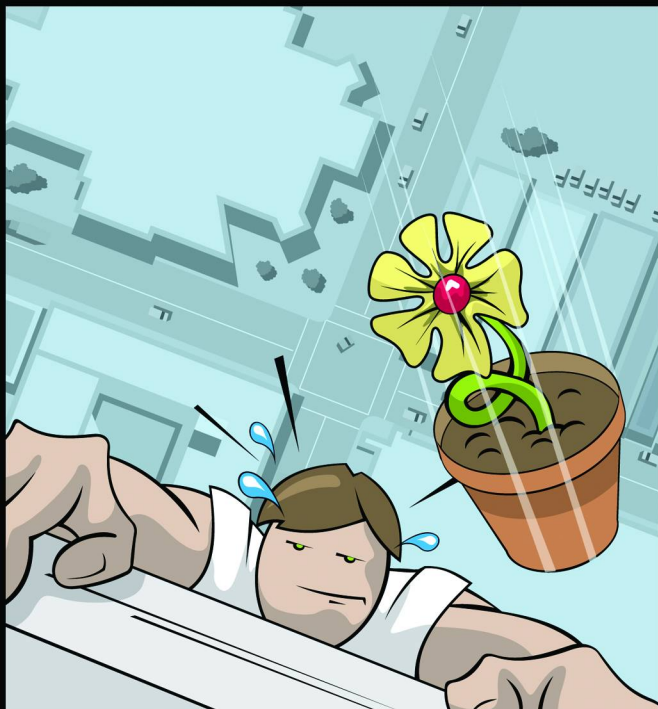


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CARTRIDGE



CRAZY CLIMBER

"Crazy Climber," Programmed by Michael Garber.

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Original Artwork, "Crazy Climber" by Paul-Baptiste Baca.

All other artwork taken from public domain sources.

Cartridge documentation, "box" layout and label by Adam Trionfo.

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Background

For Climber, who has climbed for nearly as long as he has walked, rock climbing and bouldering are a way of life. Introduced to the sport by his famous mountain-climbing parents, Climber never lets a day go by without climbing *something*. He believes that it not only keeps him physically strong, but also mentally sharp. Able to do three consecutive pull-ups using just *one* finger, Climber is more than capable of climbing any rock, cliff face or mountain that nature throws in his direction. And that is the problem. Nature can no longer provide anything that Climber can't climb. A few years ago, he began living in large cities so that he could secretly climb the buildings. Now Climber feels that even the mightiest man-made structures are of little challenge to him.

This morning, Climber walked to work through the downtown city streets of his hometown among the towers of iron, glass and concrete. Where was his next challenge going to come from? He was deep in thought when suddenly, there was a loud crash in front of him. He looked down, and there was a potted plant and a shattered container. He had narrowly escaped death! When Climber looked up, he saw that the windows of the building (which he thought could *never* be opened) were being opened and closed, seemingly at random. Then he saw a beer bottle coming down at him. He quickly jumped up and aside. By instinct, Climber had tightly clutched the building's lowest ledge for its shelter and was holding onto it with his fingers...

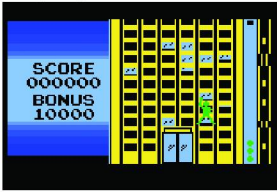
And then he pulled himself to the above ledge. He looked up again and saw people still tossing items out the windows. He didn't understand what was happening. Why were these people doing this? Then it occurred to him. Perhaps nature couldn't provide a challenge. Even the building itself wasn't a challenge to climb, but there was just something about this idea of avoiding the items tossed out by these crazy, absolutely Mad People that was strangely attractive to him. Anybody with his ability could climb a building, but could Climber do it *and* avoid these crazy, Mad People?

You are about to find out, because *you* are Crazy Climber!

Starting **CRAZY CLIMBER**

- 1) After inserting the cartridge and turning on the system, choose "CRAZY CLIMBER."
- 2) Pull the Trigger button to pass the Copyright screen.
- 3) Enter the number of controllers at the "# JOY?" prompt. You must use the knob to make the selection here.

Playing the Game










The object of *Crazy Climber* is to reach the top of a nearly 200-story building. There are four buildings in total, each offering a variety of different challenges and obstacles that make the journey to the top more difficult.

Crazy Climber's progress is indicated on the right side of the screen as a blinking dot on a miniature building. When all of the buildings have been scaled, then Crazy Climber is returned to Building One and play continues at a higher level of difficulty. The Building Number is indicated by black squares on the top-right side of the screen.

The player has four "Lives" when the game begins, and there is *no* way to gain an extra "Life," so be careful. The Number of "Lives" is indicated by green circles on the lower-right side of the screen.

The Dangers of **CRAZY CLIMBER**

-  1) Windows (opening and closing) - If an open window closes on *both* of Crazy Climber's hands, then he will lose his grip and fall.
-  2) "Mad People" - These bald-headed scoundrels open and close the windows and drop items. Their goal: knock down Crazy Climber.
-  3) Falling Objects: If one of these hits Crazy Climber on the head and he is not holding onto a ledge with both hands, then he will fall and lose a "Life." If he *is* holding himself on two ledges, then he will only lose bonus points. The falling objects are:
 -  1. Flower Pots - Beautiful as they may be, the pots filled with flowers must be avoided.
 -  2. Condor Excrement - Just out of Crazy Climber's sight, a condor sometimes flies past. The condor doesn't attack Crazy Climber, but he does other, perhaps nastier things. Avoid his droppings at all cost. Not only do they cost Crazy Climber a "Life," but it's, well, *gross*.
 -  3. Iron Dumbbells - The flower pots falling down were bad enough, but the "Mad People" eventually step it up and begin to drop out items that *really* hurt.
 -  4. Falling Bottles - The "Mad People" are always looking for ways to keep Crazy Climber guessing. They start rummaging through the garbage and tossing glass bottles out the window when nothing else is within reach.

Scoring

Climbing from ledge to ledge, one floor at a time, and gaining a bonus (at the top of each building) are the only ways to score points.

Scoring:	Building	Floor Value	Initial Bonus
	1	100 Points	10,000
	2	150 Points	20,000
	3	200 Points	30,000
	4	250 Points	40,000
	5 & Higher	250 Points	40,000

The initial level bonus is reduced as Crazy Climber makes his way to the top of each building. The faster he reaches it, the higher the bonus will be. The bonus is also reduced by getting hit by falling objects.

Controlling Crazy Climber

The original coin-op of Crazy Climber is played with two controllers, allowing the player to easily move Crazy Climber from ledge to ledge. This is the most natural method of playing the game and is offered on the Bally Arcade/Astrocade home version as well. However, there is no easy method of playing and holding the two hand controllers together while using both at the same time. Since this can be difficult, a one-controller version of gameplay is offered. Both control methods are discussed here.

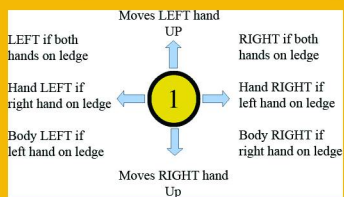
Two Controllers (Hand Controllers in Ports 1 and 2)

Crazy Climber's left hand is controlled by the controller in Port 1, and the right hand is controlled by the controller in Port 2. While this method closely mimics the arcade game's feel, it will take patience to find a way to hold the controllers together. One recommendation is to place a large pink eraser (it's the perfect size) between the controllers and hold them tightly together with zip ties.

To make Crazy Climber climb the building, move the left and right controllers in opposite vertical directions. This is the actual motion any climber would take to reach from ledge to ledge. To move left or right, both hands have to be holding onto a ledge.

One Controller (Hand Controller in Port 1)

To get started, wiggle the controller up and down and Crazy Climber will begin to climb the building (see Fig. 1 for additional details).



With Trigger Pressed: The odd hand is not mirrored when pressing up or down. The effect of this will be that both hands will eventually be parallel on a ledge. One common use of this is to "reset" Crazy Climber and get him back to an easier-to-control, safer starting point.

Figure 1. Moving Crazy Climber