

Snow Rider

Recommended Minimum Specifications:

Windows 2000/XP (SP4/SP2 Recommended)
DirectX 8 (or higher)

Pentium 3 – 800MHz (Pentium 4 Recommended)
128MB of RAM
95MB of free hard disk space
DirectX 8 compatible Graphics Card (Hardware TnL compatible)
DirectX compatible Sound Card

CD-ROM
Optional Joystick

Menu Controls

Cursor keys - Navigate the menus
Return - Select option
Escape - Return to previous menu

Game Controls

Default Keyboard Controls:

Cursor Keys – Steer Left & Right
A – Speed up
Z – Slow down
Left Shift – Jump

Escape – Pause, back
Return - Select option, continue

Redefinable Joystick also supported.

Introduction

The snow is falling, the boards are waxed and the slopes are ready - can you become the number one Snow Rider!

Take part in 3 exciting game modes, spread across 3 downhill slopes, and win the Championship in each mode - this will earn you the coveted title of Resort Champion.

The game modes are:

- | | |
|------------|--|
| Slalom | negotiate the flags on your way down the slope. |
| Token Dash | collect as many tokens as you can whilst reaching the finish line as quickly as possible. Watch out for the power-ups! |
| Sprint | a simple race against the clock. |

So what are you waiting for grab your board, dig out your salopettes, pull down your goggles and get ready to race!

Rankings

When you first play Snow Rider, you will be given the ranking of Beginner.

The complete list of rankings are:

- "Beginner"
- "Advanced"
Awarded when 1 'Gold medal' has been won in the current selected mode.
- "Pro"
Awarded when 2 'Gold medals' have been won in the current selected mode.
- "Champ"
Awarded when 3 'Gold medals' have been won in the current selected mode.

Main Menu

Press the cursor keys to select one of the items, and press the Enter button to confirm

Instructions appear at the bottom of every menu screen.

Game Modes

There are three separate modes to tackle in Snow Rider, to be crowned Resort Champion you have to become champion in each mode.

The modes are as follows:

Slalom

In Slalom mode, the slopes bear a series of gates that you must manoeuvre around; passing to the right-hand side of red gates, and the left-hand side of blue gates.

For every gate that you fail to manoeuvre a 3 second penalty will be added to the overall time. This event is called a foul.

If you commit five fouls during any single run you will be disqualified, and your race will be over.

The eventual aim of the game is to finish the slope in as quick a time as possible, whilst negotiating all the gates.

Token Dash

This mode requires you to collect as many tokens as possible, in the shortest time possible as you dash down a slope from start to finish.

The number of tokens you collect will be combined with the time it takes you to race from start to finish to give an overall score for the token dash.

Tokens are arranged in trails of 5. If you successfully collect all 5 tokens in a trail you earn an additional bonus.

A variety of power-ups appear on each slope. These power-ups include:

Magnet: Drags nearby tokens to your character

Grip: Your character maintains speed but can manoeuvre more drastically

Boost: Your character has a higher top speed

Points Up: Adds +50 points to your final score

Sprint

Sprint, as the name suggests, is a time-based race against the clock: No gates, no tokens - just the start, the finish, and the clock to worry about.

Game Progression

At the beginning of the game, the player only has access to Snowshoe Mountain. In order to unlock further courses and competitors, the player must win a bronze medal or above on a slope. Once a slope has been unlocked, it is unlocked for use at any point thereafter.

Credits

Executive Producer

Alex "Edges" Amsel

Original Game Design

Andrew "Avalanche" Crawshaw

Production and Design

David "Ice" McMullan

Programming

Tim "Alpine" Wharton

Simon "Air" Barratt

Mark "XS" Fitt

Art

Andy "Flex" Noble

Emel "Ollie" Akiah

Krzysztof "Wax" Grudzinski

Sound & Music

Matt "Grind" Hindle

QA

David "Ice" McMullan

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Acknowledgements

Open Dynamics Engine

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