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I - GENERAL NOTES

A. 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).

B. CONFIGURATION

- CHAMONIX CHALLENGE is compatible with IBM PC & Compatibles with a graphic card C.G.A, HERCULES, PC 1512 or TANDY 1000.

- 512 K minimum required.

C. LOADING & START-UP

- Make sure all the parts are properly connected.
- Connect the central unit.
- Load D.O.S.
- Insert the "CHAMONIX CHALLENGE" disk in the drive.
- Type TATOU and press RETURN.
- Choose the relevant graphic mode from the menu.

D. 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.

N.B. : CONFIRMATION IS MADE BY PRESSING THE SPACE BAR OR FIRE BUTTON.

I. PREPARATION

A. PREPARING FOR YOUR CLIMB

1) Number of Routes

Press the space bar or fire button, then 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, position the cursor on CONTINUE, insert your disk in the drive and confirm.

2) 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.....	QUITE DIFFICULT
LEVELS.....	DIFFICULT
LEVEL 4.....	VERY DIFFICULT
LEVEL 5.....	EXTREMELY DIFFICULT

3) 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.

B. 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.

1) Objects already In the rucksack :

Your rucksack is already full. You can see some of the contents on the screen. To see the other items, position the cursor on NEXT and confirm. By positioning the cursor over an object, you will be given a description of it 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 :-

2) 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 and confirm ten times.

3) Taking objects from the rucksack :

To take something out of the rucksack, place the cursor over it and confirm. Then, position the cursor on ACCEPT and confirm.

4) Useful tips:

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

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

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

C. 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).

- 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 :-

1) On the Glaciers

Actions	Keyboard	Joystick
Walk (steady rhythm)	← →	← →
Jump the crevasses	↑	↑
Test the ground	Space bar	Fire button

Some advice : To walk, you have to synchronise the movements of the joystick or the keys <-- and --> with the movement of the climber's legs. Begin by moving to the left.

2) On Snow slopes or crevasses

Actions	Keyboard	Joystick
Inserting the ice-axes	↑	↑
Inserting the feet	↓	↓
Hoisting yourself up	Space bar	Fire button

You have to insert the ice-axes then the feet, then hoist yourself up, then replace your feet, etc. You may slip if you take too long !

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 a dangerous sport and a climber must not get too tired or too hungry otherwise he will not have the strength to continue and may slip.

3) On a Rockface

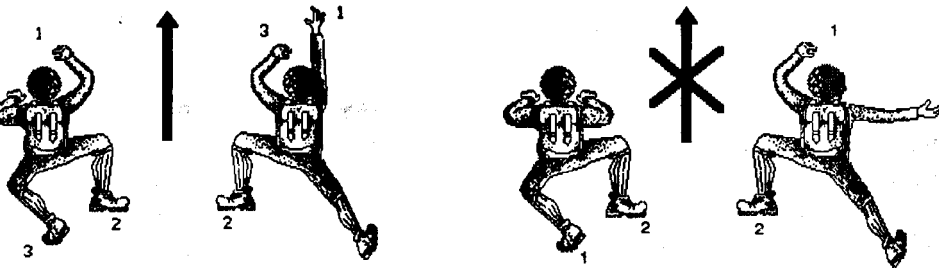
Your hands and feet appear on the screen allowing you to monitor the strength and value of your grips. For example, if the right hand doesn't appear on the screen, it means that it has no grip. If it is flashing, it means that it has a weak grip. It is possible to continue with weak grips but you must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

Actions	Keyboard	Joystick	Remarks
Select a limb	Space bar	Fire button	The limb which is going to move. flashes
Lift the limb	↑	↑	
Lower the limb	↓	↓	

4) Climbing

Press the fire button and move the joystick simultaneously in one of the eight possible directions. On the keyboard, use the four cursor keys.

Actions	Keyboard	Joystick	Remarks
Hoist yourself up	↑ and space bar	↑ and fire button	The limbs must be well-placed
Slip down	↓ and space bar	↓ and fire button	
Move to the left	← and space bar	← and fire button	For the starting position, see the sketch
Move to the right	→ and space bar	→ and fire button	
Avoid falling rock	← or →	← or →	You have to be very quick



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.

A. ON-SCREEN FEATURES

1) Sunglasses : The profile of the climber is an interesting guide because you can see what awaits you via the reflection in the sunglasses (e.g. slope, rock or glacier).

2) Temperature, Time & Altitude : All of these are clearly specified in the window shown on the screen. 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.

3) State of the Climber: The face of the climber appears to let you know whether he is hungry, thirsty, cold hot or tired. If he does not appear, it means that it is going well.

4) The cable car : The position of the cable car indicates the distance remaining to the summit.

5) Safety guide / Awaken : Allows you to secure yourself whilst resting or wake you up whilst you are sleeping. In order to wake up, place the cursor on AWAKEN and confirm. To secure yourself, see SAFETY GUIDE.

B. COMMANDS FOR TAKING OBJECTS

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

1) From the rucksack :

To use an object which is in your rucksack, press RETURN. You will then see the cursor. Position it on the rucksack and confirm. By doing so, you will obtain the

list of objects contained in the rucksack.

2) From your person :

Likewise, position the cursor on the climber's body and confirm. You will then obtain the list of objects that are carried. To take and use one of these objects, position the cursor over the item and confirm. For example: to take off your glasses and put them in the rucksack, position the cursor on the climber'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.

C. SAFETY

1) Safety whilst climbing : To secure yourself, take the rope, 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 rockface you must have :

- pitons or chocks
- karabiner
- a rope

Anchorage points are :

- pitons
- ice-pins
- chocks

2) Safety guide:

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

RECOVER/ABANDON - serve when you have no more need for safety (e.g. when you have come out of a crevasse).

RECOVER - means you use a jumar (the program verifies that you possess it) in order to recover all the items used for safety.

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

To select RECOVER/ABANDON press RETURN. Use 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 (in case you have forgotten the jumar).

3) 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). Select the strap on you. As soon as you set off again, the short safety automatically disappears.

D. SPECIAL COMMANDS

1) Restore

If you have an accident, you can restore the game by pressing the space-bar or the fire button. You will start again with the climb you selected:

2) Pause

You can also pause by pressing the ESC key. Confirm in order to start again.

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, insert a new formatted disk in the drive and confirm.

E. 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). Don't forget food or something with which to quench your thirst, rum and red wine DO warm you upbut 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.

Don'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.

F. INDEX : 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.

Gun : Can be handy in desperate cases.

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.

Lamp : Useful for looking for items in your rucksack at night.

Mask : This protects you from the snow and fog.

Piton : Anchorage point (a hammer is required).

Shoelaces : A change of laces is sometimes 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).

Sunglasses : You must wear them when the sun is very strong.

Tent: Altitude tent if you decide to spend the night on the glacier.

CHAMONIX CHALLENGE Is an INFOGRAMES production.

Programmer: Alain VIALON, Emile NGUYEN VAN HUONG, Harold OVSEC.

Graphics : Dldier CHANFRAY

Music: Charles CALLET

**Assistance with items : Base Camp, Cheshunt & British
Mountaineering Co.**