**Game Story**

*In the 2014 Winter Olympics, after being discriminated against since the founding of the games, ninjas are given a chance to earn the right to compete. To do so, their designated representative must stagger the judges with his combined speed and acrobatic skill, galvanizing their decision with an all-out snowboarding extravaganza!*  

**Game Summary**

In Ninjalympics, the player navigates through a network of snow lined tunnels on a snowboard. Because the gravity pulls them towards the nearest surface, the player can move on any part of the tube, which is covered with hills, jumps, and various other terrain obstacles. The focus of the game is in performing stunts off jumps and other terrain elements, earning points both for the difficulty of the trick and the style with which it was executed.

**Instructions**

To start the game, double-click on “Play Ninjalympics” in the base directory of the game folder. Before playing the game, please copy the entire “Ninjalympics” folder to your hard drive, or your customized options and high scores will not be recorded! Please note that this game requires the Java 1.5 runtime; if this is not available, you can still play Ninjalympics by executing the file `<Ninjalympics Dir>/bin/ninjaLympics.exe`; however custom options, scores, and level selection will not be available.

- Mouse/Left and Right arrow keys – change the direction the player is moving  
- Left Mouse Button/Shift – hold & move mouse in the air for stunt control  
- Right Mouse Button/ Up Arrow – thrust  
- Down Arrow - brake  
- Middle Mouse button/Space Bar – jump  
- Mouse Wheel – throttle  
- Tab – reset player to start location (if stuck)

To perform Tricks, the player must rotate around one of his or her three axis; doing barrel rolls, twirls, or flips. When a trick has been successfully performed; a congratulatory message will appear on screen along with scoring information. Scoring is based both on the difficulty of the trick and the style in which it was executed; therefore flailing wildly with the mouse will not result in any points!