
Tekst 11

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

adapted from an article from *wired.com*, 2015

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Drie van de onderstaande vijf zinnen (a, b, c, d of e) zijn uit de tekst weggelaten. (zie **36-1**, **36-2**, **36-3** in de tekst)

2p **36** Geef bij elke plaats aan welk van de zinnen daar hoort.

Noteer de letter van de zin achter het nummer op het antwoordblad.

Let op: er blijven twee zinnen over.

- a Because it evokes this desire to become a sightseer, *Alto's Adventure* is not just a game but rather a piece of interactive art.
- b By limiting the complexity of the game's controls, the overall experience has been enhanced tremendously.
- c He succeeded with flying colours because you really get the feeling that the game and its characters could be just a small part of an entire world.
- d In terms of gameplay, it's fun but not groundbreaking.
- e The harmony between visuals and sound makes up for the story with its silly and far-fetched plotlines.