

King of the Mountain.txt

KING OF THE MOUNTAIN (Unfinished)
Cartridge Instructions
(For 1 player)

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

OBJECT OF THE GAME

Reach the top of the mountain by managing the quantity of Fire, Food, Water, Ammunition, Shelter, Raft you carry. Watch for weather conditions and do not exhaust the \$300 you are given when purchasing 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 and Yellow is Low health.

PRESS RESET BUTTON: Title will appear on TV screen.

SELECT SPEED

Press button 1, 2, or 3 to select a shorter mountain, Beginner's Bluff, or the disk or any other key to select mountain 6, Trembling Tower.

A status screen showing which mountain you are starting on appears. Press the DISC to continue.

You are shown your climber status screen. Here you buy and sell your goods. Your carrying weight and remaining amount of money is shown. The screen is shown with columns and rows.

ROWS

BUY - The price each item cost.
SELL - The amount you can sell the item for.
LBS - How much each item weights.
SUP - Quantity you are carrying of each item.

COLUMNS

FIRE - Required to survive. It is consumed when needed.
FOOD - Required to survive. It is consumed when needed. This is added to when a bear is shot and picked up.
WATER - Required to survive. It is consumed when needed.
AMMUNITION - Bullets needed to shoot the bear.
SHELTER - When weather conditions are bad, this keeps your consumption of required goods down. Carry only when necessary.
BRIDGE - Gets you across the river. Read the map to know if you need it.
BEARS - They may not be purchased; only sold. As you travel up the mountain, you shoot and bag bears. They are sold when you reach the next cabin.

GAME CONTROLS

[1] - [9] Enter the number of goods to purchase. 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

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is which is identified by a fork to the right and dead-end.
Press again to return to the status screen.

LOWER SIDE BUTTON: Leave 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.

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