

Alto's Adventure

The video game *Alto's Adventure* has a simple premise: Speed down a mountain on your snowboard, pull some tricks, collect some coins, capture a llama or two while you're at it. Maybe you'll crash into a rock or miss a landing, but no problem; you'll start over again at the top of the never-ending slope. 36-1



And yet, I find myself coming back again and again.

Developers Ryan Cash and Jordan Rosenberg are the guys behind *Alto's Adventure*. As Alto, your shepherd/avatar, shreds the mountain in hot pursuit of his escaping llamas, he navigates a surreal alpine landscape designed by artist Harry Nesbitt. His main task was to try and create a larger, living, breathing environment with its own history and culture for Alto to inhabit. 36-2

As you pass through randomly generated levels, your surroundings change. One minute it is raining, the next you're enveloped in a warm, orange haze. Rainbows will appear, lightning will strike and if you're watching closely, you might spot a shooting star streaking across the night sky or fireflies glittering in the dark. The details in *Alto's Adventure* — the plumes of snow after you hit the ground, the creaking of the windmills — are extraordinary. They make you want to ditch your board, strap on some snow shoes and wander around the magical and aesthetically pleasing land Nesbitt built. 36-3

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