

Winter Games FAQ

by NESHQ_dot_com

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Winter Games FAQ/Guide 1.00 By Andrew M. Evans aka AndrewM
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==== Table of Contents ====

Section 1 ----- Revision History
Section 2 ----- Disclaimer
Section 3 ----- FAQ Introduction
Section 4 ----- Game Introduction
Section 5 ----- Hot Dog Aerials
Section 6 ----- Speed Skating
Section 7 ----- Figure Skating
Section 8 ----- The Bobsled
Section 9 ----- World Records
Section 10 ----- Closing Notes, Credits, and Thanks

==== Section 1 - Revision History ====

Version	Date Released	Changes
1.0	July 28, 2004	Original Version

==== Section 2 - Disclaimer ====

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==== Section 3 - FAQ Introduction ====

Howdy. Hello. How ya doing? Welcome to my Winter Games FAQ/Guide. I managed to dig out Winter Games while looking for a two player game. Chris "Skizzle" Politi and I managed to play this game to its logical conclusion over the period of a few days. What did we learn? Mainly that without instructions, controls, or some sort of jedi mind control this game can be incredibly (stressing incredibly) frustrating (thank you non-intuitive controls!). Once We had conquered Winter Games I realized that I had to write an FAQ for it to save others from the same unending frustration we endured. I hope you enjoy!

==== Section 4 - Game Introduction ====

Welcome to Winter Games, your chance to win the gold. In Winter Games you compete in four events - Hot Dog Aerials (ski jump), speed skating, figure

skating, and bobsledding. After you suffer through a completely unnecessary torch lighting ceremony (you might not find it annoying yet but wait until you hit reset a few times) you're presented with a main menu. From here you may:
Compete In All Events - Compete (either one or two players) in all four events
Compete In One Event - Compete (either one or two players) in a single event
Practice Events - Practice one event as much as you like
See World Records - Pretty Self Explanatory, eh?
Opening Ceremony - No, not again!

---= Section 5 - Hot Dog Aerials =---

Section 5-1 - Introduction

Time to show what you're made of! The Hot Dog Aerials (known as the ski jump to everyone but the people who made this game) is one of the two events that I personally consider to be the 'skilled' events. Depending on your trick(s) you get points that could take you to the coveted (note: sarcasm) Winter Games Olympic Gold.

Section 5-2 - Basic Controls

Winter Games is really interesting because the B button is not used at all. The controls for the ski jump are as follows:

A - Starts down jump
B, Up, Down - Not Used
Right - Forward flip
Left - Backward flip

Section 5-3 - Advanced Controls/Tricks

Front Flip (FF) - Pressing right once will make your skier do a front flip
Back flip (BF) - Pressing left once will make your skier do a back flip
Double Front Flip (DFF) - Pressing right twice will make your skier do a double front flip
Double Back Flip (DBF) - Pressing left twice will make your skier do a double front flip
Skis Back (SB) - Pressing up and right simultaneously (essentially northeast) will make your skier do a skis back
Skis Back and Crossed (SBC) - Pressing down and right simultaneously (essentially southeast) will make your skier do a skis back and crossed
The Y (Y) - Pressing down and left simultaneously (essentially southwest) will make your skier do a skis back and grab, or 'The Y'
The Split (S) - Pressing up and left simultaneously (essentially northwest) will make your skier do a split
Combo - Any combo may be performed by combining any two (non-double-flip) maneuvers

Section 5-4 - Point Values

Points are awarded on originality and difficulty but are always the same (there is a .1 point variance on some tricks). Trick abbreviations are given above, in section 5-4. Point values:

Trick/Combo	Point Value
FF	5.7
BF	5.7
DFF	6.3 (If trick started late enough point score 7.7)
DBF	6.3 (If trick started late enough point score 7.7)
FF+BF Combo	7.1
BF+FF Combo	7.1
SB	6.2
SBC	6.2
Y	6.2
S	6.2
FF+SB/SBC/Y/S Combo	8.4

BF+SB/SBC/Y/S Combo	8.4
SB+SBC/Y/S Combo	9.5 (If trick started late enough point score 10.0)
SBC+SB/Y/S Combo	9.5 (If trick started late enough point score 10.0)
Y+SB/SBC/S Combo	9.5 (If trick started late enough point score 10.0)
S+SB/SBC/Y Combo	9.5 (If trick started late enough point score 10.0)

Section 5-5 - Strategy

I'm presuming you're reading the FAQ section because you want to beat your friend at Winter Games (you're a sad man, but hey at least you didn't write a Winter Games FAQ!). If you are then here are some good strategies for the Hot Dog Aerials...

Strategy 1 (Play it safe) - Start with an easy double flip combo for a 6.3. Second jump go for a FF+BF combo for a 7.1. Last run go for something like a FF+S combo for an 8.4. You're bound to hit at least one of these, meaning you have at least a 6.3. Good if your opponent isn't good.

Strategy 2 (Moderate) - Start with a BF+FF combo for a 7.1. Next go to a FF+SB type combo for an 8.4. Lastly go for an SB+S combo for a solid 9.5. Use against decent opponents.

Strategy 3 (Hot Dog Aerialist) - Start strong with a FF+SB type combo for a decent 8.4. If landed move onto the SB+Y type combos, if not try again. On third jump go for a 9.5 type combo no matter what. Used in case you're up against a veteran.

Strategy 4 (The Chris Politi) - Only use this strategy if you're up against Chris Politi, who has proven himself as the world's foremost expert in The Hot Dog Aerials (yes, he is the best in THE WORLD). In this strategy try a 9.5 combo on your first jump. If hit go for the 10.0, if not go for another 9.5. On the third jump you've either A)Hit the 9.5 and can only go for a 10.0 or B)You haven't hit the 9.5 and you're hopeless so why not go for a 10.0? Huh nancy-boy? Yea, that's right, go for the 10.0

---= Section 6 - Speed Skating =---

Section 6-1 - Introduction

Speed Skating (or as I like to call it, torture a la Nintendo) involves a classic Nintendo pastime: button mashing.

Section 6-2 - Basic Controls

Only two controls here, not too difficult Einstein. You must hit left and right as fast as possible to get your skater skating faster.

Section 6-3 - Strategy

I'm supposed to come up for a strategy on this? Didn't you read section 6-2?

---= Section 7 - Figure Skating =---

Section 7-1 - Introduction

Figure skating is, without doubt, the hardest event in the game. You are judged on your tricks and overall flow of your routine. You'll probably pull your hair out and maybe even punch your entertainment cabinet twelve times before this gets easy. I'll now touch on the two categories you'll be judged on as well as a little strategy.

Section 7-2 - Controls and Tricks

Tricks are performed by using certain button combinations. If you use a combination not listed here you WILL fall and you'll see your score drop drastically. Moral of the story - stick to the tricks and win figure skating. Listed below are the tricks. A combination of directional pad buttons looks like: DUL (Directional pad Up and Left at the same time).

Trick/Combo/Move	Buttons	Point Value
Double Axel Jump	DUR+A	.6

Triple Axel Jump	DDR+A	1.1
Double Lutz Jump	DUL+A	.6
Triple Lutz Jump	DDL+A	1.1
Camel Spin	DU+A	.7
Sit Spin	DD+A	.7
Camel to Sit Spin Combo	DU+A -> DD+A	1.2
Skate Forward	DR+A	0
Skate Backwards	DL+A	0

As you can see, landing every trick will give you a perfect 6. To land the jumps you must press A while your skater is descending. Pressing A too soon or too late will cause your skater to fall. Making your skater fall is Figure Skating suicide, so make sure you get landings down well.

Section 7-3 - Feelin' the Flow

The flow is the mysterious mantra, the figure skating jedi force. Ah, the precious flow. The flow can really wreck or make your round. What is the flow? The flow, simply put, is the combination of falls (or lack thereof) and continuity during your one minute figure skating exhibition. It goes like this: See how the scores above add up to a perfect six? Well, for every time you fall you lose 1.2 points. This means that if you did a perfect round but fell once at the end you'd only get a 4.8 (sucks, eh?). Now, as for continuity (bear with me, I read this in the manual for the c64 version of the game but it holds true for the NES version) - you want to be as graceful as possible. There are basically three parts to NES Winter Games gracefulness - front jumps, back jumps, and spins. Whenever you do a front jump (Axel) you need to make sure you hit the appropriate buttons when your skater has her legs spread apart. When you're doing a backwards jump (Lutz) you need to hit the appropriate buttons when your skater has her legs closed. Lastly, when you're doing any of the spins make sure you spin six times. Any violation of these three grace principles will deduct .2 point from your score. Seems insignificant, but if you landed every trick (but did so ungracefully) you'd only get a 4.6 instead of a 6.0. Obnoxious? Yes, but it makes the game more interesting.

Section 7-4 Ye Olde Figure Skating Strategy

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.

==== Section 8 - The Bobsled ====

Section 8-1 - Introduction

The Bobsled is the one event where once you master it it's really just luck. After investing ridiculous amounts of time into The Bobsled to see if this was true or not. I can really say that once you learn the controls on the Bobsled the rest is left to the three fates to decide your time. I've tried riding the banks low, high, low-in high-out, high-in low out, and even right down the middle.... all seems to be the same. Good luck.

Section 8-2 - Controls

Controls for The Bobsled are:

- Down - Slow down
- Left - Steer left

Right - Steer right
Everything else - Not used

---= Section 9 - World Records =---

World Records:

Hot Dog Aerials

Name	Score
Chris Politi	10.0

Speed Skating

Name	Time (Seconds)
Andy 'AndrewM' Evans	43.2

Figure Skating

Name	Score
Andy 'AndrewM' Evans	5.4

Bobsled

Name	Time (Seconds)
Chris Politi	51.25

---= Section 10 - Closing Notes, Credits, and Thanks =---

I hope the FAQ was helpful. If not well then you're probably just angry at the world and a joyless lump of coal (I'll go out on a limb and say there's a good chance Winter Games made you so bitter). Thanks to Chris Politi, with whom I had the joy of wasting several hours of my life on this game. I will use the rest of this space to once again shamelessly plug my website, www.neshq.com. If you see any mistakes or have anything to add to this FAQ, e-mail me at AndrewM@NESHQ.com.

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