

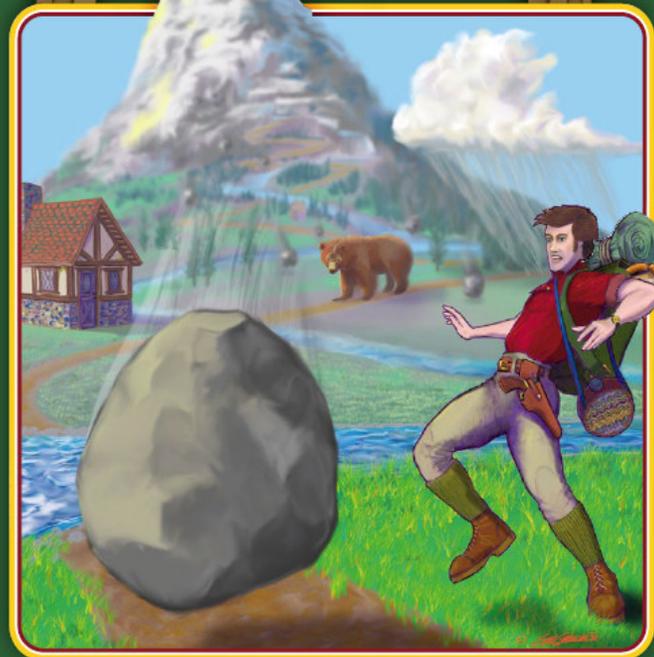
INTELLIGENTVISION

REV. A 2012



INTELLIGENTVISION PRESENTS

King of the Mountain



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 is what you are all about. Pack your backpack with the bare essentials, matches, water and food. Do your best to avoid the hazards. There is

only one way you will become King of the Mountain. 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.



MAKING YOUR ASCENT

You start off at the car but don't think that the action does not start right away. Get moving! The shortest paths are the quickest ways to move up the mountain but they also can be dangerous. There are times that the longer path will save you pain.



The action can get crazy when both type of boulders (ones that follow the path and ones that roll over the terrain) show up. Add a bear and your nerves are bound to be shaken. Time your shots. You may be the quickest draw in the west but your shots are not. Shooting the bears will mean the difference in successfully climbing the mountain or perishing along the way. You may want to chase them down on the higher levels.



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



Success is sweet!!
Are you ready for Suicide Summit?

Besides at the beginning of your climb, your only opportunity to buy or sell any item in your inventory is when you reach the cabin. The inventory will be displayed after entering the cabin.



Your weight and injury count determines how quickly you will be able to climb up the mountain; the lower the better. You are injured by falling rocks, bears, and bees.

YOUR CONTROLS

[1] - [9] to enter the number of goods to purchase or sell.
Use the DISC to move up and down the rows of objects.

[CLEAR] Selects the BUY column.

[ENTER] Selects the SELL column.

UPPER SIDE BUTTON: When in the status screen, will display the map, how many feet left to climb, target time to the top and actual climbing time and rain forecast. Look for where the next cabin is located which is identified by a fork to the right and dead-end. Press again to return to the status screen.

LOWER SIDE BUTTON: Leaves the status screen to begin the climb.

ANY SIDE BUTTON: When climbing, it fires the gun in the direction your climber is moving in.

DIRECTION DISC: Move the climber up the mountain.



EXAMINE YOUR CONTROLS



Keypad:

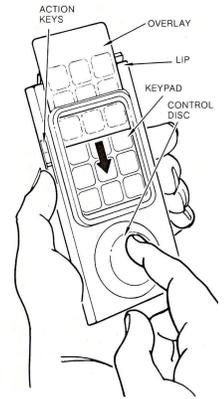
- Select Amounts
- Select BUY or SELL

Action Keys:

- Shoot the gun
- View Status
- Start/End the level

Control Disc:

- Maneuver man



OBJECT OF THE GAME

Head up the mountain, avoiding bears, boulders and inclement weather. But first, stock up on supplies -- you won't get far without food, water, and shelter. But don't overpack -- the extra weight will slow you down.

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 are given to purchase your goods. As you climb the mountain, your health is shown by the color of your climber.

- Red is full health 
- Blue is medium health 
- Yellow is low health. 



GETTING READY

Press the DISC to pass the Title screen. You are taken to the menu screen where you drive your car to one of the 10 (ten) mountains. You need to climb the mountain  before being able to proceed to other mountains. The mountains you have climbed will display a flag  over them. Press any side button to begin your



journey. Press the disc on the screen showing the mountain you selected to climb.



INVENTORY SELECTION

The inventory screen gives you the ability to buy and sell supplies with the money you have (money is shown at bottom left). It also shows you how much your pack weighs and injuries you have sustained.

	BUY	SELL	LBS	SUP
	4	4	1	7
	10	10	2	7
	1	1	1	6
	30	30	10	1
	20	20	8	1
		4	2	0
	\$ 60	52LBS	0INJ	

Press the top side button to see the map. (Explained on Pg.4)

-  **FIRE** - Required to survive.
-  **FOOD** - Required to survive.
-  **WATER** - Required to survive.
-  **AMMUNITION** - Bullets are used to shoot the bear.
-  **SHELTER** - Protects you when it rains.
-  **RAFT** - Allows you to cross the river.
-  **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 for your man to survive. The game ends if any of these run out. They are consumed at an even rate as you climb.

There are times that it will rain as you climb. The shelter protects you from the rain. Without the shelter, more units of fire will be consumed than normal.

Ammunition protects you from the bears. If a bear makes contact with you, it will take 5 units of food from you. Shooting a bear and picking it up, gives you 5 units of food. Sell the bears you collect for money, but only at the cabins.

You are bound to run into rivers as you climb. You will get stuck



if you do not have the raft. Check the map to see where the rivers are located. You can always go back to a cabin to buy a raft but you cannot return to the car.

