

INTELLIGENTVISION PRESENTS

KING OF THE MOUNTAIN

SUPER PRO



CARTRIDGE INSTRUCTIONS (FOR 1 PLAYER)



Mountain climbing can be a leisurely hike through nature, but...you are not that type of guy. Speed and efficiency are what you are all about. Pack your backpack with the essentials, food, matches, water, and bullets. Do your best to avoid the hazards. There is only one way you will become King of the Mountains.... CLIMB!

MAKE SURE

- MASTER COMPONENT is connected to the TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- **KING OF THE MOUNTAIN** cartridge is placed firmly in slot.
- OFF/ON SWITCH is turned ON.

PRESS RESET BUTTON

Title will appear on the TV screen and you will hear your car engine running.



EXAMINE YOUR CONTROLS



Keypad:

- Select Amounts
- Select **BUY** or **SELL**

Action Keys:

- Shoot the gun
- Switch Inventory/Map
- Start/End the level

Control Disc:

- Maneuver man



LEARN YOUR CONTROLS

Your controller functions will change depending on where you are in the game. There are three sections to learn: Map screen, Inventory/Information screens, and climbing the mountain.

Take the time to learn them!

On the Map screen

DIRECTION DISC: Move the car to a mountain.

UPPER ACTION KEY: Will start the climb when over a mountain.



On the Inventory and Information screens

DIRECTION DISC: Move the arrows up and down the rows of objects to select them.

BUY	SELL	LBS	SUP
3	3	1	7
3	3	1	7
1	1	1	7
1	1	1	7
25	25	10	1
20	18	8	1
	5		0
\$ 10 53LBS 0INJ			

[1] - [9] are used to enter the number of goods to purchase or sell. Make sure to correctly select **BUY** or **SELL**.

[CLEAR] Selects the **BUY** column.

[ENTER] Selects the **SELL** column.

LOWER LEFT ACTION KEY: Leaves the status screen to begin the climb.

LOWER RIGHT ACTION KEY: Allows you to exit the mountain and return to the menu screen. No points are lost.

UPPER ACTION KEY: Switch between inventory and information screens. When in the information screen, the map, how many feet left to climb, target time to the top, actual climbing time, and rain forecast are shown. Look for where the next cabin is located. Press again to return to the inventory screen.

2800
FEET TO THE TOP
LVL SCORE 100
TARGET TIME 0:45
ACTUAL TIME 0:00
RAIN FORECAST 60%

Climbing a mountain

DIRECTION DISC: Move the climber up the mountain.



ANY ACTION KEY: Fires the gun in the direction your climber is facing.

OBJECT OF THE GAME

Reach the top of the mountain, avoiding bears, boulders and inclement weather. But first, stock up on supplies and do not overpack -- the extra weight will slow you down -- items are more expensive to buy the higher up the mountain you go.

Reach the top of the mountain by managing the quantity of Fire, Food, Water, Ammunition, Shelter, and Raft. Watch for weather conditions and do not exhaust the money you have to purchase your goods. As you climb the mountain, your health is shown by the color of your climber.

- **Dark Blue** is full health (at 4+ units)
- **Blue** is medium health (at 3 units)
- **Yellow** is low health (at 2 units)
- **Red** is critical health (at 1 unit)



GETTING READY

You start off on the menu screen where you drive your car to one of the 10 (ten) mountains. You need to complete climbing each mountain  before being able to proceed to other mountains. The mountains you have climbed to the top will display a flag  over them. You can only successfully climb each mountain once. **Note:** if the score is zero, you can climb a completed mountain again. Place your car over a mountain (see *back of manual*) then press either **TOP** action key to move on to the inventory screen.



INVENTORY OPTIONS

You can buy and sell supplies with your money on the inventory screen. It also shows you how much your pack weighs and injuries you have sustained.

BUY	SELL	LBS	SUP
4	4	1	M 4
3	3	1	1 2
2	2	1	1 2
1	1	1	1 2
0	30	10	1 10
20	20	8	1 10
4	4	2	0 10
\$ 52	38LBS	0	INJ

Numbers in **RED** means your supplies are low. Press either **UPPER** action key to see the information screen, height of mountain, time, and rain forecast. (Explained on Page 3)

-  **FIRE** - Required to survive.
-  **FOOD** - Required to survive.
-  **WATER** - Required to survive.
-  **AMMUNITION** - Bullets are used to shoot the bears.
-  **SHELTER** - Protects you when it rains.
-  **RAFT** - Allows you to cross rivers.
-  **BEARS** - Bears shot and bagged.

There are four columns; **BUY**, **SELL**, **LBS**, and **SUP**.

BUY - The price each item cost.

SELL - The amount you can sell the item for.

LBS - How much each item weighs.

SUP - Quantity you are carrying of each item.

INVENTORY EXPLAINED

Fire, Food, and Water are required to survive. The game ends if any of these run out. Each item is consumed at one unit every 7 seconds on the path; not while in a cabin.

Ammunition protects you from bears. Run into a bear and it will take 2 units of food from you. Shooting a bear and picking it up gives you 2 units of food. Sell the bears collected at the cabins.

You can not predict when it will rain. Watch the rain forecast on the information screen! If you do not have the shelter, 3 units of fire and 3 units of food will be consumed when it rains.

You must have the raft to cross a river. Check the information screen to see where the rivers are located. You can go back to a cabin to buy a raft, but you cannot return to the car to get one. Your weight and injury count affects how quickly



you will be able to climb up the mountain; the lower the better. You are injured by falling and rolling rocks, bears, and bees.

You can buy and sell items at the beginning of your climb and when you reach a cabin. The inventory screen (see page 5) will be displayed after entering the cabin.



BUY	SELL	LBS	SUP
4	4	1	7<
3	3	1	7
2	2	2	7

You will have the option to leave the mountain by pressing the **LOWER RIGHT** action key when on the inventory screen.



MAKING YOUR ASCENT

You start off at the car. Get moving! The shortest paths are the quickest ways to move up the mountain, but they also can be dangerous as rolling rocks choose this path frequently.



The action can get crazy when both type of boulders (ones that follow the path and ones that fall over the terrain) show up. Add a bear and your nerves are bound to be shaken. Time your shots. Shooting the bears will mean the difference in successfully climbing the mountain or perishing along the way. You may need to chase them down on the higher levels.



Do not get complacent on the raft. Boulders can take you out anywhere you are.

As you climb, you will pass by signs that tell you how high up the mountain you are. Multiply this number by 100.



1,400 Foot Marker



Success is sweet!
Are you ready for Suicide Summit?

COMPLETING LEVEL

The level is completed when you reach the top of the mountain or run out of one of your main supplies (fire, food, and water). The message screens will show the mountain you were on, score, and how much of each supply you had. This will help you strategize better for the next climb! Press any key on the keypad to continue back to the map.



GAME OVER

The game is not really over. You lose all the points accumulated but the mountains completed. Press any key on the keypad to return to map menu to retry the mountain or select another mountain to climb.



COMPLETING GAME

The game is over when you complete the last mountain (#10). You will not be able to exit the view of Suicide Summit's peak. Cherish it while you are there and take note of your score. Can you better it the next time you play?

SCORING

Getting a high score will require careful planning. There are several ways you gain points.

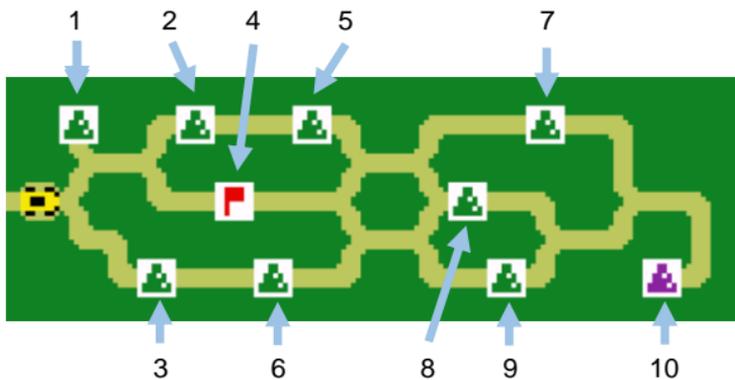
- You are awarded points as you climb; shown on map screen.
- When reaching the top of the mountain, you are awarded your points. This is determined based on:
 - Level points based off the mountain difficulty.
 - Reaching the peak below the expected time.
 - Amount of money left over.
 - Bears left in inventory (keep shooting them!)
- You lose all your points if you fail to reach the peak of a mountain. The game is not over though. You will have an opportunity to climb the same mountain again.
- Accumulated points are shown on the map screen. If it looks like you may not make it to the top, leave the mountain the next time you are in a cabin. You will not lose the points accumulated and you get to try the climb again.

TIPS

- It is important to shoot and pick up the bears as this is the only way for you to gain money to purchase items. You gain food by shooting and picking up bears but may still need to purchase food.

- When on the inventory screen, make sure you have enough Food, Fire, Water, and Bullets. 7 is a good quantity on the lower mountains. You will need more on taller mountains.
- You may take on many injuries on taller mountains making your ability to ascend slower. Keep more supplies on hand to get to the next cabin when you have many injuries.
- Sell the shelter when you need money to buy fire or food. Buy extra food and fire in case it does rain. There is no need to buy water as you will accumulate 2 units of water when it rains!
- Check the chance of rain. If low, sell the shelter to gain climbing speed and purchase extra fire and food in case it rains. If it does rain, you will lose 3 units of fire and food.
- Look at the map! Sell the shelter or raft to be lighter and quicker. The extra speed means you use less items during your ascent saving you money.
- Carry extra ammo to shoot all bears possible. Position yourself early as it is difficult to shoot around corners.
- Pause at junctions to see where rolling bolder is coming from. Look ahead to figure out what path the boulder will take. Run downhill if there is no easy way to avoid it.
- Do not hesitate to leave a mountain to restart the climb. Better to start again than lose all your points.

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