

# Real People Reviews

by Daniel M. East

**Product:** Slope Rider

**Manufacturer/Vendor/Developer:** Monte Boyd Interactive

**MSRP:** \$15.00

**Street price:** same

**Review date:** January 24, 2004



## DESCRIPTION (What's it do? What's it got?):

This is a really fun interactive snowboarding game that isn't just for kids. If you've ever wanted to try your luck on the slopes and prefer to continue your relationship with your sofa (and without injury to anything but your ego), SlopeRider is just the "lift" you'll need. Great for any age Mac users. You don't have to be a "gamer" to enjoy this slick, exciting ride down the customizable mountain of your choice.

**MIN. SYSTEM REQUIREMENTS:** 55 MHz Macintosh; OS9.0 (with CarbonLib) or better (Mac OSX compatible); OpenGL compatible video card; OpenGL 1.2.1

**FIRST IMPRESSIONS:** The graphics are clean and fluid - even on my TiBook 500. There is no need for a game pad controller or other input device and this game delivers the fun. You can select from either of two riders in demo/12 riders when purchased. You can even design your terrain with the "Powder" application included in the download. The more I play this game, the more I want to play it. I may wear out my arrow keys before this game gets old.

**LIKES :** This is a game that doesn't make the player feel like they need some inside information from the snowboarding community to play it. You launch it and play it. Being able to customize this game is terrific, but you can play the demo immediately and just have fun. As I was playing SlopeRider, I found myself wanting to just try to make mistakes to see where it would get me. For \$15.00, you can't beat this one.

**DISLIKES :** Ok, so for this price it is really tough to complain given the quality here. I will say that I'd like a "hint" and/or "rescue" option for getting stuck in the trees in order to help learn how to get out of the woods (literally and figuratively). Beyond that, what's not to like? Maybe a next carnation might have some "trash talking" or a little more personality from the riders but, again, who can complain for such a great deal?!

**HOW DOES THIS PRODUCT COMPARE? :** The only other snowboarding game that I could find (although I'm sure there may be others) is "Stoked Rider" from BongFish and it has not been released as of this writing. It looks like a slick game; however, I'm sure it will cost substantially more and target the more "serious" gamers out there.

**WHO MIGHT ENJOY THIS PRODUCT?:** I think that this is a game for anyone who's tired of third-person violence and rehashed board games. As a traveler, I love popping in my Ears earphones and playing this game on airplanes or to sit with my kids and just enjoy.

**TEST SYSTEM:** Apple Titanium PowerBook G4 500 - 1Gb RAM - 10.3.2

**FINAL THOUGHTS:** I'll be very interested to see what Monte Boyd comes up with next. This is a game that could be the vehicle for them to the next level. There other title, Dragon Clash, has bold colors (ok, so snow isn't exactly a rainbow of saturated hues) and more involved graphics in some ways. I think this is a great introduction to this developer and my hope is that they will take their products to the next level. SlopeRider is just good fun for nearly any Mac user.

**OVERALL RATING: 4 out of 5 stars VERY GOOD**

**For more information, visit:** <http://www.isp.net.au/~monteboyd/>

*Daniel East is the founder and president of The Mid-Atlantic Macintosh User Groups Team (MaMUGs) - a division of The Apple Groups Team; a member of The Apple Consultants Network (ACN); a member of The Apple Developer Connection (ACN); a panelist on "PC Talk Radio;" a live speaker/presenter and a freelance columnist for several Mac publications.*

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[info@mamugs.com](mailto:info@mamugs.com) - [www.mamugs.org](http://www.mamugs.org)