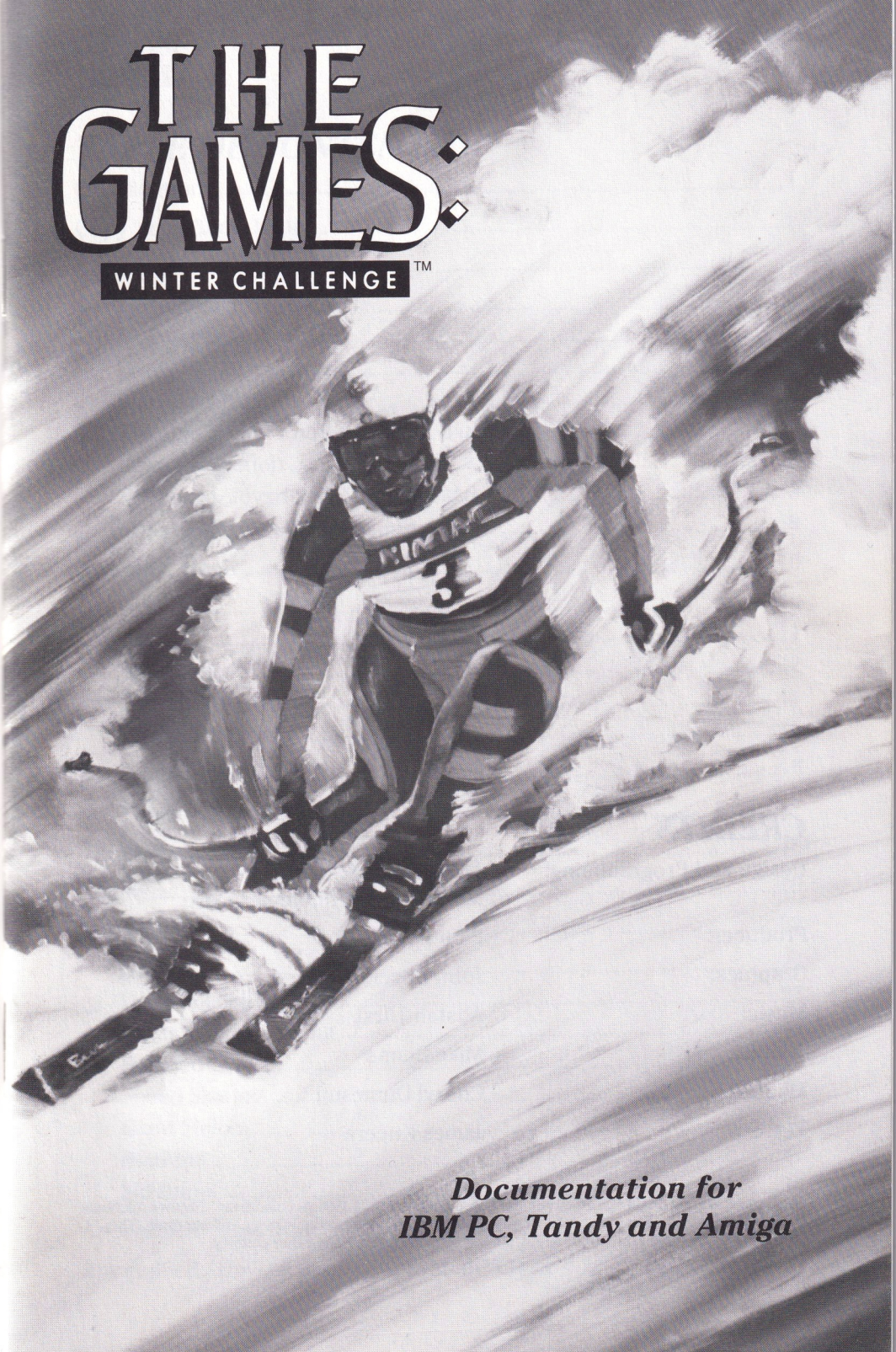


THE GAMES:

WINTER CHALLENGE™



*Documentation for
IBM PC, Tandy and Amiga*

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INTRODUCTION

Man is not, by nature, a cold-weather animal. Man *is*, however, a fiercely *competitive* animal. And where there's ice and snow, there's a life-style steeped in athletic tradition. People born and bred with what Scandinavians call "The Hunger" – a burning desire to challenge the mountain and test the limits of human endurance.

They travel to the coldest regions of the world, from snowy peak to icy tundra. They meet sled to sled, blade to blade, ski to ski. They soar, slide, sail, and glide to glory. It's been happening for hundreds, perhaps even *thousands* of years.

And now, finally, it's your turn.

Welcome to *The Games: Winter Challenge*. You hold in your hand a piece of the tradition. Immerse yourself. Explore the hallowed history of these winter sports. Then get ready to lay it all on the line.

Because once The Hunger takes hold, there's no turning back.

COPY YOUR GAME DISKS!

We recommend that you immediately create backup disks using normal DOS copy commands (see your DOS manual). *Winter Challenge* has no on-disk copy protection. Once you've copied the program, place your original disks in a safe, dry location.

GETTING STARTED

System Requirements

To play *The Games: Winter Challenge*, you need a computer system with the following capabilities:

- 640K of RAM
- 10 MHz or faster AT class machine recommended
- VGA/MCGA/EGA or Tandy 16-color
- Hard drive recommended

Memory Requirements

The Games: Winter Challenge requires a lot of attention from your computer system. If your computer does not have at least 513,000 bytes of free RAM (549,000 bytes for Tandy 16-color), you will get an error message on your display telling you how much memory the program requires, and how much more memory you need. Here's why:

Most computer games for IBM and compatible systems, including *Winter Challenge*, reside in the base 640K of RAM. DOS and related memory resident or "start-up" programs, such as menu systems, screen savers, virus checkers, keyboard utilities, Microsoft Windows, PC Tools, Norton Utilities, etc., also reside in the same 640K of base RAM. Device drivers (such as mouse drivers), by and large, are also located here. These start-up programs and device drivers boot from the AUTOEXEC.BAT or the CONFIG.SYS files of DOS automatically when the computer is powered up.

Note: The AUTOEXEC and CONFIG files are usually located in the root directory of your hard drive.



Free RAM is the area of the 640K base memory left over after DOS, start-up programs, and device drivers have loaded. What's left is where your game will run. If there is not enough free RAM left for the game, there will be problems. Even if you have extended memory above and beyond 640K, the game and DOS still reside in the 640K base memory of your system, and you can still have loading problems due to lack of free RAM.

If You Get the "Insufficient Memory" Error Message:

If you attempt to load *Winter Challenge* and you see an out of memory message, you will need to free up some memory for the game. The error message will tell you how much more memory your system needs to successfully run *Winter Challenge*. You'll need to boot your computer "clean" (without startup programs) to load the game.

There are many ways to boot your computer clean to maximize free RAM. See **Appendix B: How to Boot Your System "Clean"** for some of the most common techniques.

Hard Disk Installation & Initial Setup

To install *Winter Challenge* onto your hard disk:

- 1** Power up your computer as you normally would.
- 2** At the DOS prompt, insert *Winter Challenge* Disk 1 into your floppy drive (usually A or B).
- 3** At that drive's DOS prompt (A> or B>), type **install** and press **Enter**.
- 4** When the Hard Disk Installation menu appears, type in the name of the drive and directory where you would like *Winter Challenge* installed, and press **Enter**. Use the following format:

Drive Letter:\Directory Name

For example:

D:\Winter

Hard Disk Installation & Initial Setup (cont.)

- 5 After you've typed in the path information, use the **up/down arrows** to choose your graphics mode (*VGA/MCGA*, *EGA/Tandy* or both).
 - To activate a highlighted mode, press **Enter**. The circle to the left of the mode will turn light blue.
 - To deactivate a mode, use your **up/down arrows** to highlight the mode, then press **Enter**.
 - You can also choose to activate the *Fast Load* option. If you do, *Winter Challenge* will load faster, but will occupy more space on your hard disk. See the chart below:

Hard Disk Space Requirements		
	Without Fast Load	With Fast Load
VGA/MCGA only	700K	1.4 Mb
EGA/Tandy only	640K	1.2 Mb
Both graphics modes	1.1 Mb	2.2 Mb

- 6 Once you've activated all the options you want, use the **up/down arrows** to highlight **Install** in the upper right-hand corner of the menu.
- 7 To begin installing, press **Enter**. (If you do not want to install *Winter Challenge*, highlight **Cancel** and press **Enter**.)
- 8 When installing begins, a Progress chart appears on the screen. This chart tracks the installation process. You will be instructed to swap disks if necessary. When installation is complete, *Winter Challenge* will take you to the Setup screen. (See **Fig 1**.)
- 9 The Setup screen is divided into two sections, *Notes* and *Options*. Move the highlight box with your **up/down arrows** to access the options. As you highlight each option, the Notes box in the upper left hand corner of the screen displays information specific to the highlighted option. The box at the bottom of the screen tells you how much free memory you have available at the DOS prompt.

Setup options are:

- **Video Mode.** Specify which graphics mode your computer system uses. Press **Enter** to toggle the modes. Choose either *VGA/MCGA* (256 colors) or *EGA/Tandy* (16 colors).

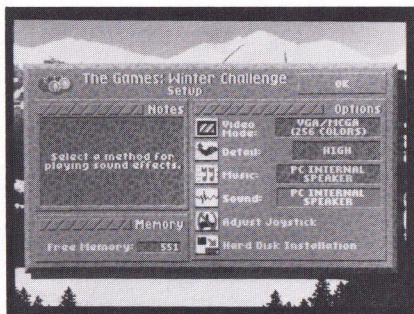


Fig 1. The Setup Screen

- **Detail.** Select the level of graphic detail you want your computer to display. While playing *Winter Challenge*, you may find that your computer is having trouble keeping up with the action. Try a lower detail level and your system will generate action more quickly. Press the **Enter** key to cycle through your options (*High, Medium, or Low*).

Note: See **Appendix A: Tips from the Programmers** for more about Machine Speeds.

- **Music.** Select the music card appropriate for your PC's hardware. Choose from *PC Internal Speaker, Tandy 3-Voice, Adlib Sound Card, Sound Blaster Card, Roland MT-32/LAPC-1, Thunderboard*, or *None* (if you want the music turned off). Press **Enter** to cycle through your options.
- **Sound.** Select the sound board appropriate to your PC's hardware. See "Music" above for a list of your options. Press **Enter** to cycle through your options.
- **Adjust Joystick.** In order to calibrate your joystick, press **Enter**. The computer will ask you to move the joystick to the upper left position and press the **fire button**. Do so, then move the joystick to the lower right and press the **fire button**. Finally, move the joystick to the center position and press the **fire button**. In a moment, you should be ready for action. Press **Esc** at any time to abort the procedure.
- **Hard Disk Installation.** See steps 4-8 under **Hard Disk Installation & Initial Setup** on page 3.

When you've set all the options the way you want, highlight **OK** and press **Enter**.

Starting Winter Challenge

If You Have a Hard Drive System:

- 1 Turn on your computer.
- 2 At the prompt for the drive (C>, D>, etc.) where you installed the game, type **cd**, then a space, then the name of the directory (e.g., **winter**) that you designated for the game. Press **Enter**.
- 3 Type **winter** and press **Enter**.
- 4 To access the Main Menu, press **Enter** when the Accolade screen appears.

If You Have a Floppy Disk Drive System:

- 1 Insert your DOS disk in drive A and turn on the computer.
- 2 At the A> prompt, remove your DOS disk and insert *Winter Challenge* Disk 1 in drive A or B.
- 3 At that drive's DOS prompt (A> or B>), type **winter** and press **Enter**.
- 4 If prompted, insert additional disks.
- 5 If you are booting *Winter Challenge* for the first time, the Setup screen will appear. For more on the setup options, see step #9 in the **Hard Disk Installation and Initial Setup** section on pages 4 and 5. If you have already created your Setup configuration, simply press **Enter** when the Accolade screen appears to access the Main Menu.

Running Winter Challenge from Windows 3.0

You can run *Winter Challenge* from *Windows 3.0* as long as you have at least 513,000 bytes of application memory available. If you need to free up some memory, you should read the chapter on "Optimizing *Windows*" in your *Windows* manual.

To Add the Icon to Windows Program Manager

Winter Challenge comes with its own icon for the *Windows* Program Manager. You can use this icon to run the game, but not until you install the game to your hard disk.



To install the icon:

- 1 Go to the *Windows* Program Manager.
- 2 Open the group window for the group into which you'd like to put the game.
- 3 Choose **New** from the File menu. The New Program Object dialog box appears.
- 4 Select **Program Item** and choose **OK**. The Program Item Properties dialog box appears.
- 5 Type **The Games: Winter Challenge** in the Description text box.
- 6 Type the path and name of the WINTER.PIF file in the Command Line text box. For example, if you installed the game to C:\WINTER, then type **c:\winter\winter.pif** into the Command Line text box.
- 7 Choose **Change Icon**. The Select Icon dialog box appears.
- 8 Type the path and name of the WINTER.ICO file in the File Name text box. For example, if you installed the game into C:\WINTER, then type **c:\winter\winter.ico** into the File Name text box.
- 9 Choose **View Next**. The game's icon should appear.
- 10 Choose **OK**. The Program Item Properties dialog box appears again.
- 11 Choose **OK**. The new icon should appear in the group window.

Additional information about adding icons and changing program items can be found in your *Windows* manual under "Changing the Contents of Groups" in the Program Manager chapter.

Copy Protection

The Games uses a codewheel as copy protection. When the copy protection screen appears, your screen will show four elements – one FLAG and three terms (a COUNTRY, an EVENT, and a LOCATION) – and a box to type in.

Now follow these instructions. Read *carefully*, please:

- 1 Match the FLAG on the screen to the same FLAG on the outer ring of the codewheel.
- 2 Match the COUNTRY on the screen to the same COUNTRY on the middle ring of the codewheel.
- 3 Rotate the middle ring so the COUNTRY lines up under the FLAG.
- 4 Next, find the EVENT on the screen, and match it to the same EVENT on the inner ring of the codewheel.
- 5 Rotate the inner ring so the EVENT is lined up under the FLAG and COUNTRY which are already matched and lined up.

OK, here's where a lot of people screw up. Pay attention now.

- 6 Find the LOCATION on the screen. Now, *without moving any of the rings*, look for that LOCATION on the *interior* of the inner ring.

Very Important Note: This LOCATION will not necessarily be found under the items you previously lined up on the codewheel. **Look all around the inner ring!**

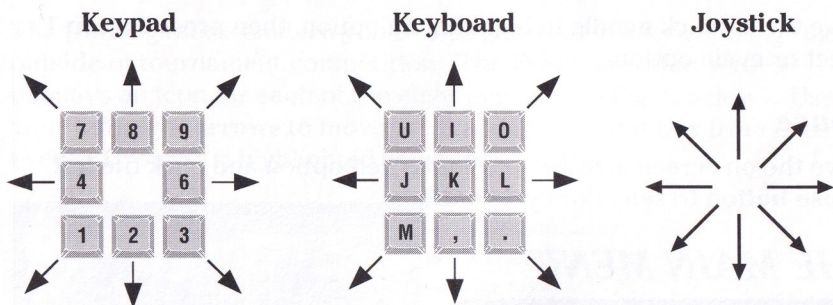
- 7 There is a cut-out window immediately above the LOCATION. In that window is a 4-digit "TICKET NUMBER."
- 8 Type in that TICKET NUMBER and press **Enter**. The game will now load.

Keyboard, Joystick & Mouse Controls

You can use the keyboard, keypad or joystick to play *The Games: Winter Challenge*. You can also use a mouse to make menu selections, but you CANNOT use the mouse for the actual event competition. Basic gameplay controls for each event are listed in the **Events** section of this manual, as well as on the enclosed **Winter Challenge Control Card**. Keep the card handy for quick reference when playing.



Here are the equivalent direction mappings for each type of controller.



Note: Diagonal controls are for *events only*.

Here are the equivalent button/keystroke commands for each type of controller:

Keypad		Keyboard		Joystick
Insert or 5	=	Enter or K	=	Button 1
Backspace	=	Backspace	=	Button 2

Other Controls

To pause the game, press the **Scroll Lock** key. To immediately escape to DOS, press **Ctrl** and **Esc** simultaneously. To adjust the detail level during competition, press **F1**.

Making Menu Selections

This manual will refer to *keyboard commands only* for making menu selections. In general, here's how to make menu selections with each type of controller:

Keyboard

Use the **arrow keys** to highlight an option, then press **Enter** to select or cycle options.

Joystick

Move the joystick handle to highlight an option, then press **Button 1** to select or cycle options.

Mouse

Move the on-screen arrow over the desired option and click the **left mouse button** to select or cycle options.

THE MAIN MENU



Fig 2. The Main Menu

The Main Menu introduces you to the winter sports atmosphere with a breathtaking view of the mountain range you're about to conquer. This screen serves as a gateway to the rest of *Winter Challenge*. Choose your path. You can make changes to your **Setup** configuration, take a few trial runs in **Train**, go straight to competition in **Tournament** ... or, if it's just too *intense* for you, back out by choosing **Exit to DOS**.

Use your **left/right arrows** to move the highlight box from option to option. To select a highlighted option, press **Enter**.

Setup

If you make changes to your hardware configuration – say, pick up a new monitor, sound board or joystick – or if you just want to change the level of graphic detail in the game, select this option. For a more detailed description of Setup options and procedure, see step 9 under **Hard Drive Installation & Initial Setup** on page 4.



Train

The training mode enables you to sharpen your *Winter Challenge* skills outside of tournament competition. The Event Selection screen displays an icon for each of the eight events (see **Fig 3.** below). Use your **left/right arrows** to move the flashing highlight box from event to event. To select a highlighted event, press **Enter**.

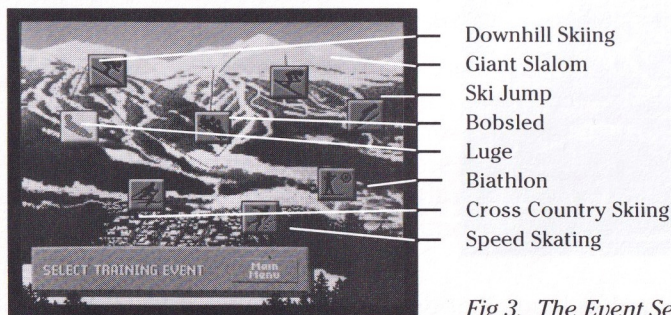


Fig 3. The Event Selection Icons

Once you've chosen a sport, an Event Description box appears on the screen, telling you a little about the event. Now you can choose to **Train** (participate in the event) or **Return** (go back to the Event Selection screen) by moving the highlight box to your choice with the **up/down arrows**, then pressing **Enter**.

If you choose **Train**, a Training Summary menu will appear on the screen, offering you five options: *Go*, *Instant Replay*, *Load Replay*, *Save Replay*, and *Event Selection*.

Go

Choose this if you're ready to train in your chosen event. (For more specific information about events and their controls, see the **Events** section beginning on page 22.)

Replay Options

These allow you to take a second look at a particularly stunning performance or a super-nasty crash. For more on Replay options, see the **Replay** section on page 19.

Event Selection

Returns you to the Event Selection screen.

Use your **up/down arrows** to move the flashing highlight box to your desired option and press **Enter**.

Tournament

When you select the Tournament mode from the Main Menu options, the Tournament Screen will appear and offer you several options. Use the **arrow keys** to select the option you want, then press **Enter**.

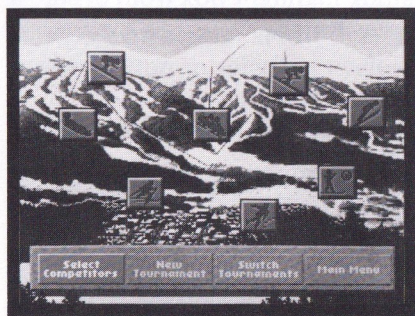


Fig 4. Tournament Screen

Select Competitors

A tournament requires ten competitors. You may enter anywhere from one to ten competitors on your own. If you enter less than ten, the computer will provide the rest. Once you choose the **Select Competitors** option, the Competitor Selection box appears. Here, you can **Add** your own competitors, **Remove** unwanted competitors, and **Select** opponents. Use the **up/down arrows** to highlight your choice, then press **Enter** to select it:

Add. This option lets you create a competitor with a name, a flag, and a face. Use the **up/down arrows** to move through these options:

- When the **Name** button is highlighted, use the keyboard to type in a name.
- When the **Flag** button is highlighted, use the **Enter** key to cycle through your flag choices until the one you want is displayed.
- When the **Picture** button is highlighted, use the **Enter** key to cycle through faces until the one you want is displayed.

Once you're satisfied with the choices displayed on the screen, highlight the **OK Button** and press **Enter**. (If you're *not* satisfied, you can always use the **up/down arrows** first to go back and change your selections.) Your athlete's name will appear on the Competitors Roster in the upper left hand side of the Competitor Selection box.



Remove. If you highlight this option and press **Enter**, you will automatically delete the last athlete entered on the Competitor's Roster.

Select Opponents. Highlight this option and press **Enter** when you're through making your own competitor selections. The Competitor Selection box will appear on the screen. Now you can see your face up there amongst your opponents. From here you have three options: *Skill Level*, *Add More Players*, and *Opening Ceremonies*. Use your **up/down arrows** to highlight your desired option and press **Enter**.

Skill Level. Skill levels determine the speed, stamina, and style of your computer-generated opponents. Use your **Enter** key to cycle through your choices — *Amateur*, *Professional*, or *World Class* — and take a look at the competition. Note the number and type (gold, silver or bronze) of medals each competitor has won (displayed next to their picture). Do you want to play around with Amateurs, or go for it all against World Class competitors?

Add More Players. Select this option if you'd rather return to the previous screen and create more of your own competitors.

Opening Ceremonies. When competitor selection is complete, select this option and watch *Winter Challenge* begin. But be sure about your selections, because once you've started, there's no turning back.

Standings

Select this option to check competitor rankings, points scored, and medals awarded. A Tournament Standings box will appear on the screen, displaying a list of competitors ranked according to performance. When you're through checking scores, return to the Tournament Menu by pressing **Enter**.

New Tournament

Select this option if you want to create a new tournament. When the New Tournament box appears on your screen, use the keyboard to type in a name for your tournament, then press **Enter** to save the new tournament to the drive and/or directory currently specified in the Path: window (e.g., C:\WINTER).

New Tournament (continued)

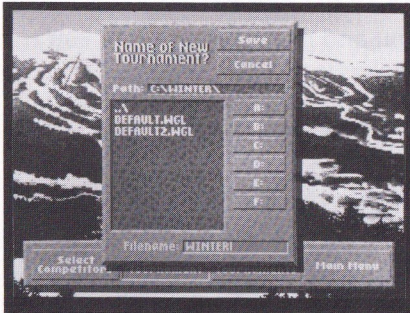


Fig 5. *Save New Tournament Screen*

To save your tournament to a drive different from the one displayed in the Path: window:

- 1 When the New Tournament box appears on your screen, press the **up arrow** to access the available drive options.
- 2 Use the **up/down arrows** to highlight the drive you want, and press **Enter**. That drive should now appear in the Path: window.
- 3 Now use the **down arrow** to highlight the Filename: window.
- 4 Type in a name for your replay and press **Enter**.

To save your tournament to another directory:

- 1 Select **..** from the displayed files to view all directories in the current drive path – that is, the drive listed in the Path: window.
- 2 Now use the **up/down arrows** to highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.
- 3 Now press the **right arrow** to cursor to the drive buttons, then the **down arrow** until you highlight the Filename: window.
- 4 Type in a name for your tournament and press **Enter**.

To create a new directory for your tournament:

- To create a new directory, press **Esc** until you can exit from the game. At the DOS prompt, use standard DOS procedures for creating directories. (Please refer to your DOS manual for instructions.)

After you've saved the new tournament to the drive and/or directory currently specified in the Path: window, your tournament file opens and you're ready to select competitors.



Switch Tournaments

Select this option if you want to resume play in a saved tournament. When the Switch Tournaments box appears on your screen, use the **up/down arrows** to highlight the tournament you want, then press **Enter** to select it.

If your tournament is in a drive different from the one displayed in the Path: window:

- 1 Press the **right arrow** to access the available drive options.
- 2 Use the **up/down arrows** to highlight the correct drive, and press **Enter**. That drive should now appear in the Path: window.
- 3 Return to the list of tournament names by pressing the **left arrow**.
- 4 Highlight the desired tournament and press **Enter**.

If your tournament is in another directory:

- 1 Select **..** from the displayed files to view all directories in the current drive path – that is, the drive listed in the Path: window.
- 2 Now use the **up/down arrows** to highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.
- 3 When you are in the directory you want, highlight the desired tournament and press **Enter**.

When the Tournament Event Selection menu appears, you can resume play by using the **up arrow** to access the event icons and the **left/right arrows** to highlight your event of choice.

Note: See **Tournament Play** and **Events** for more information about tournament participation.

Main Menu

Select this option to return to the Main Menu screen.

Tournament Records

Tournament Records can be set only in tournament play. The scores of computer-generated opponents do NOT count as tournament records. Therefore, it is possible for you to set a record without actually winning the event.

To Resume Play

If you had ended play in the middle of a tournament the last time you used *Winter Challenge*, the TOURNAMENT AUTOMATICALLY SAVED and you may start right where you left off.

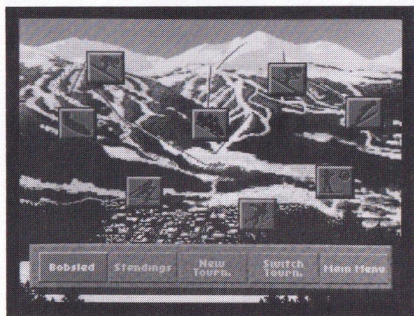


Fig 6. Tournament Screen
(after resuming play)

If you ended play before all competitors completed an event: The name of that event will appear in an option box on the bottom left-hand side of your screen. Simply select this option by using the **right/left arrow** keys to highlight the option box, then press **Enter**. You're back in action.

If you completed your event before ending play: You may choose a new event by using the **up arrow** to access the event icons. Then use the **right/left arrows** to highlight the desired event. Press **Enter** to begin play.

Deleting Tournament Files

To delete a tournament file, press **Esc** until you can exit from the game. At the DOS prompt, use standard DOS procedures for deleting files. Please refer to your DOS manual for instructions. Tournament files have a .WGL file extension (e.g. TORN.WGL). **Do NOT delete the file DEFAULT.WGL.**

TOURNAMENT PLAY

To begin tournament play from the Tournament Event Selection menu, use the **up arrow** to access event icons. Use the **left/right arrows** to highlight the icon you want, and press **Enter** to select it. (You may play the events in any order.)

Once you've chosen an event, an Event Description box appears, telling you a little about the event. Now you can choose to **Compete** or **Return** (to the Event Selection screen) by moving the highlight box to your choice with the **up/down arrows**, then pressing **Enter**.



Note: Once you start an event, all competitors must complete their turns before you can select another event. However, you can skip the event by pressing **Esc** when it's your turn.

If you choose to compete, the Event Summary box will be displayed. The left side of this box lists all the athletes' names in the order that they will compete. Note that the athlete you control is always listed *ahead* of computer-controlled competitors. But you can have your computer-generated opponents take their runs first, so you can see what time you need to beat. Here's how:

- 1 Use the **left arrow** to access the list of competitors, then the **up/down arrows** to highlight the opponent.
- 2 Press **Enter**. The competitor's time will appear. You can do this with all competitors listed if you want, in any order you want.
- 3 To return to Tournament Play options, press the **right arrow**.

Tournament Play Options

You have five Tournament Play options – *Next Competitor*, *Instant Replay*, *Load Replay*, *Save Replay*, and *Tournament Menu*. Use the **up/down arrows** to highlight the desired option and press **Enter**.

Note: If an option button is black, it cannot be selected.

Next Competitor

Select this option to begin competition in a chosen event. (See **The Playing Screen** and **Events** for more information on how to compete in the various events.)

Instant Replay

Lets you take a second look at your previous run.

Load Replay

Lets you watch a previously saved run.

Save Replay

Lets you save a run for future viewing.

Note: See **Replay** on page 19 for further information on replay options.

Tournament Menu

Select this option to return to the Tournament Event Selection menu.

After the completion of every event, final standings are tallied, and a medal presentation ceremony takes place. When you return to the Tournament screen after the medal presentation ceremony, the gold medalist's flag will appear over the icon of the completed event. This way you know which events have been completed, and which country won each contest.

THE PLAYING SCREEN

The Playing Screen is divided into four sections:

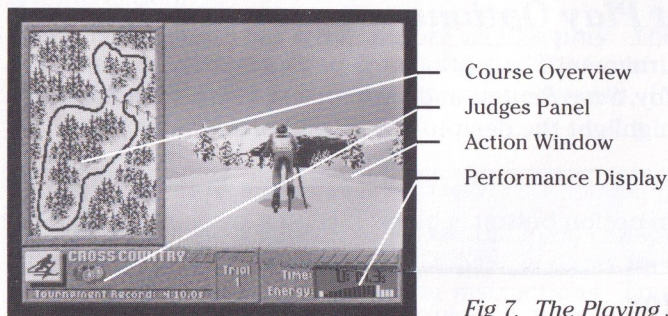


Fig 7. The Playing Screen

Action Window

This is where you'll see your athletes go for the gold.

Judges Panel

Displays the event name and tournament record (the best time earned in the event by anyone who's played *The Games: Winter Challenge* in Tournament mode on your PC — NOT including computer-generated opponents, of course). Also includes trial number in Training mode; and athlete's name, picture and flag in Tournament mode.



Course Overview

Shows layout of the course and tracks athlete's progress through the course once action begins. Athlete appears as a *blue dot* moving along the course.

Performance Display

Depending on the event, this registers time, speed, distance and/or athlete energy level.

REPLAY

The Replay option enables you to analyze your performance. Play back a stunning run for the gold, or a tragic miscalculation. Check it out in either fast or regular motion, forwards or backwards. You won't miss a trick.

Replay Controls

Note to Mouse Users: You cannot use the mouse for replays.

FORWARD:

Keyboard	Hold down ➡
Joystick	Move joystick right

REVERSE:

Keyboard	Hold down ⬅
Joystick	Move joystick left

FAST FORWARD:

Keyboard	Simultaneously hold down ➡ & Enter
Joystick	Hold down Button 1 while pushing joystick right

REWIND:

Keyboard	Simultaneously hold down ⬅ & Enter
Joystick	Hold down Button 1 while pushing joystick left

END REPLAY:

Keyboard	Press Esc
Joystick	Press Button 2

Instant Replay

Choose this option to take a second look at your most recent run. (Refer to the **Replay Controls** chart above.)

Load Replay

When you choose this option, the Load Replay File box appears on your screen. This accesses all replays *specific to the event you are in*, whether they are saved during Tournament or Training. Use the **up/down arrows** to move the highlight bar to the replay you want, then press **Enter**. The Playing Screen will appear and you're ready for viewing. (Refer to **Replay Controls** chart above.)

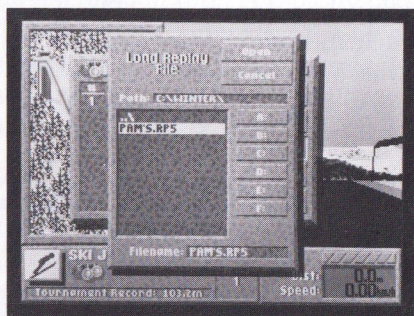


Fig 8. The Load Replay Screen

If your replay is in a drive different from the one displayed in the Path: window:

- 1 Press the **right arrow** to cursor to the available drive options.
- 2 Use the **up/down arrows** to highlight the correct drive, and press **Enter**. That drive should now appear in the Path: window.
- 3 Return to the list of replay names by pressing the **left arrow**.
- 4 Highlight the desired replay and press **Enter**.

If your replay is in another directory:

- 1 Select **..** from the displayed files to view all directories in the current drive path – that is, the drive listed in the Path: window.
- 2 Now use the **up/down arrows** to highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.
- 3 When you are in the directory you want, highlight the desired replay and press **Enter**.

To exit at any time without loading a replay, press **Esc**.



Save Replay

If you have a run you'd like to see again and again, save it for future viewing with this option. Once you select the Save Replay option, a box will appear on your screen asking, "Save Replay File Under What Name?" Type in a name for your replay. When you press **Enter**, the computer will save your replay under the chosen name in the drive/directory currently listed in the Path: window.

To save your replay to a drive different from the one displayed in the Path: window:

- 1 Press the **up arrow** to access the available drive options.
- 2 Use the **up/down arrows** to highlight the drive you want, and press **Enter**. That drive should now appear in the Path: window.
- 3 Now use the **down arrow** to highlight the Filename: window.
- 4 Type in a name for your replay and press **Enter**.

To save your replay to another directory:

- 1 Select **..** from the displayed files to view all directories in the current drive path – that is, the drive listed in the Path: window.
- 2 Use the **up/down arrows** to highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.
- 3 Now press the **right arrow** to cursor to the drive buttons, then use the **down arrow** to highlight the Filename: window.
- 4 Type in a name for your replay and press **Enter**.

To create a new directory for your replay:

To create a new directory, press **Esc** until you can exit from the game. At the DOS prompt, use standard DOS procedures for creating directories. (Please refer to your DOS manual for instructions.)

Press **Esc** at any time to exit without saving the replay.

Deleting Replay Files

To delete a replay file, press **Esc** until you can exit from the game. At the DOS prompt, use standard DOS procedures for deleting files. (Please refer to your DOS manual for instructions.)

THE EVENTS

The Luge

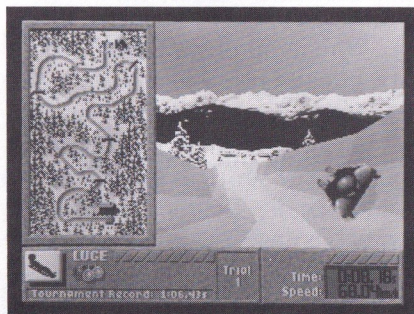


Fig 9. *The Luge*

You've got your equipment — a sled of wood, plastic, and metal about eighteen inches wide by four feet long. You've got your course — a sharply inclined, multi-curved snake of ice. You've got your athlete — a slider willing to take curves at sixty miles per hour, lying belly up, feet first, and blind. It's crazy, but there it is ... you've got the luge.

In a sensible world, a sport like lugeing would last no more than the time it takes one slider to careen down a course. But in the world of winter athletics, lugeing has lasted more than four hundred years.

While lugeing boasts a long history as a pastime in Austria, it didn't reach major competition status until the first European Luge Championship held in Reichenfels, Austria in 1914. It probably took that long to seek out enough fearless participants.

In 1964, lugeing achieved even higher status when the International Olympics Committee (I.O.C.) reluctantly added it to their list of winter sports. The Olympic luge run claimed its first fatality during the 1964 Games when British slider Kazimierz Kay-Skrzypeski slid to his death during a trial run. This tragic event confirmed what many I.O.C. members feared: this sport is just too dangerous.

But that doesn't stop the sliders. Each winter they meet, sleds in top mechanical condition, modified to the hilt. They've spent months honing skills, sharpening technique. They know what it takes— muscle, speed, instinct, and a heavy dose of psychosis. This event is truly a sport for the deranged.



Luge Controls

The object of the luge competition is to complete your run in the fastest possible time. Use the following controls for Luge action:

KEYPAD		JOYSTICK
Start	Press 	Push joystick forward
Steer left	Press 	Push joystick left
Steer right	Press 	Push joystick right

Tips

Don't go up the side of the run until you actually get to the turn. Keep to the center of the run on straightaways.

Know the course! By memorizing the route, you can concentrate on steering, and prepare for upcoming turns before they appear.

Downhill Skiing



Fig 10. Downhill Skiing

It's not a sport, it's an addiction. A desperate need for the hiss of wind, the spray of snow, the rattle of the skis. Once you've tried it, you'll feel it too, the attraction of the slopes, the overwhelming desire to tuck, float, glide, and jump your way to victory.

Who can resist? A race for speed on an adjusted track, swooshing through gates that consist of two flags set a few feet apart, at speeds up to *eighty* miles per hour. Downhill calls for exhilarating combination of gravity, friction, and fearlessness.

It's a passion that dates back centuries, a technique discovered in the Alps. Inspired by Englishman Arnold Lunn, the first official downhill race took place in 1911 in Montana, Switzerland.

Downhill Skiing (continued)

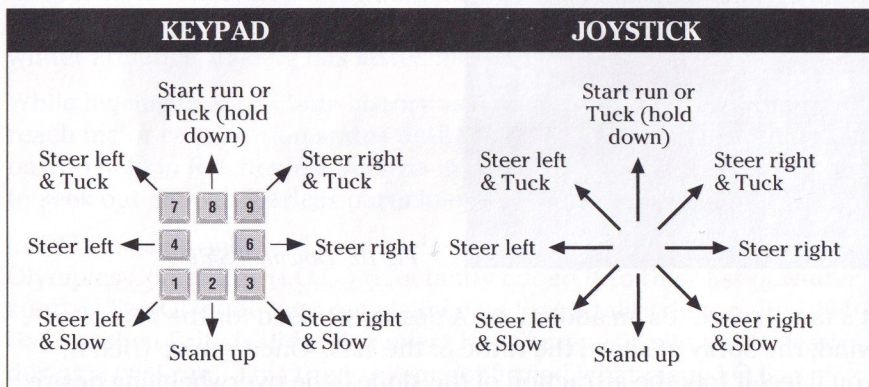
Governed by the International Ski Federation since 1924, this high-speed event was liberated during the 1930's by the invention of rope tows. With this, skiers could save their energy for the race itself instead of using it up for a climb to the top of the slopes. The rest is history.

Since the 1930's, ski fanatics have witnessed many changes in the sport, both technical and mechanical. One thing hasn't changed: flying down the face of a mountain with a vertical drop of 1000 meters remains the most dangerous form of Alpine skiing. Successful downhill skiing demands both athletic skill and a hero's dose of courage. Try it if you dare.

Downhill Skiing Guidelines & Controls

The object of the downhill event is to guide your skier between all the flagged gates in the fastest possible time. Refer to the Course Overview window to see where the gates are located.

Use the following controls for Downhill action:



Note: In Training mode you may miss a gate and continue. However, your run will not be timed.

Tips

Maintain the "tucked" position as much as possible. It will significantly reduce air resistance and increase your skier's downhill speed.



Turning slows you down. Turn as little as possible while staying on the course.

Line yourself up so you're moving parallel to the track at the crest of a hill. By doing this, you'll avoid landing in the trees.

Cross Country Skiing

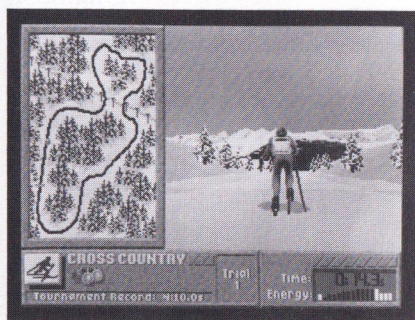


Fig 11. Cross Country Skiing

It seems so peaceful, cross country skiing. Sliding along, skis cutting through a lightly crusted powder, slight bite of wind at your back. The smell of pine. You and nature, communing.

Fat chance. This is no walk in the woods, friend. It's not all swoosh and glide. There's a reason cross country skiing produces some of the best conditioned athletes in sports. It's *grueling*.

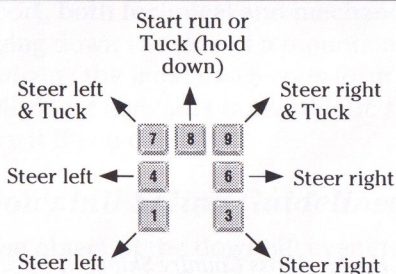
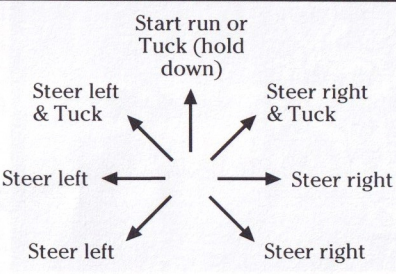
And it's been around forever. Archaeologists have recovered evidence of skis dating as far back as 2000 B.C. For centuries, skis were used for transport in China, Norway, Finland, and by the Vikings. Clearly, this is a multi-cultural event.

Athletes celebrated the sport's first major competition in Tromsø, Norway in 1843. From there the sport grew enormously in popularity. Annual competitions at Holmen Kollen Hill near Oslo began in 1892, and the quadrennial Nordic Games ran consecutively from 1905 to 1917 and again from 1922 to 1926. In 1924, ski enthusiasts organized the International Ski Federation, which played an essential role in gaining Olympic status for the sport.

As much as cross country has developed as a sport, though, some things haven't changed. The fanatical training sessions of staggering length. The huge expenditures of energy it takes to herringbone up even the slightest incline. The power packed in the skiers' chiseled muscles. The endurance. The stamina. And the relief of sliding across the finish line not a moment too soon.

Cross Country Skiing Controls

The object of cross country competition is to complete the course in the fastest possible time. Remember, this event takes stamina and endurance. Pace yourself, and keep an eye on the Energy Bar (see both **Fig 12** and the **Tips** below). Use the following controls for Cross Country action:

KEYPAD		JOYSTICK	
			
KEYPAD		JOYSTICK	
"Stroke" (push off poles)	Press Enter (or 5 on the keypad)	Press Button 1	
Stroke & Tuck	Press Enter & hold down	Push forward on joystick	

Tips

"Stroking" quickly will make your skier move quickly, but it will also *tire* your skier quickly. Monitor the Energy Bar closely. When energy level is high, your skier will take strong forward strokes; when he's tired, his strokes are much weaker, and progress slows considerably.

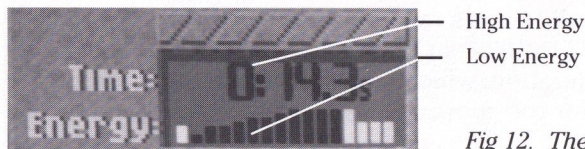


Fig 12. The Energy Bar



Pace yourself on uphill sections of the course. When you start going downhill again, stroke rapidly to get your speed up, then conserve energy by “coasting” in the tucked position, stroking sparingly.

Keep tightly to the inside of the track on turns. This reduces the distance you travel.

Go all out at the end of the course. No use saving breath you won’t need later.

The Bobsled

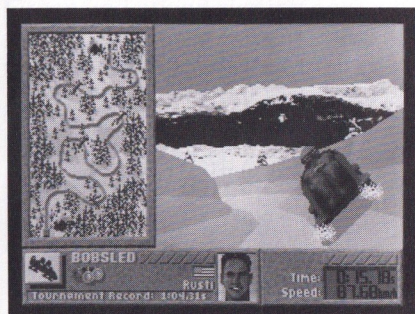


Fig 13. The Bobsled

Imagine it. You and your teammate at the head of the course, a glassy serpentine glittering in the sun. The momentum from your crucial push start propels you through turns they’ve banked up to twenty feet for your safety. Safety? You’re clocking up to 75 miles per hour trying to control over 600 pounds of sled. You’re committed as a falling bomb.

This is what bobsled’s about: rocketing down courses sloped eight to fifteen percent, facing fifteen to twenty hair-raising turns, some curved over 180 degrees. The course, a 1500 meter monster of a concrete foundation layered in eighteen inches of snow, is watered and frozen dense as iron.

It’s a sport of true faith. Your only tools of survival are the steering apparatus connected to the sled’s front axle, the toothed bar of a brake between the rear runners, and instinctual reaction time. Is it faith or is it insanity?

Bobsledding first developed as a sport distinct from tobogganing in 1890. The first championship was contested in 1898 on the legendary Crest Run in St. Moritz, Switzerland. By 1923, the International Federation of Bobsledding and Tobogganing organized, and assisted sledders in achieving Olympic recognition for the event in 1924.

Today’s sleds are artistic dreams, sporting streamlined bodies sculpted to perfection, aerodynamically inclined to slice through the wind. Try one out. But when you jump in, take a tight grip. This ain’t no roller coaster. This is a shooting star.

Bobsled Controls

The object of bobsled competition is to rocket through the course in the fastest possible time. Use the following controls for Bobsled action:

	KEYPAD	JOYSTICK
Start team running	Press Enter repeatedly (or 5 on the keypad) (press faster to increase speed)	Press Button 1 repeatedly
Team boards bobsled	Press ↑	Push joystick forward
Move left	Press ←	Push joystick left
Move right	Press →	Push joystick right
Brake	Press ↓	Pull joystick back

Tips

Try to get the sled moving as fast as possible at the start of the run. This initial boost of speed will have a significant effect on your final time.

When you see ice spray up from the steel runners, you know that you should move the sled left or right to position the sled in the optimal location on the track.

The best bobsled athletes never need to apply the brakes during their run on the course. By keeping the sled positioned correctly, you maintain maximum speed *and* control.

Speed Skating

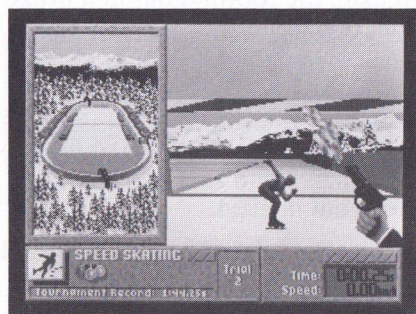


Fig 14. Speed Skating



They slice the ice with hard-charging aggression. Speed skaters crouched to cut air, blades inscribing the ice with symmetrical S curves. Sprinting, turning, pulsing, they flow smooth as water, eyes to the finish line. It's a sport of balance, grace, and finesse. Poetry in motion.

And it's got quite a history. As early as 50 B.C. Romans fashioned ice skates out of hardened leather and sharpened animal bones. Like skiing, skating found its origins in transport, evolving naturally into the high-speed spectacle it is today.

Organized speed skating competitions began in the late nineteenth century, with the International Skating Union governing meets as early as 1892. Competitive skating celebrated golden moments during the 1964 Olympics when Lydia Skoblikova of the Soviet Union became the first person to earn four gold medals in a single Winter Olympics, and again in 1980 when Eric Heiden of the U.S. earned five golds, set five Olympic records, and broke a world record by over six seconds.

In modern competition, the oval-shaped speed skating course measures 400 meters with lanes five meters wide. Competitors glide over these icy tracks on blades measuring twelve to eighteen inches long and tapered to less than one thirty-second of an inch wide.

Picture it. That's like attaching meat cleavers to your shoes and speeding around a circle at forty miles per hour, nothing between you and the icy tracks but a pair of spandex long-johns. Go figure.

Speed Skating Controls

The object of the Speed Skating competition is to complete three laps around the oval track in the fastest possible time. Use the following controls for Skating action:

	KEYPAD	JOYSTICK
Start	Press Enter	Push Button 1
Skate	Repeatedly Press Enter or 5 on the keypad (press faster to increase & maintain speed)	Press Button 1 repeatedly
Steer left	Press ◀	Push joystick left
Steer right	Press ▶	Push joystick right

Tips

Stick to the inside of the track, especially on turns.

Get a good start. It's okay to jump the gun once. On your second attempt, however, you should be more conservative, since you'll be disqualified for another false start.

The Giant Slalom



Fig 15. The Giant Slalom

This sport is not friendly. It's a precipitous course dotted with bumps and pocked with ditches, pitfalls beyond every turn. It's a maze of up to seventy-five gates combined in patterns designed to challenge, confuse, and bewilder the best of competitors. It's a high-speed run for the money, a test of control, timing, and reflex.

The slalom appeared in the early 1920's, another creation from ski-enthusiast Arnold Lunn. The sport celebrated its first organized competition in 1921, and first showing at the Olympic Games in 1936.

A variation of the downhill, the slalom differs from its cousin sport in both length and focus. This event is heavy on skill, technique, and judgement. With no more than a blurred glimpse of the course, skiers instinctively determine lines of approach and exit through gates staked about ten feet apart.

It's not easy, not even for the experts. In the 1952 Olympics, Antoin Miliordos of Greece fell eighteen times during one run before he finally gave up, sat down, and slid backward across the finish line.

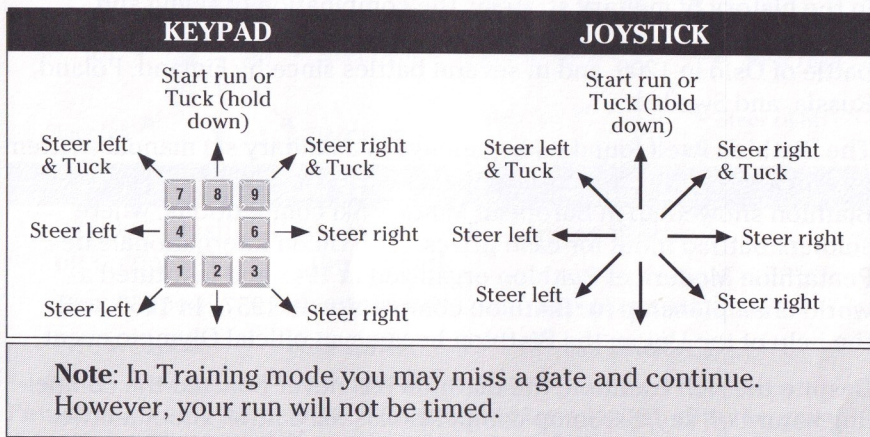
From the top of the mountain to the base of the run, anything can happen in the slalom. It's a deal with the devil. One wrong move, you're victim to the grip of defeat. But if you call the right shots, you soar like a comet, racing gravity to the bottom, clocking in at up to fifty miles per hour. You tuck, cut, lean, and glide, charging headlong into the arms of victory.



Giant Slalom Controls

The object of the Giant Slalom event is to guide your skier through all the flagged gates in the fastest possible time. Refer to the Course Overview window to see where the gates are located.

Use the following controls for Slalom action:



Tips

The “tucked” position reduces air resistance and increases your skier’s downhill speed.

Experiment in training runs to learn how close you can get to the gates without colliding with them.

Don’t oversteer when going through gates. Try to aim for the inside gate of the next pair. This minimizes both distance travelled and amount of turning.

Professional skiers always turn *early* for the gates. This lets them get set up for the next gate properly.

The Biathlon

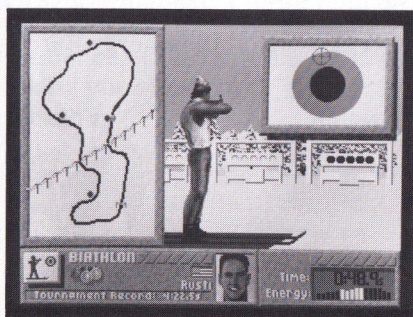


Fig 16. The Biathlon

The Biathlon (continued)

Skiing and shooting. Maybe it doesn't sound like a natural sporting combination. But some Scandinavian military officers may beg to differ.

In the history of military strategy, the combination of skiing and shooting is no novel concept. Ski troops fought in the Norwegian battle of Oslo in 1200, and in several battles since by Finland, Poland, Russia, and Sweden.

The Biathlon itself found its beginnings in a military ski manual written for Norwegians by Captain Jens Emmahausen in 1733. By 1767, the Biathlon showed up in European Military Ski competitions, where soldiers battled it out for cash prizes. The Union Internationale de Pentathlon Modern et Biathlon organized in 1948 and instituted a world championship for Biathlon competition in 1957. In 1960, with the help of the Union, the Biathlon became an official Olympic event.

Despite the rich tradition, the Biathlon has never boasted the compelling nature of, say, Ski Jump competitions. Ski a little, shoot a little. Ski a little, shoot a little. Even biathletes admit that this is not a thrill seeker's sport. Instead, like cross-country skiing, this is a sport of stamina, endurance, and athletic prowess.

A remote and solitary sport, the biathlon calls for ruthless, systematic conditioning and expert marksmanship. Completing the course means executing a conquest of superhuman strength — skiing twenty kilometers, stopping four times to steady, aim, and fire five shots, twice standing, twice prone. That's stamina.

Biathlon Controls

The object of the Biathlon is to complete the course in the fastest possible time while maintaining high accuracy in the shooting portion of the competition. Remember, this is a grueling endurance sport. So pace yourself, and keep track of your energy level on the Energy Bar (see the **Special Notes** below).

Use the following controls for Biathlon action:



KEYPAD		JOYSTICK	
KEYPAD		JOYSTICK	
"Stroke" (push off on poles)	Press Enter (or 5 on the keypad)	Press Button 1	
Aim weapon	Use arrow keys	Move joystick handle	
Fire weapon	Press Enter	Press Button 1	

Penalties. You'll be penalized 15 seconds for every shot in the gray area of the target, and 30 seconds for every shot in the white area of the target.

Tips

The "tucked" position increases your skier's speed on downhill stretches.

Remember that "stroking" quickly will make your skier move quickly, but it will also *tire* your skier quickly.

Monitor the Energy Bar closely. When energy level is high, your skier will take strong forward strokes; when he's tired, his strokes are much weaker, and his progress slows considerably. When necessary, conserve energy by "coasting" on downhill stretches.

Fatigue will make it more difficult to aim – that is, to position the gunsite cross-hairs on the bull's-eye of the target – during a shooting sequence. Coast into target sites, and rest for a few seconds before taking your first shot. Then fire the remaining ones as quickly as possible.

Ski Jump

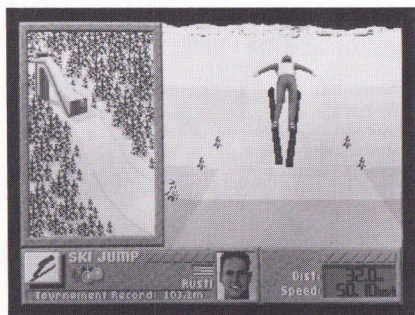


Fig 17. *Ski Jump*

You've seen it: jumpers shooting down the iced ramps, hurling their bodies into the clear blue, bowing to the mercy of the wind. Some jumpers find it — the angle they look for. It's about thirty-five degrees over the skis, where air draws around their bodies in an intricate pattern of vortices, creating the balance, the surge. These jumpers soar like eagles. Others fall like bombs.

Okay, so who thought of it first? Who would actually think of flinging an unprotected body hundreds of feet into the air? While the origins of this form of flight are unclear, record books show that ski jumping began as a competitive sport in Trysil, Norway in 1862. This event joined the ranks of Olympic events during the first Winter Olympics in 1924.

In competition jumpers perform two jumps which are scored based on style and distance. So this sport not only takes guts, it takes finesse and poise as well. And even a jumper who develops all these characteristics contends with good old Mother Nature. The slightest breeze makes all the difference between a graceful sail over rows of pine trees and a twisting flight down a torturous mountain.

Throughout history, ski jumping has attracted crowds, from regional competitions to World Cup Championships. Small wonder. This sport is compelling. This is the sport that brings you Olympic Medalists who hold perfect flight for over ninety meters, a fantasy of flight come to life.

Then again, this is also the sport that brought you the "agony of defeat" guy from A.B.C.'s Wide World of Sports. Ouch.

Ski Jump Controls

The object of the ski jump competition is to soar as far as possible without wiping out. Use the following controls for Ski Jump action:



	KEYPAD	JOYSTICK
Start run	Press ↑	Push joystick forward
Steer left	Press ←	Push joystick left
Steer right	Press →	Push joystick right
Takeoff	Press ↓	Pull joystick back
During flight (to keep skis parallel)	Press ↑/↓ arrows	Push joystick forward/back
Landing	Press Enter	Press Button 1

Tips

Before takeoff, keep your jumper close to the center of the ramp.

Avoid leaving the ramp at an angle. This decreases the length of your jump and may land you in the trees.

Get as much “lift” from your skis as possible by keeping them parallel when you’re in the air.

APPENDIX A: TIPS FROM THE PROGRAMMERS

How to Improve Your Machine Speed

First, we'd like to clear up some misunderstandings about machine speeds: When it comes to video games, the single most important component of your computer is your *video card*. In 256-color mode, a 16-bit video card is about twice as fast as an 8-bit card (if the programmer knows how to properly program for a 16-bit card). In addition, with your average 16-bit VGA card, a 12MHz 80286 and a 33MHz 80386 will be able to update your screen at approximately the same speed (believe it or not). By adding a faster VGA card to your machine you can significantly improve the performance of your computer when it comes to video games.

Our video games are also written to exploit the extra power of the 80386. Our games run well on other processors, but they really start to fly when used on an 80386DX. The 80386SX does offer some advantages over the 80286 or 8086, but not as much as the 80386DX. Remember, however, that the video card is still more important than the CPU. We'd personally rather play games on a 12MHz 80286 with a fast video card than a 33MHz 80386 with a slow video card.

Joysticks

The auto-detection and auto-calibration joystick routines in *Winter Challenge* represent the state-of-the-art in reading the IBM joysticks. Sometimes, however, they can get fooled. A few tips are:

When first booting the game, leave the joystick(s) centered and don't press any buttons until you see the Accolade logo. If the auto-detection doesn't seem to be working for you, try adjusting your joystick to a kind of "neutral" position (that is to say, don't turn the adjusters all the way to either end; put them somewhere in the middle). If all else fails, use the manual adjustment (hit **Ctrl-J** from the Main Menu).

Running from 1.2 Meg or 1.44 Meg Floppies

A little known fact about the hard disk installation process is that it can actually be used to install the program to floppies as well. If you have more than 1 floppy drive, you can run the install program from one of your drives and install only the graphics modes needed onto a



blank formatted disk in your other drive. This means that when you are playing the game you won't need to swap disks unless you want to run tournaments from other disks or load saved replays from other disks.

If there is enough room on the disk, use the Fast-Load option (if there isn't enough room the installation process will tell you — you will then have to turn Fast Load off).

Remember also that when the disk prompter comes up you can stick the disk in any of your other drives and then press the letter of that drive. When the game wants another disk it will search all the drives you've told it about in an attempt to avoid asking you for a disk.

APPENDIX B: HOW TO BOOT YOUR SYSTEM “CLEAN”

If you get an “Insufficient Memory” error message when trying to load *Winter Challenge*, you probably need to boot your computer “clean” — that is, without any memory-resident start-up programs.

To Format and Load a Clean DOS System Disk

- 1 At the C: prompt of your hard drive, type **FORMAT A:/S**, then press the **Enter** key.
- 2 Follow the on-screen prompts (insert a blank disk into your A: drive, etc).
- 3 Label your new formatted disk “CLEAN DOS SYSTEM DISK.” Insert this new DOS system disk into your A: drive and reboot your computer.
- 4 Simply press the **Enter** key twice to bypass the date and time prompts, and you will be at an A: prompt. You have now maximized free RAM, and have booted your computer clean.
- 5 Follow pages 3-7 of the manual to install or load *Winter Challenge*.

Note that the prompt statement will *not* load with your system when you boot clean. The prompt statement tells you where you are in your hard drive — *i.e.*, the name of the subdirectory you are in. When you change directories in your hard drive, the name of the subdirectory will not appear next to the prompt (you will see just a C: prompt) even though you are indeed in that subdirectory. The explanation below will show you how to add the prompt statement to your clean DOS system disk.

To Add the Prompt Statement to your Clean DOS System Disk

- 1 Insert the clean DOS disk into your A: drive and type **A:** then press **Enter**.
- 2 Type **COPY CON AUTOEXEC.BAT** and press **Enter**.
- 3 Type **PROMPT \$P\$G** and press **Enter**.
- 4 Press the **F6** key on your keyboard (this copies the information you typed in steps 2 and 3 to the new **AUTOEXEC.BAT** file). Your display should say "1 file copied".
- 5 With your clean DOS disk still in drive A:, reboot your computer. The prompt statement is now loaded.

How to Boot Your Computer Clean from the Hard Drive

The following steps will allow you to boot your computer clean without booting from a clean DOS system disk as above. This technique will involve renaming the **AUTOEXEC.BAT** and possibly the **CONFIG.SYS** files of DOS on your hard drive. The **RENAME** command of DOS is quite handy because it does not delete or rearrange any of the contents of the file(s) renamed.

First try renaming the **AUTOEXEC.BAT** file (this file is where most start-up, or memory resident programs are located). If you still come up short of the needed 550K free RAM, then rename the **CONFIG.SYS** file as well.

How to RENAME the AUTOEXEC.BAT file:

- 1 Boot your computer as you would normally. At the C: prompt, type **RENAME AUTOEXEC.BAT AUTOEXEC.TMP** and press **Enter**. Please note the spaces in the command that you type.
- 2 Reboot your computer. Your system will now be ready to load *Winter Challenge*. Follow pages 3-7 of the *Winter Challenge* manual for details. If you attempt to load the game and still get an "INSUFFICIENT MEMORY" message, rename the **CONFIG.SYS** file as outlined below.



How to RENAME the CONFIG.SYS file:

- 1** Boot your computer as you would normally. At the C: prompt, type **RENAME CONFIG.SYS CONFIG.TMP** and press **Enter**. Please note the spaces in the command that you type.
- 2** Reboot your computer. Your system will now be ready to load *Winter Challenge*. Follow pages 3-7 of the *Winter Challenge* manual for details.

Note that the display probably looks different now on start-up than usual. Don't be alarmed. Your "normal" start-up programs still exist within your newly renamed files; they did not load because of the name change of the AUTOEXEC and CONFIG.SYS.

How to put your system back the way it was:

- 1** Change to the root directory of your hard drive. (To get to the root or main directory of your hard drive if you are anywhere in your C: drive, type **CD** then press **Enter**).
- 2** Type **RENAME AUTOEXEC.TMP AUTOEXEC.BAT** and press **Enter**.
- 3** Type **RENAME CONFIG.TMP CONFIG.SYS** and press **Enter**.
- 4** Reboot your computer. Voila! Your computer will now be back to normal!

If you attempt any of the above and still have difficulty, please contact Accolade's Customer Support team at 408/296-8400, 9 a.m. to 5 p.m. PST, Monday through Friday.



ACCOLADE CUSTOMER SERVICE: (408) 296-8400

If you need help with this — or any other — Accolade product, please give us a call between the hours of 9am and 5pm (Pacific Standard Time). Be sure you are at your computer when you call. We'll try to solve your problem or answer your question. Or write to us at:

Accolade
Attn: Customer Service
550 S. Winchester Blvd.
San Jose, CA 95128

If you have a modem, you can call and log-on to Accolade's Bulletin Board for instant hints and other information. You can also leave questions about any Accolade game; they'll be answered by Accolade's technical support representatives. The modem number is 408-296-8800. Our settings are 300, 1200, 2400, 9600 baud; 8 Data; No parity; 1 Stop Bit



DO YOU WANT TO BACKUP YOUR DISK?

We know you're concerned about disk damage or failure. So feel free to make a back up of the game. See your computer manual for details about backing up disks. If you lose the codewheel, please send us \$15 and we'll send you a new one. If it's destroyed, send us the remains, and we'll give you a replacement free of charge.



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