

A parachuting accuracy competition for up to 4 players.

The jump plane enters the viewing area from bottom-centre and is constrained to the viewing area thereafter. Its altitude is increased (to a maximum of 3000 ft) when the up-arrow key is pressed, and decreased (to a minimum of 1000 feet) when the down-arrow key is pressed.

Pressing the right arrow key makes the plane turn to the right (as viewed from within the plane); the left arrow key makes it turn to the left.

To check the wind, press R to release a streamer - note how the streamers path is affected by the wind velocity & direction (displayed at lower left).

Manouver the jump plane to a suitable location and press J to jump. As the jumper free falls,manouver using the left and right arrow keys.

Before the altitude gets too low,press P to pull the rip cord. If the main chute fails to open, quickly press R to use the reserve chute.

The sky diver and 'chutist will be constrained to the viewing area as was the plane.

Once the chute opens, press the 0 (zero) key to turn to the right (as viewed by the 'chutist) or the 1 (one) key to turn to the left.

The heading of the 'chutist is displayed at the lower right.

Heading into the wind reduces ground speed, heading down wind increases it.

To reduce the 'chutists forward speed,head into the wind and press the 0 and 1 keys simultaneously, while ensuring that the rate of descent (ROD,displayed at the lower left) does not exceed 20 ft/sec at touch down.

The reserve 'chute, being smaller, has a higher rate of descent than does the main chute, and DOES NOT have braking ability.

When ready for the next player,press key R. Jumps will continue until one player has 500 points (or more) or all players have landed roughly.

ALPHA LOCK KEY SHOULD BE KEPT DOWN

Happy 'chuting...