Turning climbers

If the information menu is called up during a climb, another option is given. Pressing T will cause the last pair of climbers shown to turn back to the camp they started from.

End of Day

The day ends when all climbers have stopped for the day or when 4 p.m. rolls around. If any climbers were still out at 4 p.m., the length of time it took to reach camp is shown. Climbers out after dark will become very tired.

Hazards (and how to avoid them)

Crevasses

These only occur below camp 2 and can be easily bridged if the climber(s) are carrying a ladder.

Avalanches

These occur at all heights. When threatened by an avalanche, the climber(s) can be "dug in" by pressing the D key repeatedly. If the climbers are dug in, they will not be swept away, but there will be a delay while they dig themselves out again. Being swept away can result in loss of equipment and life.

Falls

These occur above camp 2. If there are two climbers, the second can attempt to delay him by pressing the B key repeatedly. If this works, the fall will be limited, but it can go drastically wrong occasionally and the second climber can be pulled down as well.

Summit Attempts

When making the attempt on a summit, there is no point in taking any equipment other than oxygen, so the input for climbers' loads requests only oxygen. When a climber has successfully reached the summit, a "+" is displayed above him on the climbers' position table.

Problems

You will probably experience a great deal of these on your way to the top, but if you can't get the cassette to load, or have any other problem running the game, please return the casette, stating the problem, to:

Salamander Software
17 Norfolk Road
Brighton
East Sussex
BN1 3AA

and we will gladly replace it.

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EVEREST

Instructions

Introduction

In Everest, you lead an expedition of 6 climbers in the Himalayas and can choose to attempt to scale Nuptse (25,850 ft.) Lhotse (27,890 ft.) or Everest (29,028 ft.) in either Spring or Autumn (climbing conditions are generally harder in Autumn). Your task is to get all 6 climbers to the summit in the fewest number of days.

Climbers are sent from camp to camp either singly or in pairs. The day's climbing starts at 6 a.m. and should be finished by 4 p.m. If any climber has not reached camp b, this time, his fitness will suffer as he struggles to reach shelter after dark.

The first two stages on each mountain consist of climbing the Khumbu glacier where there is the danger of being swept away by avalanches or being delayed by crevasses. The higher stages from camp 2 upward consist of near vertical climbing with danger from avalanches and the constant risk of a climber falling. If three of the climbers die, food runs out, or the weather conditions close in, the expedition is abandoned. There are generally 3 to 4 weeks of climbing before the weather conditions become impossible.

Throughout each attempt you have access to comprehensive reports on climber's position and fitness, supplies and the weather. This game tries to represent as many features as possible of a real Himalayan expedition. Lightweight expeditions without using Sherpas have been tried recently, and the use of fixed ropes has become normal practice over the last 15 years.

Loading the Cassette

Insert the cassette in the cassette player.
Type CLOAD and press (ENTER).
Press the play button on the cassette player.
When the computer responds with "OK", type RUN and press (ENTER).

Starting off

The first thing you must do is select which peak you wish to scale. You are advised to start with the lower peaks until you have gained enough experience to try Everest. You must also decide whether to go in the Spring or in the Autumn. Spring ascents are advised for the beginner. Having chosen where and when, you must then equip your expedition with supplies. The maximum load for an expedition is 1800 lbs. which can be made up of any combination of food, oxygen, tents, ropes and ladders. If you wish to use the sample quantities shown, just type A and press (ENTER). Otherwise, type in each of the five quantities pressing (ENTER) after each one.

Supplies

Food (5 lbs)
Each climber consumes one lot of food each day. If no food is available the climbers' fitness suffers.
Tents (25 lbs)
2 climbers need 1 tent between them. If there are not enough tents available at a camp for all the climbers, their fitness suffers and they may die at the higher altitudes.
Oxygen (10 lbs)
This speeds up climbers' progress if used above camp 2. If any climber is carrying oxygen above camp 2 you must state whether he is using it or just carrying it.
Ropes (20 lbs)
These are special ropes used for fixing between camps. Fixed ropes are set in two sections between camps – lower and higher. Two ropes are needed to fix each section and they can only be set by a *pair* of climbers. They can be set on all stages above camp 2 except the summit stage. When the lower ropes have been set, a "1" will be displayed next to the higher of the two camps on the climbers' position table. When all ropes are set a 2 is shown.
Ladders (20 lbs)
These are used below camp 2 to bridge crevasses. If no ladders are carried there is a long delay while a bridge is made.

Selecting the day's climbers

The position of all the climbers is shown on the climbers' position table. There are 6 climbers, Carl, Fred, Hank, Ian, Lee and Tom, which are normally referred to in the game by the first letter of their name. To send a climber (or pair) to another camp, simply type their initial(s) and press (ENTER). Then select which camp you want them to go to and press (ENTER). Up to 4 climbers or pairs may be sent out each day, in any combination. If you type 0 (zero) and press (ENTER), this means that all climbers for that day have been selected and that any climbers not yet selected should stay where they are that day. When you have selected a climber or pair, you will have to specify what equipment each climber should carry. Each climber can carry up to 60 lbs of equipment. The supplies table is updated to show supplies in transit by putting a "+n" next to the camp number the supplies are going to. The climbers' position table is updated with a ":" to show which climbers are on their way to which camp.

The Climb

During the climb, the screen switches to display the climbers on their way. The first climber(s) is shown, each climber represented by the first letter of their name. Pressing 2 will switch the display to the second climber(s), 3 will display the third, and 4 will display the fourth. Pressing 1 will switch back to the first climber(s). A clock showing the time is displayed in the upper right hand corner. If any climbers are about to fall, or are threatened by an avalanche, the display will automatically switch to show them.
When a climber or pair reach the camp they are sent to, you have the choice of sending them on or telling them to stop there for the rest of the day. If you choose to go on, you are asked to choose their loads again. If you want them to carry the same load, type R.

The Information Service

At any time during a climb, or when a ? is displayed in the bottom right hand corner of a screen, pressing the "?" key *without* shift will take you to the information service menu. You can then select any given report by pressing the appropriate key, or return to the normal game by pressing the CLEAR key. To return from any of the reports to the menu, press the CLEAR key.

Weather Report (W)
Shows the current weather forecast. Conditions change quickly and it is best to look at the forecast before sending climbers out.
Climber Position (P)
Shows the current position of all climbers.
Supplies Report (S)
Shows the current position of all supplies.
Climber's Load (L)
Shows the load that all climbers are currently carrying.
Medical Report (M)
Gives a detailed breakdown of each climbers' fitness. A shorter form of this report is shown on the climber's position table as a character next to each climber. A "?" indicates that a climber is not very fit, and a "#" indicates that a climber is near collapse.