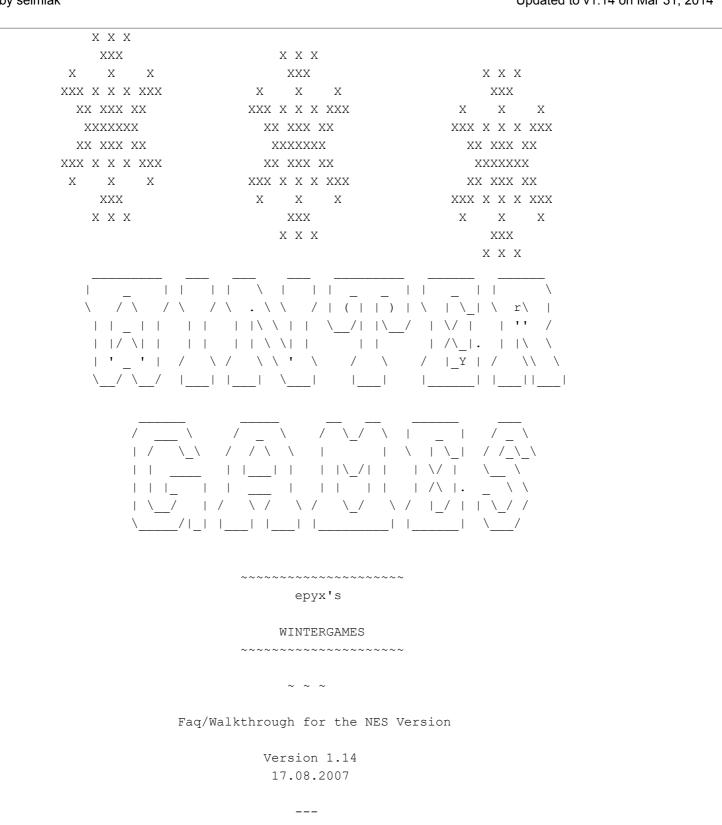
Winter Games FAQ/Walkthrough

by selmiak

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started on 25.09.2005

This FAQ is written for fun and for the NES FAQS Completion Project. For more information about the NES FAQ Completion Project go here:

>>> http://faqs.retronintendo.com/ <<<

Once you load up the Game you will see the opening ceremony with the runner with the torch entering the screen, anthemlike music playing and the runner lighting a huge fire with his small torch while doves fly by.

~ ~ ~

After this emotional moment in sportshistory you are able to choose from different actions in this game. I will list them all under here and then explain what they are all about.

MAIN SCREEN:

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() # Compete in all events # ()

() # Compete in one event # ()

() # Practice events # ()

() # See world Records # ()

() # Opening ceremony # ()

These are all the options you get from epix Wintergames by now, now here comes the explanation what you can do with all the different options:

### () # Compete in all events # ()

This is the first option and the main event of the game, you will go through all 4 sportevents in one go. You first have to choose if you are one or two players and then you choose the country you want to represent (for further informations look down one chapter under "Nations" and then the game starts and leads you through all 4 events in the given order, for more information about the events look in the "events" chapter

### () # Compete in one event # ()

Here it's nearly the same as in the "compete in all events" Option, you first have to choose if you are one or two players and then you choose the country you want to represent (for further informations look down one chapter under "Nations" and then the game starts and bringst you to screen where you can choose one of the 4 events to compete against the computer or your friend or just break a record.

For more information about the events look in the "events" chapter.

### () # Practice events # ()

Here you can, as the name already implies practice all the different events and there are even more detailled informations about every event in the "events" section of this FAQ.

In the Practice mode you don't have to choose a name or a nationality but your records won't be saved in the Hall of fame mentioned in the next topic under here.

### () # See world Records # ()

Once you broke a record your chosen name will be on this hall of fame until someone else breaks your record or you cut the power to this game. Look here and shed a tear with your own personal highscore or be angry at the person that beat your record. So now try to be better then.

### () # Opening ceremony # ()

Choose this option and you will see the guy with the olympic torch running into the screen again and light up the fire (again, sigh!).

Once the fire is lit and the doves start to fly by, just press start, it's all over now.

### 

# NATIONS

After choosing the number of players (I refuse to write more about this matter) you can choose the country you want to represent. In the NES Version you can choose from 6 different countries (in the c64 Version you can play the whole world) which are as follows:

| # | USA  | (UNITED STATES OF AMERICA) |
|---|------|----------------------------|
| # | CAN  | (CANADA)                   |
| # | USSR | (OLD RUSSIA)               |
| # | JPN  | (JAPAN)                    |
| # | GBR  | (GREAT BRITAIN)            |
| # | FRA  | (FRANCE)                   |

After you have chosen your country you can enter your name, which can be very frustrating when you can move your cursor only from left to right and back and not from top to bottom and you can only use 4 different characters for your name as a maximum.

After having entered some 4 letter name like hans, friz, shit, fuck, coke, duke, nahasamimapetilon, tom, max, anus, dale, or somthing else at least the same creative you can hear your countries national anthem in bleeps and then continue to the event you chose.

EVENTS

() # Hot Dog Aerials
() # Speed Skating
() # Figure skating

() # The Bobsled

These are all the events available in epyx Wintergames for NES. You can acess the events either all in one go or only one at a time. All this is explained under the "MAIN SCREEN" Section at the beginning of the FAQ.

# \_\_# Hot Dog Aerials\_\_

This event is a trickski contest where your player jumps over a small jumpramp and has to do some nice tricks to impress the jury.

the first thing to do is press A to start your player.

as soon as your character hopped over the kicker press the following buttons to make him do some action!

| key | trick                                  |         | Thing to take care of      |
|-----|----------------------------------------|---------|----------------------------|
|     | backflip<br>                           |         | only once or you will bail |
|     | double backflip  double backflip  l  l | 6.3-7.7 | •                          |

| >         | front flip                                | 5.7         | nothing special here                                                      |  |
|-----------|-------------------------------------------|-------------|---------------------------------------------------------------------------|--|
|           | >>   double front flip                    |             | same timing as on the double<br>  backflip is needed here.                |  |
|           | back to front flip                        | 7.1-7.7     | same timing as on the double backflip. Even better timing is needed here. |  |
| > <       | front to backflip                         | 7.1-7.7     | see back to front flip                                                    |  |
| ^+><br>   | skies back                                | 6.2         | push both buttons at the same                                             |  |
| ^+<       | spread the skies                          | 6.2         | same as the skies back trick                                              |  |
| V+<       | skies to ass                              | 6.2         | same as above                                                             |  |
| V+>       | crossed skies                             | 6.2  <br>   | same as above                                                             |  |
| <br> <br> | any flip + one of<br>  the 4 above tricks | 8.4-8.5<br> | do a single flip and then one of the 4 skitricks                          |  |
|           | the same skitrick                         | 8.6<br>     | in a short timeframe it's better<br>  to just do the next combo vvv       |  |
|           | two different<br>  skitricks              | 9.5<br>     | same timeproblems as above but<br>  gets you a higher score               |  |

The more often you repeat a trick the lower you scores will get.

# \_\_# Speed Skating\_\_

Here you controll your speedskater with just two buttons. (and A to start.)

Now we come to what we are all here for, senseless sensoric overloading buttonmashing!

At the beginning of the race push left and right like crazy to gain some speed, after you get your speed just relax and press the buttons in turns at a constant rhythm. No need to be hectic, your skater just needs to glide over the ice and this is best done by a smooth rhythm of footmovement.

The speed bar in the lower left corner shows how fast you got, it is possible to hold it at a maximum level, but it is very hard, more likely you will switch from highest speed to one level below and then back up again.

Whatever you do, don't loose your rhythm!

Use the practice option for pratice and you will get into the rhythm.

Then try to beat my 35.2 seconds for 400m! (which I only got once but I'm so proud of it to write it here!)

# \_\_# Figure skating\_\_

This is a rather odd event, but when you want to compete in all events you have to go through this one, too. Here is how it (should) work:

First of all press the A button to start your girls ride over the ice.

After absolutely not knowing what to do then in this event I surfed around the web and found a nice explanation for this event on www.neshq.com written by andrewm, the site's administrator.

As he stated he took the info from the c64 manual I will use this information for completenes here too, and by that giving him and the manual the deserved credit. More in the thanks section.

It is important that you are in the right stance for your jumps or you will bail.

| key        | trick                       | standing  | Points |
|------------|-----------------------------|-----------|--------|
|            | triple axle                 |           |        |
| >+^+A      | double axle                 | foreward  | 0.6    |
|            | turn backwards              |           |        |
| >+A        | turn forewards              | backwards | •      |
| <+V+A      | triple Lutz                 | backwards | 1.1    |
| <+^+A      | double Lutz                 | •         | •      |
| ^+A        | Camel Spin                  |           |        |
| V+A        | •                           | backwards | •      |
| ^+A -> V*A | Camel to sitspin<br>  combo | backwards | 1.2    |

Eveytime you fall, this gives you a -1.2 score in the ratings.

the next pararaph is also written by AndrewM and quite helpful.

By now you know how to do the tricks, what they're worth, and the finer points of Winter Games Figure Skating. Well, there are two more things to mention. First, you can only do each trick once. Any later attempts will not be counted on the final score, regardless of whether or not the original trick was successful. Second, you must be facing forward when time runs out. If you're not then you'll fall down (say goodbye to 1.2 points). So, now for strategy.

The path I recommend is: Triple Axel, Double Lutz, Camel Spin, Triple Lutz, Sit-spin, Skate Forwards, Double Axel, and finish with a Camel to Sit Spin. This works well since the jumps sort of lead into the spins. Give it a shot.

I still haven't figured out how to stand up after the spins, if you find out drop me a line to the mailaddresse mentioned in the legal stuff section.

# \_\_# The Bobsled\_\_\_

the bobsled is a more simple event.

Once you get a feeling for the curves and don't fall out of them it doesn't matter how you drive, you will always get final times between 51:50 and 53:99 seconds.

To stay inside the bobsledcourse and don't fall off in the curves you have to use the controlls left and right.

When the curve turns to the right you have to steer right, when the curve turns to the left you have to steer to the left. That's the trick, you will get used to it very fast. Once your bob gets faster you have to hold the button for the steering longer to the needed direction.

The most useless button is the down button, you use this to slow down your bob sled, but under normal circumstances you won't need to use the break and if you have to use it it's already to late.

# LEGAL STUFF

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VERSIONS

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Version 1.00 -~- 25.09.2005

Just started writing the guide and finished it in one go. That's it for now.

Version 1.10 -~- 28.09.2005

Added the ASCII Art on top. Took me longer to make the ASCII than to write the guide. Uhm, not really. That's it for updates and for this guide, By now I declare this File as finished and completed.

But if you have that piece of info, that is still missing in this guide and you think it should be at all cost in this guide, then don't hesitate to contact me and tell me the information, my emailadress can be found in the paragraph above and in the paragraph under this one.

But if you have any other question, that isn't answered, please keep it to yourself, because I won't play this game anymore and I won't provide any gameplay help, no matter how urgent it is (for a 18 years old game...) that's what this FAQ is written for!

Version 1.12 -~- 14.10.2005

Some other small changes that had to be done have been done. Changed some stuff in the thank you section, in the Faq, especially in the airjump hot dog aerials section and I still wonder how you can call an event about skijumping hot dog aerials...

Improved the legal stuffs and linked, if you want to call it linking (park?) because I just copy and pasted a link and you have to do so too, if you are interested in the NES FAQ Completion project. That's the Link anyways.

Version 1.13 -~- 31.10.2005

Finally I proovered the whole thing and now there should be no more spelling errors in this guide. If you find one write it out to me, because there can only be one or two left and I want them all.

Some small Layoutchange in the Figure Skating Event section has been done to make it more \dots "central".

This was probably the last update in a while, meh, forever!

Updated the url for the NES FAQ Completion Project. I is now found under

http://faqs.retronintendo.com/

THANKS AND GOOD BYE

Thanks to nintendo for building the NES!

Thanks to epyx for making this game!

thanks to AndrewM from www.neshq.com for some help on the Figure Skating event.

Thanks to the online dictionary of the technical university munich for helping me with some words I didn't know. The dictionary is found at:

>>> >>> http://dict.leo.org/?lang=de&lp=ende

Thanks to all the people working or coding or however you want to call the job they do, I mean those gamefreaks that write these nice programms known today as the emulator. I don't know if I would have bought this game. Well, the day it came out it sure was a good game, not great but good, but nowadays I wouldn't bother buying it, but it's a nice play for inbetween.

Thanks to CjayC and Gamefaqs for hosting my guides and providing us gamers with these massive amount of information and messageboards and stuff.

Thanks to Andrew Schultz for starting the NES FAQ Completion Project in May of 2004.

>>> >>> http://faqs.retronintendo.com/

Thanks to you for using my guide and still reading this.

Thanks to me for writing all this.

another shameless SELFPROMOTION:

To find more FAQ to other great games penned by me go to:

http://www.gamefaqs.com/features/recognition/39198.html

or check out my homepage

www.selmiak.de.vu

especially the page for wintergames with some more screenshots:

Oh, you're still reading... well, there is even MORE!!!

If you think, this FAQ helped you out, then why not pay a visit to my website for the game and browse around and in case you find an interesting ad consider checking it out.

> http://selmiak.bplaced.net/games/nes/index.php?game=Winter-Games <

You can't loose anything by doing so, except half a minute of your time and I get some tips and write more guides! And eventually you find something really interesting on my page as I have tons of stuff there!!

ENJOY!

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