

Apple® IIGs, IIe, IIc, II+

SKI CRAZED

Action game and construction set



SKI CRAZED



USER GUIDE

Authors
Jason Rubin and Andy Gavin

Animation Graphics
**Created with Take 1 and
Programmers Toolkit by Baudville**

INTRODUCTION

Mount Kilimanjaro, setting of the prestigious Kilimanjaro Annual International Skiing Tournament. You've fought your way through twelve grueling downhill slopes and two devilishly difficult slalom courses, both laced with moguls, ice hazards, jumps, gates, and associated spills. Now you face the ultimate. A slope that inspires more fear than all the others combined. Butterflies flutter in your stomach, sweat builds on your forehead, your teeth lock in place as you look down Ohh La La, the 15th slope and the Tournament. It's all or nothing.

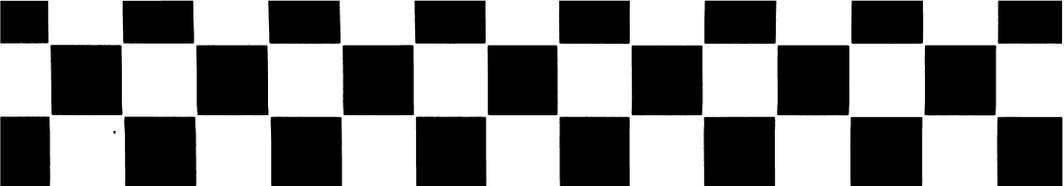
SKI CRAZED brings the best of the Alps and the mountains of North America to your computer. Stunning views and hair-raising stunts come to you without the lift lines, prices, cold, pain, and aggravation of real mountains. The magicians at Baudville and J.A.M. Software have even designed a slope creator so you can play Mother Nature and build new slopes for yourself and your friends.

EQUIPMENT REQUIRED

Apple IIcs Apple IIe, Apple IIc, Apple II+ or compatible with at least 64K.
One 5¼ inch disk drive.
A joystick.

NOTE FOR APPLE IIcs USERS

The System Speed must be set to "normal" and Startup Slot set to the 5¼ inch drive using the Control Panel. Refer to the Owner's Guide for further instruction.



GETTING STARTED

When you first boot the SKI CRAZED disk, you will be greeted by the title pages, the Mount Kilimanjaro Philharmonic Orchestra playing the SKI CRAZED title song, and then the main menu. To skip the title pages or silence the band, hit the [ESC]ape key during the title pages or before the concert.

The main menu provides an on screen joystick centering box to assure smooth game play. Most joysticks have two trim adjustments, one for each axis. Move these adjustment devices until “OK” appears in the joystick centering box.

After you have centered the Joystick use the ← and → keys to move within the main menu and use the [RETURN] key to select the desired menu option.

LESSONS

The first time you hit the slopes, be they real or computer generated, you will inevitably go to the top, pull on your goggles, and start down—on your buns! The fact is you just can’t get up and ski the first time you try—at least not until you’ve had lessons.

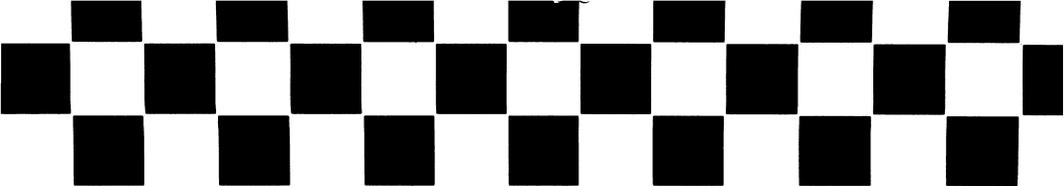
The ski pro at Mount Kilimanjaro is named “Jammer”. He may look funny, but you’ll learn to respect his knowledge quickly; without him you just can’t ski. Follow his instructions while the red skier demonstrates, and then try . . . and try again if you fail. You’ll quickly become an expert skier.

PLAY THE GAME

Upon selecting the PLAY THE GAME option you will be shown the SKI CRAZED Performance Chart. To begin play press the space bar or [BUTTON]-[0] on the joystick. You may return to view your performance during the game by pressing space bar or [BUTTON]-[1].

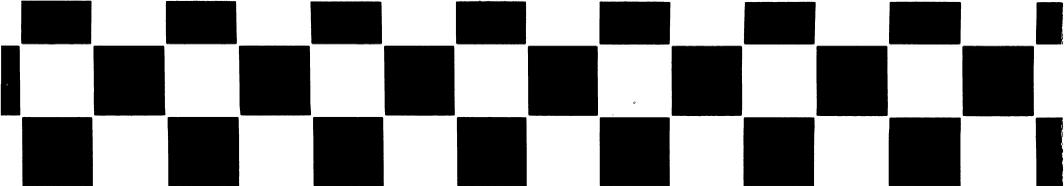
Here are eight tips to get you skiing:

1. **MOGULS:** Moguls are the toughest part of snow skiing and SKI CRAZED. These little rascals come out of nowhere to trip you up. To pass moguls, you have to hit them at an angle. Unfortunately, some moguls are better passed to the right while others are better passed to the left. In SKI CRAZED the moguls with their backs to you—the bigger ones—have to be passed by pulling the joystick down. The smaller moguls—that look



farther away—are passed by pushing the joystick up. Make sure when going through groups of moguls that you don't move the joystick too late or change position too early. If you are not moving in the correct direction on a mogul, you will “eat snow”.

2. **JUMPS:** Jumps are harmless in themselves, especially the little ones. But because people are always packing the snow down where the skiers land, the jumps can form ice. If in SKI CRAZED you land on an ice patch, you will “greet the slope”. Sometimes there are two patches of ice in a row, sometimes there is a small spot of good snow between two patches, and sometimes there is no ice at all after a jump. To avoid ice you must maneuver in mid-air. This is explained in the JUMP TRICKS section.
3. **ICE:** In SKI CRAZED, ice is only dangerous when you land on it after a jump. At all other times you can sail over it without a second thought. To learn how to avoid ice, see the JUMP TRICKS section.
4. **SIGNS:** Signs warn of danger ahead; at higher levels of difficulty they do not always appear before disaster. Signs can be passed without any action and are harmless.
5. **FLAGS:** Flags appear only in the slalom courses and are treated exactly the same as moguls. The black flag corresponds to the small, far away mogul and you have to push up on the joystick to pass it. The white flag corresponds to the larger, near mogul, and is passed with the joystick pulled down. Make sure you pay attention to the flag's color.
6. **JUMP TRICKS:** Jump tricks are both for fun and for avoiding ice at the bottom of the jumps. You can do three jump tricks: the granny, the backscratcher, and the daffy. When you go off a large jump, you always land either in the 3rd, 4th, or 5th space from the jump. The 1st and 2nd space after a large jump can be ignored as you always fly over them. The granny always lands in the 3rd position from the jump. To execute a granny, leave the joystick in a centered position. The granny is a good move if the 3rd space from a jump is open. The backscratcher and the daffy are treated the same by SKI CRAZED. By pulling the joystick to the left, you can do a backscratcher, and to the right, a daffy. These two moves can land you in the 3rd, 4th, or 5th position from the jump, depending on when the joystick is recentered. To jump to the 3rd space, briefly hold the joystick in either position and let go before reaching it. To go all the way to the 5th space, hold the joystick the entire time you

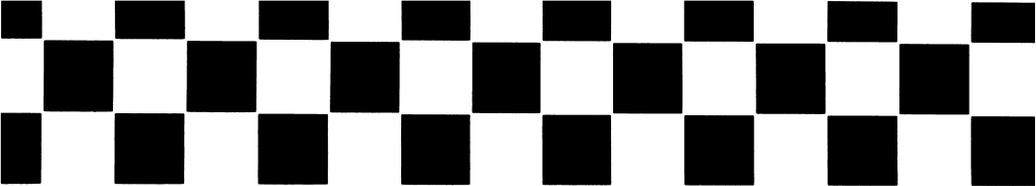


are airborne, and gravity will land you in the 5th space. You can change tricks in the air by changing the joystick position. To miss the ice, timing is crucial.

7. **SLOPE LENGTH INDICATOR:** The length of the slope is portrayed by the black box toward the bottom of the screen. Your position, moving toward the right, is the little white dash in the box. When your dash reaches the right side of the box, you are at the bottom of the slope.
8. **SCORING:** There is no out-and-out "score" in SKI CRAZED, but your skiing abilities are important. At the bottom of each slope you will be shown your performance chart. Take as much time as you need to look at it. The higher your percentages, the farther to the right the bar will move. The absolute left is zero percent and the farthest right is 100 percent. If your percentage is too low to make the tournament, the bar will be red and to the left of the "passing line". If you scored high enough to qualify for the tournament, the bar will be green and to the right of the "passing line". You are allowed 15 falls before tournament disqualification. When the bar falls below the 15-falls line, your game will end. To find out about the tournament and qualifying scores, read the Powder Press Newspaper.

The following are the commands that may be used while playing the game:

1. **[CONTROL]-[Q]** Quits the game in play and returns to the main menu.
2. **[CONTROL]-[R]** Restarts the game at the first slope.
3. **[ESC]ape** or **[BUTTON]-[0]** Pauses the game; **[ESC]ape** or **[BUTTON]-[1]** restarts it. **[ESC]ape** is also used to skip the rest of the small skit playing, like the death skit, and is used to return you to the main menu from the Performance Chart.
4. **[CONTROL]-[S]** Tells the band at the bottom of the slope that it is snowing so they won't come out and play.. Pressing **[CONTROL]-[S]** again apologizes and brings the band back out.
5. **[SPACE BAR]** or **[BUTTON]-[1]** Stops the game wherever you are and shows you your Performance Chart. The chart will reflect your performance up to and including the last fall or the bottom of the slope. When you are through with the score page, restrike the **[SPACE BAR]** or hit **[BUTTON]-[0]** and you return to the game where you left off.



After you have looked at the opening score page, you can press [BUTTON]-[0] or the [SPACE BAR] to start your game.

PRACTICE SLALOM

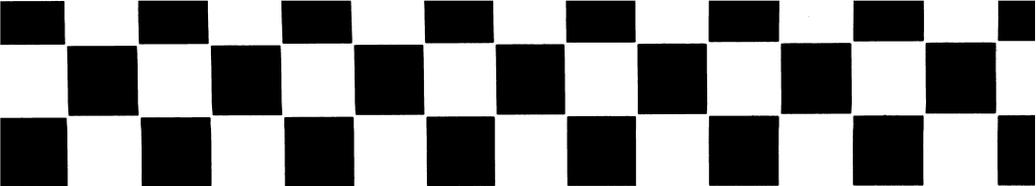
Select this option to practice the Kilimanjaro Slalom and Grand Slalom courses.

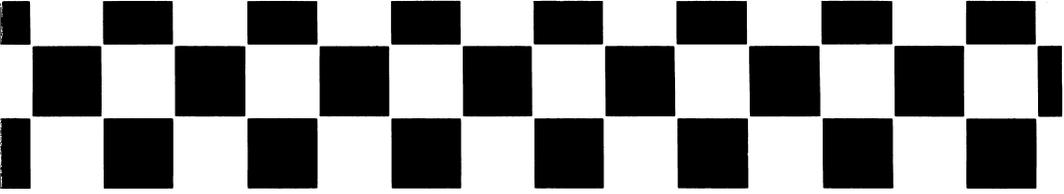
MAKE A SLOPE

After playing SKI CRAZED a while, you may want to create a slope or two of your own. One of SKI CRAZED's benefits is that you can design your own slopes—something you can't do at your local ski resort. Select MAKE-A-SLOPE to load the slope construction set. You will be given a clear slope on which to place a variety of jumps, moguls, and assorted hazards. The triangle in the middle of the screen (the cursor) shows the current editing position on the screen.

COMMANDS TO CUSTOMIZE YOUR SLOPE

1. [←→] The left and right arrows move the cursor up or down the slope in increments of 10 feet. You may not move past 2,000 feet and hazards may begin 50 feet from the beginning.
2. [ESC]ape Pressing the [ESC] returns you to the main menu. MAKE SURE THE SLOPE IN MEMORY HAS BEEN SAVED OR IT WILL BE DESTROYED.
3. [J]ump The jump command helps you move rapidly to any position on the slope. When asked where to jump, type in the desired location on the hill (foot marker) using the numerical keys and then press [RETURN].
4. [A]uto The automatic command lets you rapidly place hazards on the slope by automatically advancing the cursor 10 feet down the slope after you have placed a hazard. This eliminates the need to use the right arrow. Tapping [A] once turns auto on; tapping [A] again turns auto off. Auto will be turned off if you reach the end of the slope.
5. [C]lear The clear function clears the slope and returns you to the 50-foot marker.

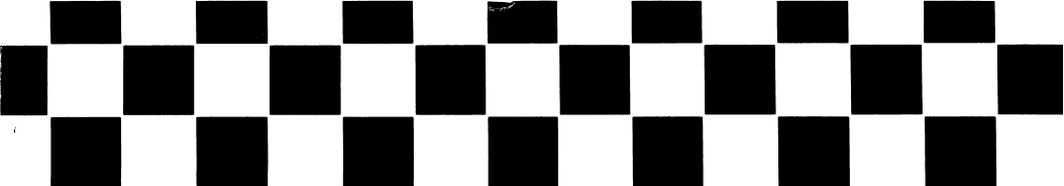
- 
6. [L]oad The load command will unpack previously constructed user slopes from the disk to be edited. The unpacking process takes a few seconds.
 7. [S]ave The save command will pack and save the slope currently being edited. The packing process may stop if the slope is less than 900-feet long, if the end marker has not been placed, or if three ice hazards have been placed in the 3rd, 4th, and 5th spaces from a large jump. (i.e. Large jump, anything, anything, ice, ice, ice.)The packing pause ensures the player a place to land safely. Packing a slope may take a few seconds. You can store up to 10 slopes.
 8. [N]ame This function lets you change the name of the slope in memory. By hitting this key, you can type the slope's new name in the space right over the slope. You can use the [←] key to backspace and erase errors. After you've typed in the new name, hit the [RETURN] key to enter it. When you save the slope you're working on, the name will be saved with it.
 9. Keys [1] through [9] let you place the following hazards on the slope:
 - a) SMALL JUMP The [1] key puts a small jump over the cursor position. A warning will sound and appear on the screen if any of the following occurs: a jump, mogul, or flag in the position below the small jump, or if the jump violates a large jump's territory. See the instructions for a large jump.
 - b) LARGE JUMP Pressing the [2] key will insert a large jump over the cursor. A warning will sound if the jump is violating another jump's space or if a violation of the added jump's space has occurred. Violation of a large jump's space takes place when any jumps, moguls, or flags are placed within 50 feet (five spaces) downslope of the jump.
 - c) CLOSE (JOYSTICK DOWN) MOGUL The [3] key will place a mogul that is passed by pressing the joystick down. A warning will sound if the mogul is within 50 feet (five spaces) of a large jump or within 20 feet (2 spaces) of a small jump.
 - d) FAR (JOYSTICK UP) MOGUL The [4] key will place a mogul that is passed by pushing the joystick up. The same restrictions that apply to the other mogul also apply to this one.

- 
- e) **ICE** Ice is added to the slope using the [5] key. Ice can be placed anywhere on the slope, but is only hazardous when put after jumps. Landing on an ice patch after a jump causes the skier to “face plant”. Three ice patches may not be placed in the 3rd, 4th and 5th positions after a large jump as these are the only places where a skier can land, and if all are full, whammo! You will be warned of “suicide” ice placement when trying to save the slope.
 - f) **WARNING SIGNS** Warning signs may be placed anywhere on the slope using the [6] key. They have no impact on the skier. Why, you ask, if skiers can cruise right by warning signs are they even on the slopes? They are called “warning signs”. Now can you figure it out?
 - g) **BLACK FLAGS** By pressing the [7] key, you can put a black flag on the slope. These hazards not only cause the skier to swerve to one side, they also keep bugs away. Flags are treated like far moguls and are passed by pushing up on the joystick.
 - h) **WHITE FLAGS** The [8] key puts a white flag on the slope. White flags are treated the same as black flags except that they are passed by pressing the joystick down and they don’t kill bugs.
 - i) **END-OF-SLOPE MARKERS** These markers designate the end of the slope and are placed with the [9] key. You cannot pass the end-of-slope markers and must use the [0] key to erase them. Note: You cannot use the [J]ump command when the cursor is under an end-of-slope marker.
 - j) **BLANK SPACE** The [0] key erases the hazard in the position above the cursor.

ERRORS YOU MIGHT FIND WHEN MAKING OR SAVING THE SLOPE

ANOTHER JUMP TOO CLOSE: You are trying to put a second jump either just upslope or just downslope of another. For landing purposes, small jumps need two spaces after them and large jumps need five.

OBJECTS TOO CLOSE TO JUMP: You are placing a flag or mogul either within two spaces downslope of a small jump or five spaces downslope of a large jump. If you wonder why the error, imagine putting a brick wall across the highway that a car is speeding down!



MOGULS AHEAD OR FLAGS AHEAD: You are trying to put a jump upslope of a flag or a mogul and that violates the jump's landing space.

OFF THE MOUNTAIN: You are using the [J]ump function either too far up or too far down the mountain.

LOAD ERROR or SAVE ERROR: Check to make sure that the SKI CRAZED disk is in Drive 1, label up, drive door closed, not write-protected, drive is hooked up correctly, power is on, and you have not had a blackout!

SLOPE HAS NO END: You haven't put an end marker anywhere. Place one between 910 and 2,000 feet.

SLOPE TOO SHORT—MUST BE 900 FEET: You are trying to save a slope that is shorter than 900 feet; move your END sign down at least to the 910-foot marker.

ICE-PLACEMENT ERROR: You have placed three ice hazards in the 3rd, 4th, and 5th spaces from a large jump. One or more of these spaces must stay empty or the skier can't land.

SLOPES

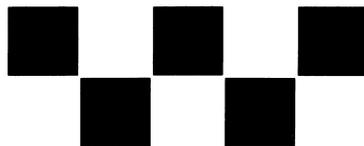
The slopes selection on the menu lets you choose between GAME slopes and the USER slopes. At the beginning of the game, the slopes to be played are set at GAME slopes. To change this to USER, go to this line on the menu and hit [RETURN]. It should now say USER after the SLOPES. To toggle back and forth, continue using the [RETURN] key.

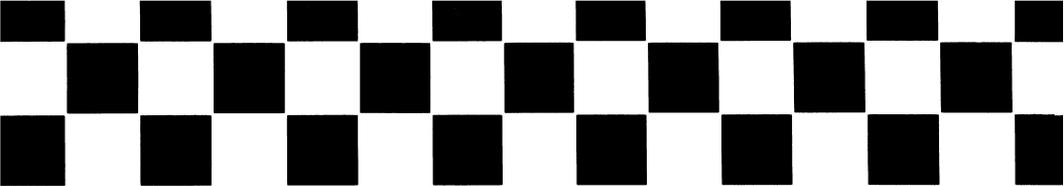
CREDITS

Those who labored
Jason Rubin: Game Play, Graphics and Programming
Andy Gavin: Technical Help, Assistant Programming, Ideas

Those we'd like to thank
Take 1, Danny Schwarz, Moms and Dads

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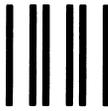
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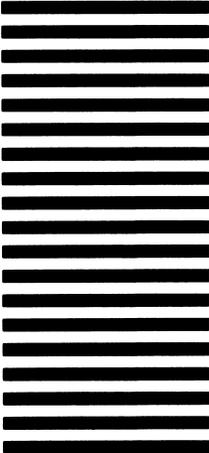
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SKI SEASON SCHUSSES IN

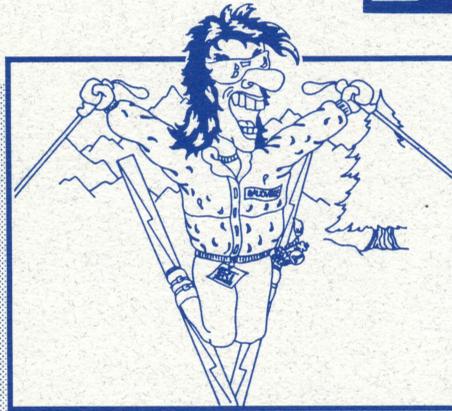
The new ski season is rushing at us with breakneck speed. But we at Kilimanjaro are ready! We have 14 new slopes on four different mountains open for your skiing pleasure. And as we have just cleared ten more slopes for the slope-construction area, you can order any combination of obstacles you want. How's that for service?

Most important, we have prepped our toughest mountain, the tournament slope Ooh La La. We shake in our Solomons just thinking of it.

You skiers with the will, power, and skill to ski all 14 new slopes, falling fewer than 14 times, will have the first leg up on challenging Ooh La La. But contestants must also collect 70% fall average--meaning they get down an average of 70% of the slopes before biting the drift.

Now if that's not tough enough, Ooh La La challengers must get 75% of the way down that slalom. And, at dusk when depth perception is the worst, they must finally negotiate their way down at least 40% of the run known as the Grand Slalom.

Any skier sweet enough to pass all those tests wins the ultimate honor of skiing Ooh La La. To make it that far is to win the tournament; to fail is to visit that great ski lodge in the ski.



GETTING STARTED

So now, dudes and dudettes, you've arrived at Mount Kilimanjaro. And for openers, if you're a wimp, you can go sign up for lessons. But if you've got grit, just sit back and hear what a Powder Press pro has to say. Piece of advice number one: bang that **RETURN** key on the "**Play Game**" option and prepare to enter hell!

Glance briefly at your scores, and then, fellow ski crazies, go for it! Off the lift and down the slope. See those moguls coming? There are two sizes and you better make it around both or you'll surely face plant.

To avoid the big moguls, just pull the back of your skis out of the screen like you're pulling a joystick down. For the little bumps, jam your skis into the screen like you're pulling the joystick up. As soon as you hear the click of your skis, you'll know you've survived that mogul.

And you better have your joystick in the right position as you pass the moguls or plan on biting the slope. But remember that while riding the straight patches between moguls, you can have your stick in any position because it can't trip you up then.

As for the jumps, just go off them. If you push the stick to the right, you'll do certain stunts; to the left; a few other stunts. Let

go to come back to earth. Jumps come in two types just like moguls: bigs and littles. Littles are pure cool--no danger, all fun. Bigs are even better--but if you land on ice, you're frozen meat.

When you get to the slalom slopes, just slide down them. But you have to push up to escape those up-arrow gates and you do have to push down to miss the down-arrow gates. Piece of cake.

SOME INSIDE HINTS

1. Learn to anticipate because reacting won't be fast enough. In other words, plan ahead. If you see a mogul coming, hold your joy stick up until you're past it. That way you don't have to make any jerky moves that might mess your hair up.
2. Listen for the clicking of skis. When you go over a mogul, your skis will click together. At that sound, get ready for your next bump.
3. Keep your eyes peeled down the slope and know what's coming. That way nothing can surprise you.
4. If the band gets stupid, turn them off by holding down the [control] key and typing [S]. When the sound is soft, you can't hear the band.

SOME OBITUARIES TO AVOID

Skier obliterated by placing jumps too close.

Ski Crazyed player last seen soaring off the mountain after he put his [J]ump function too far down slope.

Crowd gathers to watch flying skier who can never land because he put ice hazards in spaces 3, 4, and 5 after a large jump.

Skier discovers the Eternal Run by forgetting to place his end marker anywhere.



All the thrills and none of the chills.

You're at the prestigious Kilimanjaro Annual International Skiing Tournament. You've fought your way through twelve grueling downhill slopes. Two devilish slalom courses. And more moguls, ice hazards, jumps, gates and spills than you can shake a joystick at.

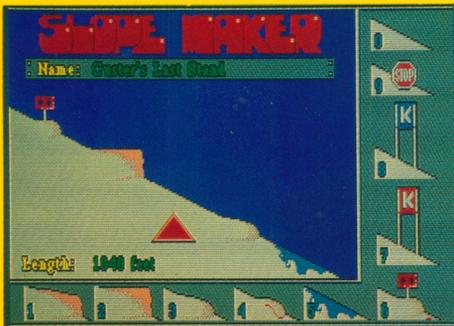
Now you face the fifteenth and final slope: the dreaded "Ooh La La." It's all...or nothing. Heart pounding, sweat on your forehead, butterflies swarming underneath your sweater, you push off!

Ski Crazy brings mountain madness to your monitor. All the excitement, hair-raising stunts, and fun. And none of the lines, lift charges, frostbite or fractures.

Plus when you've beaten the best on the Ooh La La, you can make a real beast with **Ski Crazy's** slope creator.



You've already conquered slopes, slicks, jumps and bumps. But you de-fog your goggles and light out for the lift. Because you're out to challenge the mountains at their meanest! You're...SKI CRAZED!



One-up Mother Nature and design treacherous new courses that will put you and your friends to the **ultimate** test.

Screen likenesses created with 816/Paint on Apple IIs. **Ski Crazy** runs on Apple® IIs, Iie, Iic, II+ with 64K. Joystick required.

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Jason Rubin and Andy Gavin, creators of **Ski Crazy**.

Hacker Jack: The Spirit Lives On.

Jason Rubin and Andy Gavin caught the Hacker Jack spirit the day they booted their first Apples. Developing **Ski Crazy** was only a matter of time.

Born in a snowstorm, it's only natural that Jason Rubin would grow up loving to ski. The madcap creator of **Ski Crazy's** graphics, Rubin is a student at Walt Whitman HS in Bethesda, MD.

Starting with a II+, Andy Gavin has been programming since 1981 – and he's already achieved his first goal: publishing a program at the same age (or younger) as his hero, Will Harvey. Gavin attends Langley HS in McLean, VA.

Who is Hacker Jack? Someone with an idea, a machine, a dream. Who knows? Maybe someone like you.

If you've developed a program you'd like to see published, write or call Baudville, 1001 Medical Park Dr., S.E., Grand Rapids, MI 49506, (616) 957-3036.



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