

»»» ski racing 2005

Featuring
Hermann Maier



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ROSKIRACING00001MAN



MANUAL





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Homepage „Ski Racing 2005 feat. Hermann Maier“: www.skiracing2005.com

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Certain people experience epileptic seizures while viewing flashing lights or specific patterns in our daily environment. These persons can also experience epileptic seizures while watching TV or playing computer games. Even gamers, who have never experienced any seizures, may nonetheless have an undetected epileptic condition. Consult your doctor if you, or a member of your family, have an epileptic condition. When you experience any of the following symptoms, stop the game immediately: Dizziness, altered vision, eye or muscle twitching, mental confusion, loss of awareness of your surroundings and/or convulsions.

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STARTUP

1. Place the Ski Racing 2005 disc on the disc tray with the label facing up and close the disc tray.
2. Follow on-screen instructions and refer to this manual for more information about playing Ski Racing 2005.

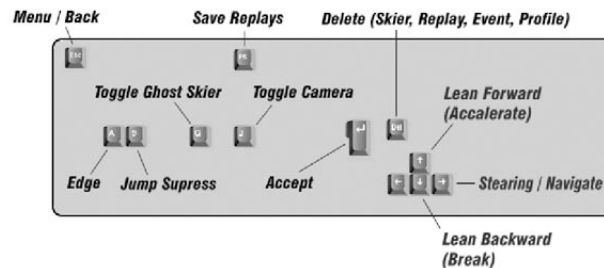
Minimum System Requirements

- Intel Pentium® III, 1GHz or compatible
- 256 MB RAM
- 3D-graphics card 32 MB
- DirectX® 8.x or higher

Avoiding Damage to Discs or the Disc Drive

- Insert only PC-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the PC for extended periods when not in use.
- Do not apply labels, stickers, or other foreign objects to discs.

GAME CONTROLS



Arrow Keys	Control direction of skier /Lean
'G'	Toggle Ghost ON/OFF
'J'	Toggle Camera
'A'	Edge
ESC	Back/Cancel/Pause Menu
ENTER	Accept/Start
'S'	Jump Suppress/Accept/Start

PLAY CONTROLS

Basic controls

Suppress Jump

Before going into a jump, press and hold 'S' to crouch. Release the 'S' just before taking off to suppress the jump.

Edge

Press the 'A' while turning to edge. This will make you turn faster.

Start

At the beginning of each run there's a start meter with a marker moving horizontally. Press the 'S' time the marker is centered to increase your initial speed.

For more explanation on each action, see page 12 in the section Elements of Gameplay.

INTRODUCTION

Add an adrenaline rushing pace with shiny tights and bone crushing speeds and you're getting close to the „Ski Racing 2005“ gaming experience. A title where it's all about you, the skis on your feet, and the one man competition of beating the dizzy drop in front of you. Only your finger technique and power of reaction stands before you and the season's World Cup victory.

MAIN MENU



From the Main Menu you can choose to commence a SINGLE EVENT, start a new WORLDCUP, view RECORDS, setup your OPTIONS, sign in to ONLINE, or manage replays and custom made events in EXTRAS. Use the UP/DOWN arrow keys to navigate and press ENTER to make your selection.

ONLINE

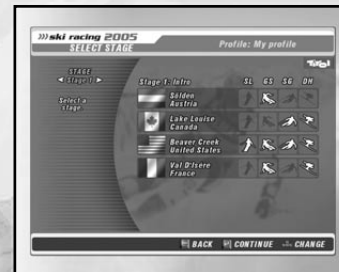


You need an active internet connection to use the online feature. Your nick name, your real name and your email address are needed. The email address is used for both sweepstakes and as unique user identification, if more users are playing with the same nick name. There will be several opportunities to win contests and championships with your online high score!

You can upload your records and compare yourself against the best Ski Racing 2005 players in the world. To upload a record, you have to be signed in to the Online Service while playing. While signed in, the game will be using your Internet connection to send and retrieve records. To view records, go to

[<http://www.skiracing2005.com/highscore>].

WORLDCUP



Start into the worldcup season!

You're a pro alpine skier now. Compete against AI skiers and participate in this season's World Cup. Perform well and you will be able to unlock new features, locations, and receive skill points, which will enhance your skiing talent.

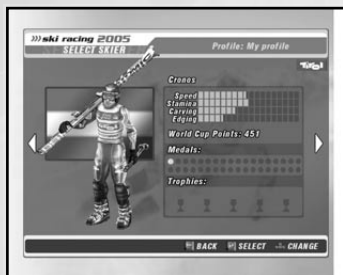
Progress

The Career is divided into 4 stages plus the finals. Within a section, you are free to choose any of the available events at any time. When finishing a run, the skier is rewarded World Cup points, depending on his position in that particular run. In Slalom (SL) and Giant Slalom (GS), both runs must be completed before receiving any World Cup points. You can always retry an event if you wish to improve your previous results. To proceed to a new stage, a skier must acquire a sufficient number of World Cup points. When a new stage is unlocked, this stage will also be available in the Single Event mode.

POS	WC PTS	POS	WC PTS	POS	WC PTS
1	100	11	24	21	10
2	80	12	22	22	9
3	60	13	20	23	8
4	50	14	18	24	7
5	45	15	16	25	6
6	40	16	15	26	5
7	36	17	14	27	4
8	32	18	13	28	3
9	29	19	12	29	2
10	26	20	11	30	1

World Cup Score Table

Skill Points



By positioning well in a run, the skier is rewarded skill points. Speed events (Downhill and Super-G) improve speed and stamina, while technical events (Giant Slalom and Slalom) improve carving and edging. There's a fixed set of skill points for each event and you may acquire some or all of them, depending on your final position.

Winning

There are 5 trophies up for grabs in the Career mode. You can win one for each discipline and if you master them all, you will have a chance at the over all World Cup victory.

Saving

The game will automatically save progress to the hard drive.

SINGLE EVENT MENU



Time Attack

Choose an event and compete against the clock. To contend in an event, you must first unlock it in the Career mode. It is also advised that you go there to acquire skill points – this will help you achieve better race times.

Replay Chase

Choose a previously saved replay and compete against your or a friend's old run.

Tournament

Play 1-8 players and customize your own tournament. Choose which events to compete in and in what order.

OPTIONS MENU



General

Camera – Set default camera view (NEAR/FAR/1st/TOP)
Port markers – Toggle extra port markers (ON/OFF)
Show ghost – Toggle record ghost visibility (ON/OFF)
Autosave – Toggle auto saving (ON/OFF)

Video

Resolution – Set screen resolution
Widescreen – Set screen ratio (4:3/16:4)
Glow – Toggle visual glow effect (ON/OFF)
Graphical Quality – Set the graphical quality (Low/Medium/High)

Audio

Sfx vol – Set sound effects volume (0-100%)

Music vol – Set music volume (0-100%)

Local Music – Allows you to play your own mp3:s while playing the game.

Music files must be placed in the Music directory in the game root (ON/OFF).

Controls

Key mapping – Customize player controls

Change Profile

Choose to switch between saved profiles.

RECORDS MENU

Browse the “All Time Record” for each event. Best times, longest jumps, flag touches and more statistics are also available for you to challenge in all available game modes.

EXTRAS MENU

Manage saved replays and custom events.

Replay Viewer



Watch a saved replay and learn from your mistakes, or borrow a friend's replays and see where you can improve your skills. You can race against a replay in the Replay Chase game mode. Replays can be saved in all game modes.

Event Editor

Choose an existing event and then create your custom gate setting in this editor. You can save these new events to your hard drive. Saved events can be used in Single Event mode and Tournament mode later.

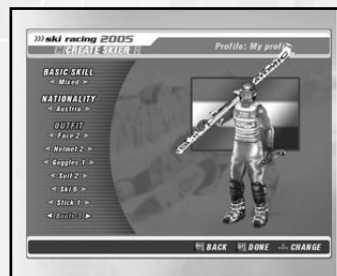
Browse Skiers

Take a look at the saved athletes.

Credits

A list of all those who created and published “Ski Racing 2005”

CREATE SKIER



The time has come to create your own legend. To build a custom skier, choose Empty Slot in the skier list (shows when starting a career or participating in a Single Event) and press ENTER. Each new skier can be used in the Career mode separately. Any skier that you create will also be available in all other game modes.

Basic skills

All new skiers have a few skill points at the outset of the game. Distribute them by choosing a skill profile. A Technical profile makes your skier more adept to Slalom and Giant Slalom, while a Speed profile helps out in Super-G and Downhill events. A mixed profile distributes the skill points evenly. This setting only influences the initial values of the skier's skills.

Nationality

Select a nationality for your new skier.

Outfit

Customize your skier's appearance.

GAME WINDOW

Note! The screen layout differs depending on your settings and other factors.



1	Skier name	5	Current position
2	Stamina meter	6	Current time
3	Gate marker	7	Time difference to best time
4	Current speed		

ELEMENTS OF GAMEPLAY

„Ski Racing 2005“ features 4 alpine disciplines; Downhill (DH), Super-G (SG), Giant Slalom (GS) and Slalom (SL). Each discipline requires a different approach. To help you master a discipline, there are 4 skills at your disposal. These are (ordered from speed relevance to technical relevance):

Speed

By leaning forward/backward it is possible to increase/decrease your speed. The speed skill determines the maximum speed.

Stamina and Carving

By turning left or right, you will automatically perform carving. Carving only moderately affects the speed, but it reduces stamina. Low stamina in turns will increase the turning radius, but will never cause a glide. Turning is also restricted by your carving skill. The carving skill defines how quickly you can turn with full stamina.

Edging

When failing to carve quickly enough, you can use edging to save the situation. This makes the skier glide and greatly reduces the turning radius. However, it will also decrease your speed. Good edging skills help maintain speed, but there is always some penalty.

Jump Suppress

Although not a skill, Jump Suppress will help you in the speed events. Before going into a jump, you have the possibility to suppress the jump. If timed well, this will force the skier to moderate the jump, thus reducing air time. In return, this will help maintain both speed and control.

LOCATIONS

Ski Racing 2005 will take you on a journey to some of the world's most famous ski resorts on both sides of the Atlantic.

Nation	Location	Events
AUT	Sölden	GS
CAN	Lake Louise	DH, SG
USA	Beaver Creek	DH, SG, GS, SL
FRA	Val d'Isere	DH, GS
ITA	Sestriere	SL
ITA	Val Gardena	DH, SG
ITA	Alta Badia	GS
AUT	Flachau	GS, SL
ITA	Bormio	DH
FRA	Chamonix	DH, SL
SUI	Adelboden	GS
SUI	Wengen	DH, SL
AUT	Kitzbühel	DH, SG, SL
AUT	Schladming	SL
GER	Garmisch	DH, SG
SLO	Kranskja Gora	GS, SL
NOR	Kvitfjell	DH, SG
SUI	Lenzerheide	DH, SG, GS, SL

World Cup calendar

TIPS

Don't lean forward before you've learned the basics of carving and edging.

As a beginner it is wise to use Edging frequently – especially in Slalom events.

Learn to time the start well - it will influence your run times.

Keep an eye on gate markers and the blue track lines – especially before going into a jump.

CREDITS

COLDWOOD INTERACTIVE

Artists

Dick Adolfsson
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Jon Noorlander
Ulf Bertilsson

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Toontrack

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Producer

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International Security & Protection Manager

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Barbara Thaler (K.S.C.)
Gerhard Wiesenbauer (NAW)

Music © Digital Vision



65. HAHNENKAMM-RACE KITZBÜHEL 21.-23.01.2005

PROGRAM

Friday, January 21st	Hahnenkamm Super-G	11:30 a.m.
Saturday, January 22nd	Hahnenkamm Downhill	11:30 a.m.
Sunday, January 23rd	Hahnenkamm Slalom	10:30 a.m. / 13:15 p.m.

TICKETS

VIP- Tickets: Kitzbüheler Ski Club ☎ +43 5356 73555
e-Mail: ticket@hahnenkamm.com

Regular tickets: Austria-Ticket ☎ +43 1 96096 or +43 512 5307 182
e-Mail: ticket@ivb.at **Or on the scene (unlimited).**

Group tickets: Kitzbüheler Ski Club ☎ +43 5356 62301-16 0
e-Mail: info@hahnenkamm.com

PARK & RIDE



HAHNENKAMM-EXPRESS

A special Park&Ride service offered by the organizers to all visitors arriving by car. Large car parks (free parking) will be made available in Kirchberg in Tirol and Oberndorf. Visitors to the Hahnenkamm Races can take the free "Hahnenkamm-Express" special train directly to the finish area (Hahnenkamm station)



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5. Internat. JUNIOR RACE
Wednesday, January 19th
Start: 05:00 p.m.



SPECTACULAR 3-S CONTINUOUS LOOP GONDOLA

Opening in December 2004

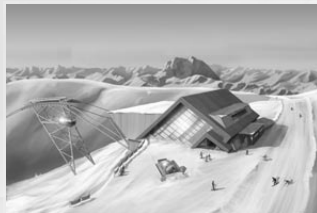
It has been a vision for decades to connect the two ski areas of Hahnenkamm/Pengelstein and Jochberg/Resterhöhe by ski lifts. This unique project of a connecting lift will serve as the "aorta" of the entire ski area and implement the long-term goal to combine the larger ski area and make the "Ski Safari" skiable from both directions.

Developments in ropeway engineering in recent years have made it possible to directly span the Valley (Saukasergraben) in its entire width. A combination of length, span, clearance from ground and top-of-the-line ropeway engineering makes this project unique all over the world.

The 24 gondolas (with a maximum carrier capacity of up to 30 persons) are supported by two track ropes – like on rails – and drawn by a haul rope.



Stationsgebäude Talsen



Stationsgebäude Pengelstein



Saukasergraben



www.bergbahn-kitzbuehel.com

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