

Slalom FAQ

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Slalom

Slalom
Nintendo Entertainment System
FAQ/Walkthrough
Version 1.00
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<http://www.gamefaqs.com>

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1. Introduction

This is my FAQ for a small skiing simulator called "Slalom" released for the NES in 1986. It's fun little game, and will keep you hooked for ages should you start playing. If you find anything wrong with my FAQ, or want some extra help, email me (my email address can be found in the conclusion of this FAQ).

Enjoy the guide :) !

2. Version History

Version 1.00 - 23rd August 2007 - 7kb

First public version. All sections complete.

3. Game Basics

In "Slalom", you take control of a skier on one of three different mountain ranges:

- "Snowy Hill" - The easiest and most basic set of courses. Also the least amount of opposing skiers
- "Mt. Nasty" - The medium level set of courses. More opposing skiers than Snowy Hill, and less than Steep Peak.
- "Steep Peak" - The most advanced set of courses. The hills are mobbed with other skiers, making it harder to avoid them and also the obstacles.

After you select which mountain range you'd like to ski on, you'll start a practise course. This is to accustom you to the controls and the gameplay mechanics. You have to ski down the slope, going in between two flags that appear at periodic intervals. Other skiers will be going down the slope too, and bumping into them will cause your skier to fall off his skis, and end up in the snow. It takes your skier a couple of seconds to climb back up and keep going, which wastes valuable time. There is a timer at the top, and you have to beat each course in less than 1 minute 15 seconds to proceed. On each mountain range, there are endless courses, all with progressively more skiers and some nasty obstacles designed to slow you down.

- Skiers - These move from left to right and come at you from all directions. Avoid these by staying as far away as them as you can, and if they're going through a set of flags at the same time as you, perhaps causing a collision, speed up and take the flags first.
- Trees - These small trees are seen from a distance, so it shouldn't be too hard to avoid them.
- Snowmen - Snowmen are the hardest obstacles to avoid, being the same colour as the snow. When you do see them, veer round them with as much distance as possible, as touching them will make your skier take even longer to get back on his skis should he fall off.

Pressing the SELECT button at the Level select screen will activate two player mode. Plug in a second controller and have the first player select the level. Now, the first and the second player have a race, similar to the one player levels, to pass through all the flags in the quickest time.

At the top of the screen is a bar. This is what it looks like and what info it displays:

```
-----  
/  Km/H          PLAYER 1          TIME  \  
\  1.  _____  2.  _____  /  
\ _____|S_____O_____F|_____ /  
-----
```

The 1. underneath the Km/H shows your current speed. The 2. underneath the TIME displays the amount of time you have left to complete the course. At the bottom of the meter is a bar that shows you how far through the course you are. The S on the left symbolises 'Start' and the F on the right symbolises 'Finish'. The O moves from left to right as you progress through the course.

4. Controls

Game Controls

Directional pad up - Speed up
Directional pad down - Slow down
Directional pad left + right - Move left and right
START button - Pause and unpause game
SELECT button - Not used
A button - Not used
B button - Not used

Menu Controls

Directional pad - Highlight option
START button - Select option
SELECT button - Select 2 player mode
A button - Not used
B button - Not used

5. Strategies

Spend less time getting back up

If you are knocked down, press Down on the directional pad just after being knocked into the air, and your skier will stand back up quicker than usual.

Use the opposing direction to steady yourself

If you are moving left too quickly, when you just let go of the button, your skier will continue to slide left for a few seconds. To stop this from happening, press the right button quickly, to make your skier slide in a straight line. This also works from right to left.

Control your speed

Go as fast as possible on straight, obstacleless sections. This will make up for time you'll lose when going slowly on harder parts of the course. Some sections you'll find a lot easier if you aren't going at 100kmph. Trust me.

6. Conclusion

This guide may only be used on the following sites:

www.gamefaqs.com
www.gamespot.com
www.neoseeker.com
www.honestgamers.com

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This file was written to help out with the GameFAQs NES FAQ Completion Project.
That's another game ticked off the list.

The FAQ completion project site can be found at <http://faqs.retronintendo.com/>

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