

= Slalom ( video game ) =

Slalom is a skiing video game in which the player races in a series of downhill slalom runs while navigating past flags and obstacles before time expires . It was developed by Rare and first released by Nintendo for the Nintendo VS . System in 1986 . It was then released for the Nintendo Entertainment System ( NES ) in North America in March 1987 and in Europe later that year . The game was developed by Tim and Chris Stamper and its music was composed by David Wise .

Slalom was the first NES game developed outside Japan and the Stamper brothers ' first game released under the Rare brand . Reviews from the 1980s found Slalom unrealistic , but largely appreciated its graphics and animations . In contrast , AllGame 's retrospective review called the game poorly made and rushed . Slalom was released in Rare 's 2015 Rare Replay compilation for Xbox One .

= = Gameplay = =

Slalom is a single @-@ player game in which players race downhill in a series of slalom races . There are 24 downhill runs total that are evenly spread across three mountains . Before the game starts , players choose their mountain based on difficulty : Snowy Hill for beginners , Steep Peak for intermediate players , and Mount Nasty for experts . The goal for each run is to reach the finish line within the allotted time . Players must dodge obstacles including trees , flags , snowmen , sledgers , and other skiers on their way downhill , or else they will tumble and lose time . With enough momentum , players can jump over these obstacles . Players must ski around flags to maintain their speed . If they ski on the wrong side of the flag , the racer will snowplow and slow down .

Also located on the runs are moguls ( bumps ) that , when hit , causes the racer to go airborne and slow down slightly when landing . While airborne , players can perform freestyle tricks and earn bonus points . However , if the player botches the trick , the racer may tumble and fall , losing time . At the end of each run , final scores are calculated based on the amount of time remaining on the run and points scored from completing freestyle tricks . If the player earns enough points , they may race the next level " solo " ( without other skiers onscreen ) . The points earned in qualifying runs convert to additional seconds on the solo run timer . The high scores on each of the runs are saved in memory until the console is powered off .

= = Development = =

Slalom was developed by British video game company Rare by Tim and Chris Stamper . Rare had been looking to develop games for consoles in the wake of rampant computer game piracy in the United Kingdom . They chose the NES for its nascent popularity , though the console had no Western developers , and asked Nintendo for a license . When Nintendo declined , they reverse engineered the console and made a demo , Slalom to show the company . Nintendo was astonished at their effort , and made Rare its first Western developer , beginning a long and close collaboration between Rare and Nintendo of America founder and president Minoru Arakawa .

Slalom was originally released in 1986 in the arcades as part of the Nintendo VS . System and was titled Vs . Slalom . This release featured an upright cabinet , a joystick , one jump button , monaural sound , and standard raster graphics . There was also an optional controller upgrade that featured two physical ski poles and shortened skis that the player could stand on and use to control the skier onscreen . The NES version was released by Nintendo in North America in March 1987 and in Europe on October 15 , 1987 . Slalom was Rare 's first video game developed as a new company . It was also the Stamper brothers ' first video game console release .

The game 's music was composed by Rare 's video game composer David Wise , his first NES composing job . In a December 2010 interview , Wise said that he found the NES sound board work challenging . He had to first code the HEX values for each note by hand before converting them into subroutines with a computer . Wise recalled thinking that his first NES projects sounded like doorbells . He was humbled that others continue to remix his tracks .

= = Reception = =

Slalom received preview coverage in early 1987 in the first issue of Nintendo Fun Club News ? the predecessor to the company 's house organ Nintendo Power ? citing the arcade conversion to the NES . It was featured in the following Summer 1987 issue with a brief overview and expert tips . French magazine Tilt appreciated the game 's graphics and sound , but thought its animation did not fare as well . On the other hand , German magazine Aktueller Software Markt highly commended Slalom 's animations ( particularly its use of scrolling and perspective ) and thought its sounds were mediocre . The magazine found the game fun , though unrealistic . Power Play and Gen4 similarly praised the animations . Though Gen 4 found the game unrealistic , they appreciated its depiction of speed and the gradual difficulty progression . Power Play liked the level and obstacle graphics . Gen 4 considered the graphics average for Nintendo , and disagreed internally as to whether the game was sufficiently fantastical . Power Play thought the game needed more variety and quickly became monotonous .

AllGame editor Brett Alan Weiss 's retrospective review was critical as he called Slalom " a rush job " that did not capture the spirit of skiing . He felt that the game was repetitive , too simple , and not fun for adults . Weiss described the graphics as blocky and insipid , the sound as repetitive and derivative . He said that even though it was an early release in the console 's lifespan , Slalom was on par with the 1979 Intellivision 's capabilities . He recommended Antarctic Adventure for the ColecoVision in its stead . UK @-@ based magazine Retro Gamer wrote that the game received little fanfare . The magazine 's Stuart Hunt wrote in December 2010 , on Rare 's 25th anniversary , that the game was " fun but quite simplistic " in its lack of race variety . He said , though , that the game showcased how the company could maximize the system resources of the NES . Slalom was included in Rare Replay , a compilation of 30 Rare titles , released on the Xbox One on August 4 , 2015 .