

Winter Games FAQ/Walkthrough

by selmiak

Updated to v1.14 on Mar 31, 2014

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      epyx's
      WINTERGAMES
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Faq/Walkthrough for the NES Version

Version 1.14
17.08.2007

started on
25.09.2005

written by selmiak

~ ~ ~

This FAQ is written for fun and for the NESFAQS 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.

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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.

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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:

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() # 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.



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 EVENTS
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- () # Hot Dog Aerials
- () # Speed Skating
- () # Figure skating
- () # The Bobsled

These are all the events available in epyx Wintergames for NES. You can access 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.

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    # 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           | Ratings | Thing to take care of                                                                                                                                                                                                                       |
|-----|-----------------|---------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <   | backflip        | 5.7-5.8 | only once or you will bail                                                                                                                                                                                                                  |
| <<  | double backflip | 6.3-7.7 | press left the first time just after the player left the kicker and the second time you press the left button has to be in between the animation when he just is about to finish the turn otherwise he will bail. This needs some practise! |

|                                 |                    |         |                                  |  |
|---------------------------------|--------------------|---------|----------------------------------|--|
| >                               | front flip         | 5.7     | nothing special here             |  |
| +-----+-----+-----+-----+-----+ |                    |         |                                  |  |
| > >                             | double front flip  | 6.3-7.7 | same timing as on the double     |  |
|                                 |                    |         | 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           |  |
| +-----+-----+-----+-----+-----+ |                    |         |                                  |  |
| ^+>                             | skies back         | 6.2     | push both buttons at the same    |  |
|                                 |                    |         | time and long enough             |  |
| +-----+-----+-----+-----+-----+ |                    |         |                                  |  |
| ^+<                             | 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     | same as above                    |  |
| +-----+-----+-----+-----+-----+ |                    |         |                                  |  |
|                                 | any flip + one of  | 8.4-8.5 | do a single flip and then one    |  |
|                                 | the 4 above tricks |         | of the 4 skitricks               |  |
| +-----+-----+-----+-----+-----+ |                    |         |                                  |  |
|                                 | the same skitrick  | 8.6     | in a short timeframe it's better |  |
|                                 | twice              |         | to just do the next combo vvv    |  |
| +-----+-----+-----+-----+-----+ |                    |         |                                  |  |
|                                 | two different      | 9.5     | same timeproblems as above but   |  |
|                                 | skitricks          |         | gets you a higher score          |  |
| +-----+-----+-----+-----+-----+ |                    |         |                                  |  |

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

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### # 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!)









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

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

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THANKS AND GOOD BYE
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Thanks to nintendo for building the NES!

Thanks to epyx for making this game!

thanks to AndrewM from [www.neshq.com](http://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 programmes 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](http://www.selmiak.de.vu)

especially the page for wintergames with some more screenshots:

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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 lose 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!!

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ENJOY!

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