SKYDIVE! (WINDOWS 95/MACINTOSH)

ONLINE USER'S MANUAL

NEED TECHNICAL SUPPORT? Please see the enclosed Reference Card for technical support information.

ABANDONWARE MANUELS

QUICK COMMANDS

Action (During Freefall)	Keyboard
Open parachute	SPACEBAR
Spread eagle position (for greater air resistance)	PC: Right mouse click Macintosh: CONTROL + mouse click
Flip (while in spread eagle position)	Move mouse backward
Cartwheel (while in spread eagle position)	Move mouse left/right
Tuck (for less air resistance)	Left mouse click Macintosh: mouse click
Compass spin (while in downward tuck)	Move mouse left/right
Spin left/right	Left/Right Arrow keys
Rotate character along horizontal/vertical axis	Mouse drag
Pause game	ESC

Action (With Parachute Open)	Keyboard
Rotate open parachute clockwise/counterclockwise	Mouse drag
Pause game	ESC

Music/Sound Options	Keyboard
Toggle Music ON/OFF	M key
Toggle Sound ON/OFF	S key

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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INTRODUCTION

You're suited up and the chute's strapped on. You've done the instruction and put in hours of training. But when the plane reaches jump altitude and the call goes to make the leap, it's time for you and the sky to meet one-on-one. Welcome to *Skydive!*™, the freefall parachuting game for the PC and Macintosh (R). Far below you, the ground waits. It's all up to you what you do before you hit the landing zone. Cartwheels? Backflips? Sure, you can do 'em, but can you fly through midair targets? Can you take aim and touch down on a bullseye? Are your nerves steady enough to wait til the perfect moment to open the chute? Skydiving takes every ounce of concentration and coordination you have, and *Skydive!* does the same. Get ready! The plane's taking off.

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MAIN MENU

Choose where you want to go—from adjusting game settings to getting on the plane, here's where it all starts.

PLAY THE GAME (P BUTTON)

If you just want to go ahead and jump, click here to proceed to the Main menu to choose your event.

OPTIONS (O BUTTON)

Adjust game settings here.

MUSIC

You choose the music that plays as your make your leap.

VIDEO QUALITY

Click Low, High, or 3Dfx for the desired quality of the game graphics.

CREDITS

Check out the team that made Skydive!™

HELP

View the game controls.

QUIT

Exit Skydive! and return to your desktop.

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JUMP SELECTION SCREEN

CHOOSE DIVER

To choose between a male or female diver, click the arrow next to the diver picture.

EVENTS

Choose the jump type you want to perform.

Accuracy Steer through the air toward a ground target—the closer you get and the faster you get there, the higher your score. (➢ *Accuracy* on next page)

Sky slalom Twist and turn your way through as many airborne targets as you can before landing. (➢ *Sky Slalom* on next page)

Free flying Welcome to the fastest sport in the world! The goal is to complete as many rotations as possible before deploying your chute. (➢ *Free Flying* on next page)

LANDING ZONES

Six different drop zones from around the world are yours for the diving. Click on the spot on the map where you want to jump, then select the START JUMP button.

RETURN TO MAIN MENU

Go back to the Main menu.

LOAD SAVED MOVIE

View a replay of saved *Skydive!* footage.

PICK RANDOM JUMP

Let the computer pick the jump type for your next jump.

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EVENTS

ACCURACY

Open your chute as late as possible and maneuver as close as possible to the bullseye.

SCORING

The score for this event is based on the distance you land from the target and how long it takes to reach the ground.

✓ Note: The points scale down the further you land from the center of the target.

Penalties

Don't open your chute at all and you won't receive *any* points.

SKY SLALOM (TARGET COURSE)

Apply fancy freefall skills to an airborne aim. In the sky around you, targets float with posted scores. Twist and turn your way through the hoops and ratchet up the points.

SCORING

Points

Each floating target is assigned a number representing the score attached to it. When the player passes through a ring in freefall, the ring's point value is added to the player's score. If a player passes through a ring after opening the chute, only one quarter of the ring's value will be added to the current score

Penalties

Don't forget to open your chute, or you receive a score of 0!

FREE FLYING

This is your chance to show off your skill and guts. Twist, flip, and turn your body and earn high scores for your maneuvers.

SCORING

A new rotation (either flip, cartwheel or compass spin) must be performed to completion (i.e. full 360 degrees) in order to achieve 500 points. 1000 additional Bonus points are awarded to the player when these special moves are completed in this order: compass spin, cartwheel and then flip. If a flip or spin is repeated consecutively, no points will be awarded for the duplicate move. Repeated carthweels earn the player 100 points per revolution. Non compass spins (i.e. performed belly to Earth) yield 100 points and have no bonus values attached to them

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IN-GAME SCREEN

The following icons and graphics are displayed during the jump.

SCORE

The score updates as you acquire points during the jump.

ALTIMETER

This displays your current altitude.

WIND SPEED AND DIRECTION

Displays the wind's direction relative to the camera angle. The number beneath the arrow indicates the wind speed in meters per second.

MESSAGE WINDOW

Informs you of in-flight events.

Hit the ESC key to pause the game and call up the In-Game Screen. This delivers up-to-the-second stats on your performance. Click the appropriate icon to get the information you need.

STATS

Displays detailed variables of the dive in progress.

GRAPH

Plots the path of the current dive on a second chart.

POINTS

Lists each point earned, along with the altitude of the player when that point was awarded.

CONTROL PANEL

Allows the player to change the music selection, adjust the volume of the game, and set the video quality of the game's graphics.

INSTANT REPLAY

Plays back the current jump as if it were a digital video movie.

SAVE JUMP TO FILE

Saves a movie of the current jump inside a file on your hard disk.

NEW JUMP

Aborts the current jump and reloads the Jump Selection screen.

QUIT

Exits the game.

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FINAL SCORE

You've pulled through the event, opened the chute, and landed safely. Now it's time to collect your score and see how you did.

HIGH SCORES

See how your numbers compare to the top ten scores in the game.

STATISTICS BOX

Click on the tab to view the desired information about your completed jump.

STATS

View your maximum freefall speed (in m.p.h.), average freefall speed (in m.p.h.), the altitude at which you opened your chute (in feet), your dive radius (in miles), time spent in freefall (in seconds), and total jump time (in seconds).

GRAPH

See *In-Game Screen* above.

POINTS

Get your final point tally.

NEW JUMP

Return to the Main menu.

SAVE JUMP MOVIE

Save your jump to your computer for future viewing.

QUIT

Quit *Skydive!*

INSTANT REPLAY

Savor your last jump with a movie recap.

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GLOSSARY

- **Deployment** The time from when the parachute is opened to when it reaches its full canopy width.
- **Drop Zone** The area into which skydivers land.
- **Exit Point** The point on the ground over which the skydiver jumps from the aircraft.
- **Freefall** The time after jumping from the plane before you deploy the parachute.
- **Jump Altitude** Altitude at which the skydiver jumps from plane.
- **Parachute** The fabric device that slows the diver's descent.
- **Skydive** The time from leaping out of the plane to landing on the ground.

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RELATED WEBSITES

Aerial Focus	http://www.aerialfocus.com/
	Makers of the cinematography in this game
Groove Alliance	http://www.3dgroove.com/
	Developers of *Skydive!*
Electronic Arts	http://www.ea.com/
Irene's Cuisine	http://www.irenescuisine.com/
Chevelle	http://www.squinterland.com/
United States Parachuting Association	
	http://www.uspa.org/

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CREDITS

Game Design: Chris Kantrowitz, Jules Urbach
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Assistant Producer/Lead Tester: Harvey Bush
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Aerial terrain photos: Arthur Koch, Brad Pollard, Jeff Smith, Philippe Tarbourich
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