

Alpine Avenger

You set out for a relaxing afternoon of skiing, greeted by perfect weather. As you began your descent down the slope, a terrifying roar echoed from the mountain peak! The legend of the Alpine Avenger, once dismissed as a children's fairy tale, suddenly seemed all too real. What could possibly be happening here?

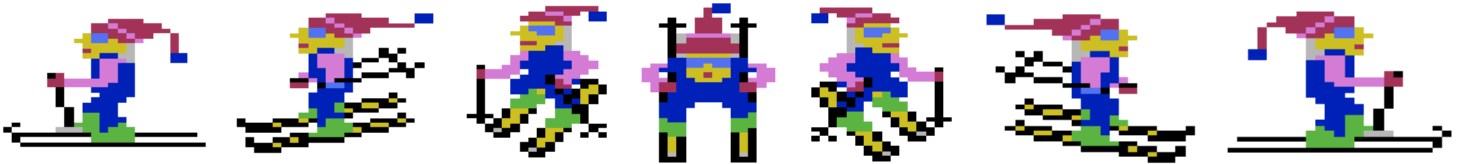
GAME MODES

Game modes can be selected on the Title Screen by pressing left or right; an arrow indicates the currently selected mode among Practice, Freestyle, or Chase. At any point, you can press Left/Right to switch between these modes, and Up/Down to choose between High Scores and Start Game. The displayed High Score table corresponds to the currently selected game mode. All game modes are endless until you are caught by the Alpine Avenger. In Practice and Freestyle modes, once you are actively pursued by the Alpine Avenger, the novice skier flees and ceases to appear.

- Practice** Collisions with obstacles are disabled until after you pass the finish line at 20.0m. The Alpine Avenger will pursue you after crossing the finish line or after 3 minutes has passed, whichever comes first.
- Freestyle** Hit as many ski jumps as you can and score as many style points as you can while avoiding obstacles. The Alpine Avenger will pursue you after crossing the finish line or after 3 minutes has passed.
- Chase** A Standard Freestyle run however the Alpine Avenger will always be active and in pursuit. The novice skier is not on the mountain. The game ends when you are caught.

SKIER MOVEMENT

Your skier will start facing straight downhill and can switch to three positions to the left or right by pushing and releasing the joystick in the corresponding direction.



When facing directly left or right, you can cross-country ski straight in either direction without making downhill progress. This can help you line up with a ski jump.



You can perform a sideways jump by pressing the fire button while facing directly left or right.



SCORING

You will be notified on-screen with a pop-up score when scoring +50 for jumping a rock, +10 for skiing over a mushroom, +20 for skiing into a dog, and +100 for completing a complex flip.

<i>Ski over a Mushroom</i>	10 Points
<i>Ski over a Dog</i>	20 Points
<i>Jump over a Rock</i>	50 Points
<i>Land a Jump</i>	1 Point
<i>Flip in the Air</i>	10 Points for every front head over heels flip, only if you land successfully. 5 Points for every sideways spin, only if you land successfully.
<i>Complex Flip</i>	100 Bonus Points after three front and three sideways flips, which is a full rotation in both directions. You'll receive the points only if you land successfully.
<i>Crash</i>	-10 Points every time you crash, however your score cannot go below zero.

SPEED

To adjust your speed, press up and release to decelerate, or press down and release to accelerate. Your skier starts at 10 KPH and can increase speed in 5 KPH increments up to a maximum of 40 KPH. When skiing on a diagonal track down the mountain, expect a slight decrease in speed. Regularly monitor your speed to navigate effectively. Certain obstacles will impede your progress, so aim for maximum style points by skiing as swiftly as possible. Higher speeds also translate to more airtime on ski jumps, giving you more time in the air to perform flips and improve your score.

JUMPING

<i>Short Jump</i>	Press the Fire button at any time to execute a short jump. You can leap over most obstacles that block your path.
<i>Ski Jump</i>	Multi-colored ski jumps are scattered randomly across the mountain. When your skier encounters one, they will automatically launch into the air.
<i>In the Air</i>	The faster you approach a ski jump, the farther you'll soar through the air. While airborne, maneuver by pushing left or right on the joystick for sideways flips, and push up or down for head-over-heels flips. For extra points, combine front and sideways flips in your routine.
<i>Landing</i>	You will land successfully if you're facing directly left or right, or if your skis are aligned downhill. Landing sideways will halt your momentum, whereas landing facing downhill allows you to maintain your current speed.
<i>Timing</i>	The game's jumping audio reaches its peak at varying times based on your speed when hitting the ski jump. Utilize this sound cue to accurately time your transition into a safe landing position.

OBSTACLES

You can ski through the top of most obstacles, but colliding with the base of an obstacle will cause a crash

Large Pine Tree



Prevalent on the mountain, avoid them when you're skiing

Small Pine Tree



Small Pine trees are less prevalent on the mountain, but will cause you to crash all the same.

Dead Pine Tree



No different than the large pine tree, avoid running into them on your trip down the mountain!

Walking Pine Tree



What's going on here? It looks like this tree has sprouted legs and is walking across the slopes! Beware of this tree, as it can unexpectedly walk right into your path when you least expect it.

Mushroom



These red cap mushrooms are highly prized in the ski lodge and collecting them will net you 10 points.

Dog



Who let all these dogs loose on the mountain? Ski through a dog and you will send him scurrying home. It will net you 20 points.

Rock



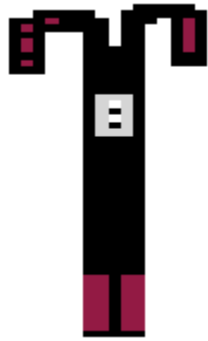
No one wants to ski into a giant boulder! Avoid them or jump over them for 50 points.

Novice Skier



This guy has no idea what he's doing! Avoid him as best you can.

Ski Lift Pole



Avoid skiing directly into a ski pole!

Ski Lift Chairs



You'll see them safely pass over your head. Occupied ski lifts will travel up the mountain, Empty ski lift chairs will travel down the mountain.

Ski Jumps



Hit the ski jumps, grab some air, and rack up those style points!

Moguls



There are moguls scattered around the downhill slope. Hitting one will slow you down!

The finish line flags appear at 20.0m in practice and freestyle modes. After you cross the finish line the Alpine Avenger will start chasing you. The game will end when you are caught.



THE ALPINE AVENGER



Your nemesis on the slopes, the Alpine Avenger fiercely protects the mountainside. When he appears, you can evade him by skiing diagonally down the slope or racing full speed downhill. Be careful to avoid crashing, as it's much easier for him to catch you after a fall.

HIGH SCORES

High scores are recorded for each game mode and can be viewed by selecting the respective option on the title screen. You can enter your score after completing a game if it is higher than the lowest ranked score. Be sure to exit the high score screen and return to the title screen after entering your score; this action will save the information to your AtariVox or SaveKey.

You will also receive a rank when your game is completed. Are you skilled enough to be a Mountain King?

ALPINE AVENGER		
HIGH SCORES FOR FREESTYLE MODE		
1	000000	AAA
2	000000	AAA
3	000000	AAA
4	000000	AAA
5	000000	AAA