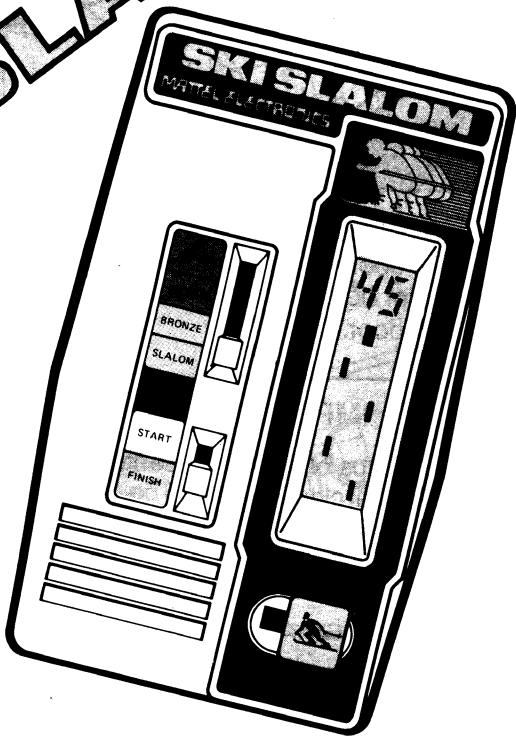


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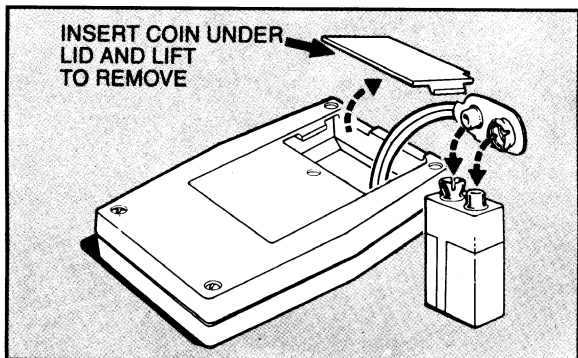
SKI SLALOM

INSTRUCTIONS



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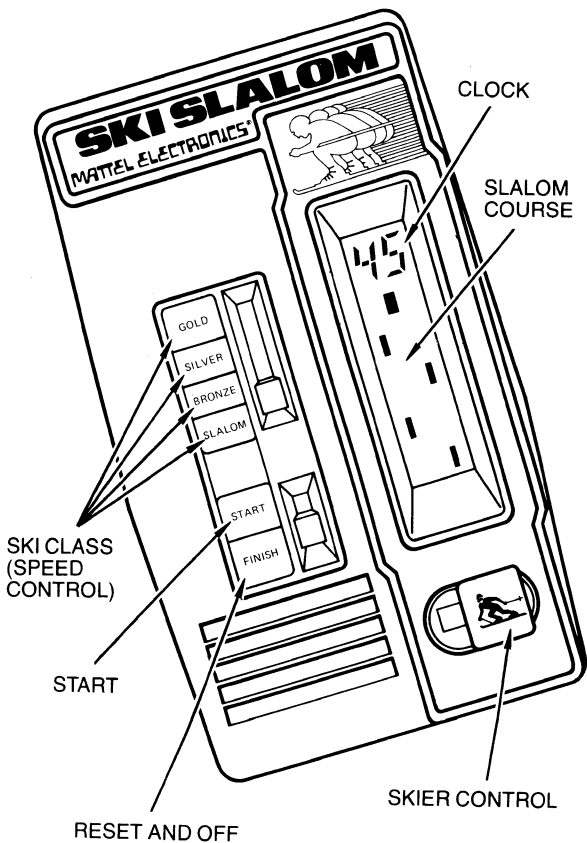
HOW TO REPLACE THE BATTERY



Turn Ski Slalom game over, face down. Remove battery door. Attach one 9-volt alkaline transistor battery to connector. Replace battery door.

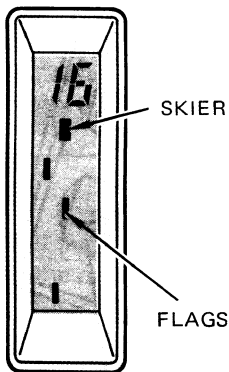
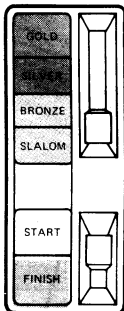
IMPORTANT NOTICE!

If the blips of light representing skiers or the digital clock appear to be malfunctioning, this is the first sign of battery wear. A fresh battery should solve the problem. **Use alkaline batteries for longer life.**



OBJECT OF THE SKI SLALOM GAME:
Race your skier down the slalom course. Avoid hitting "flags" (obstacles). Complete 4 runs to the Finish Line in 99 seconds or less.

LET'S TRY A PRACTICE RUN!
FIRST – Set your ski class (speed) at Slalom. This is the slowest speed.
Important: Game will not start unless you begin in Slalom Class.
SECOND – Begin the race! Push START/FINISH switch to START.



Your skier is the blip of light that starts at the top of the course and travels DOWN to the bottom. The flags are dimmer blips that start at the bottom of the course and move UP to the top.

Maneuver your skier with the Skier Control knob. Move the knob left to move your skier left. Move the knob right to move your skier right. Use the Skier Control knob to avoid hitting flags.



If you hit a flag, your skier may be sent part or all of the way back to the starting gate, losing valuable time. If you hit a flag, move away from it (right or left). The quicker you move away, the less time and distance you will lose.

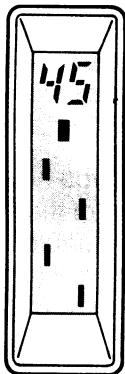
After you have completed one run, your skier will automatically return to the top starting gate for the next run.

GO FOR SPEED! You're racing against the clock, with 4 speeds to choose from. Slalom is slowest. Gold is fastest. You must **START** with Slalom, but for the best race, move quickly on to the higher classes. Remember: The faster your skier moves, the faster the approaching flags will move.

RACE AGAINST THE CLOCK!
Complete 4 runs in the shortest time
under 99 seconds!

RACE AGAINST YOURSELF!
Write down your best time for 4 runs.
Now try to beat it!

**RACE AGAINST AN
OPPONENT!** Decide on the
number of slalom events (4 runs to
each event) that each skier must
complete. The skier with the
fastest time wins!



**COMPARE YOUR TIME AGAINST THE
TIMES BELOW!** Are you Gold Medal class?
Or just a beginner?

| | |
|--|--|
| Under 30 seconds – Gold Medal Skier | 55-65 seconds – Still learning. |
| 30-45 seconds – Silver Medal Skier | 65-75 seconds – Back to short skis. |
| 45-55 seconds – Bronze Medal Skier | 75 or more seconds – Stay off the slopes! |

ELECTRONIC SOUND EFFECTS:

“SHUSH” – Constant sound as skier descends slope.

BEEP – Skier hit a flag. Sound continues until you move skier away from flag or skier is returned to starting gate.

VICTORY SIREN – A warbling siren that hails you as a winner!

DEFEAT HORN – A flat, steady tone that signals the game's end. Too slow – try again.

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