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CHAMONIX CHALLENGE

I. INTRODUCTION

"It was overcast, it was going to snow and I was at a dead end. I had already lost precious minutes searching for a passageway, but in this area the rock was quite loose.....

I would have to finish climbing this wall very quickly! The first flakes of snow were already falling....I was inching my foot towards the right when I felt a support. It seemed to be strong enough to hold my weight, it was my chance! I managed to haul myself up onto a small platform and erect the tent before the storm began...."

Eric ESCOFFIER

(Eric ESCOFFIER is one of the world's leading mountaineers and this extract was taken from one of his books on mountaineering).

II. CONFIGURATION

CHAMONIX CHALLENGE works with the following computers:

Amstrad CPC 464,664,6128 (Cassette & Disk).
Atari 520 & 1040 ST, with a colour monitor

III. LOADING & START-UP

A. AMSTRAD CPC: Cassette Version

Switch on the computer.
Insert the cassette in the tape-recorder.
For 464, 664 & 6128 equipped with a disk drive, type TAPE (to obtain press the keys SHIFT & simultaneously) and confirm by pressing ENTER. Then press CTRL & ENTER simultaneously.

B. AMSTRAD CPC: Disk Version

Switch on the computer.
Insert the disk in the drive.
Type CPM (to obtain press SHIFT & simultaneously) and confirm by pressing ENTER.

C. ATARI 520 & 1040 ST

Insert the disk in the drive.
Switch on the computer.
Click twice on the icon TATOU.PRG.
Once the loading screen appears, press the space bar for the title screen. Then press the space bar again to see the mountain range. Press the space bar once more to enable you to select your route. See "Preparing for your climb - Choosing a Route".

IV. COMMANDS

You can play with keyboard or joystick on the AMSTRAD version but with the joystick only on the ATARI. CONFIRMATION is made by pressing the fire button on the joystick or the space bar on the keyboard.

V. THE GAME

The game is divided into two parts:-

PREPARING FOR YOUR CLIMB - Choose the route that you are going to follow and prepare your rucksack.

THE CLIMB ITSELF - A Great Adventure.

A. PREPARING FOR YOUR CLIMB

1. CHOOSING A ROUTE

a) Number of Routes

Select the number of routes you wish to climb (one to three successive climbs). In order to do this, move the cursor to your chosen route and confirm. If this isn't the first time you have played, you may already have saved a game. To continue a saved game, place the cursor over CONTINUE, insert your disk or cassette and confirm.

b) Features of a Route

The routes are drawn on the mountain. To see the features for each route, position the cursor on the yellow square and confirm.

Level of Difficulty of the Routes:

LEVEL 1.....EASY
LEVEL 2.....NOT VERY DIFFICULT
LEVEL 3.....QUITE DIFFICULT
LEVEL 4.....DIFFICULT
LEVEL 5.....VERY DIFFICULT
LEVEL 6.....EXTREMELY DIFFICULT

If the levels are accompanied by a + or - sign, this specifies an intermediate value. For example 4 - is slightly harder than DIFFICULT but not as hard as VERY DIFFICULT.

c) Selecting your Route

In order to select a route, position the cursor over the word YES and confirm. If you want to choose another route, position the cursor on the word NO and confirm. You can then select another route.

2. PREPARING YOUR RUCKSACK

N.B. You are already equipped with a safety-strap, an ice-axe and two hammer ice-axes, which are not in your rucksack.

a) Objects already in the rucksack:
Your rucksack is already full. You can see some of the contents on the screen. To see what else it contains, position the cursor on NEXT and confirm. By positioning the cursor over an object, you will be given a description of that item at the bottom of the screen. If you are satisfied with the contents of the rucksack, position the cursor on ACCEPT and confirm. If not, select REFUSE and choose the equipment you prefer:-

b) Selecting new objects:
The rucksack is now empty and a set of objects is displayed on the screen. If you wish to see another set, position the cursor on NEXT and confirm. In order to put an object in the rucksack, position the cursor over it and confirm. If you want to take 10 sachets of soup, position the cursor on the sachet of soup and confirm ten times.
N.B. This is not possible for every item.

c) Taking objects from the rucksack:
To take something out of the rucksack, place the cursor over it and confirm.

FOR THE ATARI VERSION ONLY : The objects in the rucksack are arranged in successive layers. Therefore, you must remember to put the most important things in last. (They will be at the top of the rucksack.)

N.B. At any time during the game, you can press ESC in order to begin this part again.

When you have filled the rucksack, position the cursor on END and confirm.

3. DEPARTURE TIME & SEASON

Position the cursor on the - or the + in order to change the departure hour, then position the cursor on the time and confirm.
In the same way, select whether you wish to leave in Winter or Summer (the choice of season obviously influences the game).

B. THE CLIMB ITSELF

The climb involves crossing glaciers, snow slopes or rockfaces. You may even fall down a crevasse. The following hints and tips will help you in your ascent:-

a) On a Glacier

Actions	**Joystick**	**Keyboard**
Walk (steady rhythm)		
Jump the crevasses		
Test the ground	Fire Button	Space bar

b) On Snow slopes or crevasses

Actions	**Joystick**	**Keyboard**
Inserting the ice-axes		
Inserting the feet		
Hoisting yourself up	Fire Button	Space Bar

Some advice:
Don't waste time on a snow slope. If you want to take objects from your rucksack or have a rest, don't forget that you must secure yourself (see Safety Guide). Mountaineering is an arduous sport and a climber must not get too tired or too hungry otherwise he will not have the strength to continue and may slip.

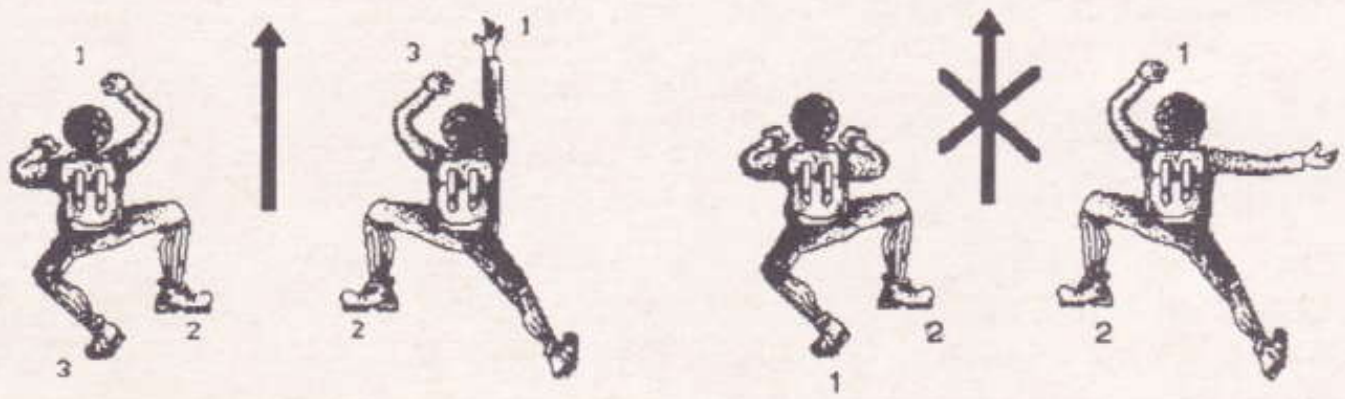
c) On a Rockface

Your hands and feet appear on the screen allowing you to monitor the strength and value of your grips. For example, if the right hand doesn't appear on the screen, it means that it has no grip. If it is flashing, it means that it has a weak grip. It is possible to continue with weak grips but you must be very quick.

Actions	Joystick	Keyboard	Remarks
Select a limb	Fire Button	Space Bar	The limb which is going to move flashes.
Lift the limb	↑	↑	
Lower the limb	↓	↓	
Hoist yourself up	↑ + F. Button	↑ + S. Bar	The limbs must be well-placed.
Slip down	↓ + F. Button	↓ + S. Bar	
Movement to the left	←	←	For the starting positions, see the sketch.
Movement to the right	→	→	
Avoid falling rocks	← or →	← or →	You have to be very fast.

Some advice:
Limbs must be well placed to ensure effective progress for the climber. This means that at least 3 limbs are positioned in a way that legs can push and arms can pull your body, allowing an extension in the required direction.

WATCH OUT FOR FALLING ROCKS AND STONES!!!



1. ON-SCREEN FEATURES

a) Sunglasses:
This is an interesting feature because you can see what awaits you via the reflection in the sunglasses (E.g. Slope, rock or glacier and summit).

b) Temperature, Time & Altitude:
All of these are clearly specified in the window shown on the screen.
ATARI VERSION: You may wish to speed up the clock (e.g. so a two hour rest takes only 20 seconds). To do this, press the + key. To slow down the time press the - key.

c) State of the Climber:
ATARI VERSION: The character's face appears with an expression showing whether he is hungry, thirsty, cold, hot or tired. If it does not appear, it means that all is going well.
AMSTRAD VERSION: A line of tect appears to let you know whether he is hungry, thirsty, cold hot or tired. If no text appears, it means that all is going well.

d) Safety guide/Awaken:
Allows you to access the modes SECURITY, RECOVER AND ABANDON (See SAFETY). Awaken serves as an alarm clock.

e) Cable Car:
The position of the cable car indicates the distance remaining to the summit.

2.COMMANDS FOR TAKING OBJECTS ·

You control the climber by using the joystick/cursor keys.

a) From the rucksack:
To use an object which is in your rucksack, press ENTER/RETURN. You will then see the cursor. Position it on the rucksack and confirm. By doing so, you obtain the list of objects contained in the rucksack.

b) From your person:
Likewise, position the cursor on the back of the climber's head and confirm. You can then obtain the list of objects that you are carrying. To take and use one of these objects, position the cursor over the item on the list and confirm (this action is confirmed by a sound). For example: to take off your glasses and put them in the rucksack, position the cursor on the character's body and confirm. If you see the glasses on the list, confirm again then the glasses will be transferred to the rucksack.

N.B. The climber carries most of the climbing equipment (pegs, pitons, ropes, etc.). The remainder (food, clothes, gadgets, etc) are carried in the rucksack.
WARNING: You cannot open your rucksack whilst you are actually climbing (snow or rock), except if you attach yourself to the wall with the aid of the safety strap. See SHORT SAFETY.

a) Safety whilst climbing:
In order to secure yourself, take the rope from your rucksack, then the program verifies if you have everything you need (pitons, pins to go in the snow or ice, chock, karabiner, hammer).

On the snow and ice you must have:
- ice-pins
- karabiner
- a rope

On a rock you must have:
- pitons or chocks
- a karabiner
- a rope

Anchorage points are:
- pitons
- ice-pins
- chocks

SAFETY GUIDE:

From then on you can see the guides: SECURITY, RECOVER and ADANDON.

RECOVERY AND ABANDON - serve as soon as you have no more need for safety (e.g. when you have come out of a crevasse).

RECOVERY - means you use a jumar (the program verifies that you possess it) for recovering all the items used for safety.

ABANDON - means you can recover the rope (when you've forgotten the jumar) and leave the rest behind.

Select RECOVERY/ABANDON using the cursor and confirm.

N.B. The SECURITY guide flashes when you get to the end of the rope. Then you must either RECOVER or ABANDON it (in case you have forgotten the jumar).

b) Short Safety:

The safety strap lets you rest or take something from the rucksack when you are in a crevasse or on a slope or rock. It requires the same material as SAFETY WHILST CLIMBING (points of anchorage depending on the type of ground).

An indicator appears in the case of short security and on the screen you can see a character up against the wall. As soon as he sets off again, the short security automatically disappears.

C. SPECIAL COMMANDS

1. RESTORE

If you have an accident, you can restore the game by CONFIRMATION (i.e. pressing the space bar or fire button). You will start again with the climb you selected.

2. PAUSE

On ATARI you can pause by pressing the ESC key. Confirm in order to start ...

3. SAVING A GAME IN PROGRESS

Did you remember to put a disk in your rucksack? If not, then you cannot save your current position. If you did, open the rucksack and take out the disk.
CASSETTE VERSION: Insert a cassette in the tape-recorder, press PLAY & RECORD simultaneously and confirm.
DISK VERSION: Insert a new formatted disk in the drive and confirm.

D. ADVICE BY ERIC ESCOFFIER

"The climb must be seriously prepared. Whilst preparing your rucksack, try and foresee what could happen at night and also consider the risk of bad weather (especially in Winter). Dont't forget food or something with which to quench your thirst, rum and red wine DO warm you up.....but beware of side effects!

Take at least three pitons or chocks.

Beware of the sun. Remember to wear your glasses and to use sun protection cream.

Dont't forget a pocket lamp, this comes in useful when you want to look for something at night.

Whilst climbing, think about how security can help you not to fall down.

Spikes are strongly inadvisable on the rock."

E. MATERIALS USED FOR CLIMBING

ANORAK : Quilted anorak.
CANTEEN : Kitchen Set (plates, containers, etc to prepare food).
CHALK : For your hands to give better adherence when climbing.
CHOCK (all types) : Anchorage point on the rock (needs no hammer).
CLIMBING SHOES : For better adherence.
DISK : Needed for you to save a situation in order to continue later.

DYNAMITE : To be used with care.
FOIL COVER : Survival or insulation blanket.
HAMMER : Allows you to bang pegs and pins in the snow or ice.
HAMMOCK : Lets you sleep on a rocky wall.
HEATER : Gas heater without gas bottle (burner only).
HELMET : Protection from falling rocks and stones.
ICE PINS : Point of anchorage on ice and snow (needs a hammer).
JUMAR : Security device for climbing ropes and recovering objects.
KARABINER : Lets you hang the rope from the point of anchorage.
MASK : This protects you from the snow and fog.
PITON : Anchorage point (a hammer is required).
SHOELACES : A change of laces is useful for the mountaineer's boots.
SNOW SHOVEL : This is useful when building igloos.
SPIKES : Fitted to the shoes to stop you from sliding on the snow covered slopes, glaciers or crests.
STIRRUP : Artificial stirrup on feet - useful on rocky walls (a peg and karabiner are needed).
TENT : Altitude tent if you decide to spend the night on the glacier.

CHAMONIX CHALLENGE is an INFOGRAMES production.

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Adaptations : Gerard COUROUBLE & Yves LAMOUREUX
Music : Charles CALLET
Translation : Brenda MOSS
Assistance with items : Base Camp, Cheshunt & BMC (British Mountaineering Company).