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## CARTRIDGE INSTRUCTIONS

# CRAZY CLIMBER REDUX

ARE YOU AFRAID OF FALLING?



**8 BIT MILLI  
GAMES**



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## GAME DESCRIPTION

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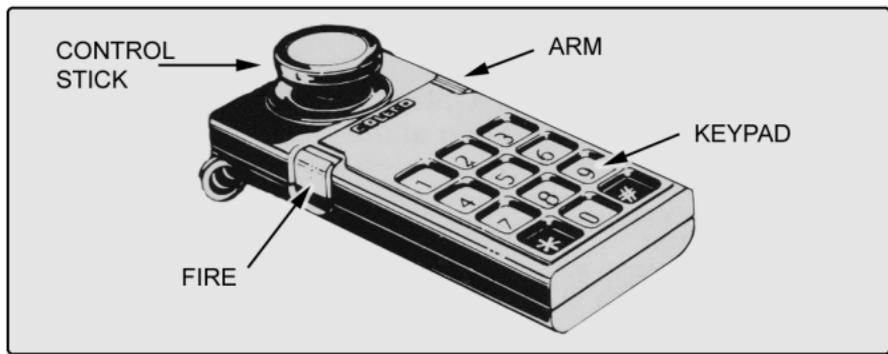
Our adventurous hero, Cecil, is going to climb to the top of every building in every city. Along the way he'll be having things thrown at him, flying things chasing him, and and be pushed off the ledges. And as if that wasn't enough, they keep closing the windows on his hands!

### *Are You Afraid of Falling?*

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## USING YOUR CONTROLLERS

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**NOTE:** For Single Controller mode, use the controller plugged into Port 1. For Dual Controllers use both controllers.

**1. Keypad:** Keypad Buttons allow you to select Game Options before beginning to play. Follow the On-Screen prompts for more information.

**2. Control Stick:** In *Single Controller* mode pushing the Control Stick LEFT or RIGHT moves the climber left or right. Pushing the controller UP moves the climber up. In *Dual Controller* mode pushing either controller LEFT or RIGHT moves the player left or right. Pushing UP alternatively on each controller moves the player up.

**3. Fire and Arm:** Pressing Fire at the start of a level will give you access to the Game Editor.

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## HERE'S HOW TO PLAY

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**STEP 1:** Select your controller type and difficulty level. You can see the possibilities by pressing the '0' on the keypad.

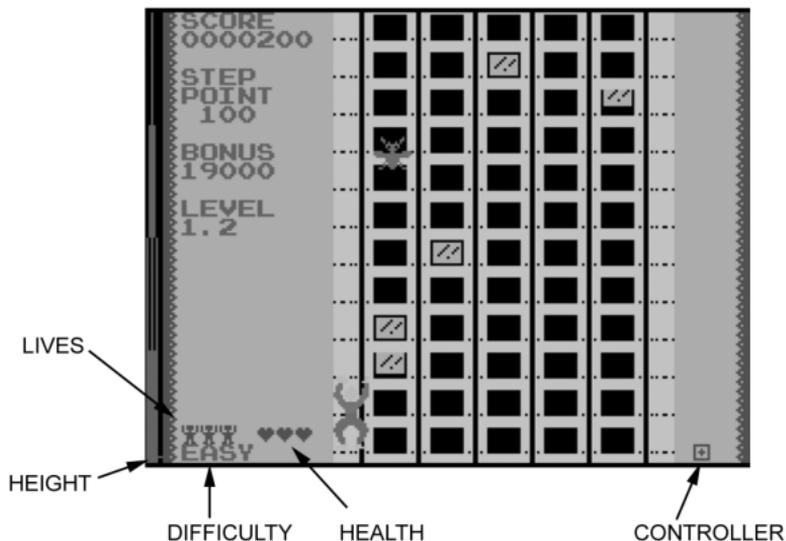
**STEP 2:** After Cecil is dropped by balloon at the bottom of the building, press UP on the controller to start the level. If you want to use the game editor before starting, press the FIRE button. (See Game Editor Section)

**STEP 3:** Cecil will climb up and the level will begin. It is up to you to help Cecil avoid any falling, flying or crawling objects while climbing up. Also, avoid the windows that are closing, too. After Cecil has climbed a certain distance he will reach a check point. If you make it to the top of the building the balloon will come and take you to the next building.

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## THE GAME SCREEN

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**SCORE:** This is your score. Every story you climb gains you more step points. After completing the building any bonus that is left is added to your score.

**STEP POINT:** This is how many points you get for each story you climb. The step point increases with each city.

**BONUS:** This is the bonus you will get when you finish the building. It slowly goes away so you will want to get to the top as fast as possible. The bonus increases with each city.

**LEVEL:** This is the level you are on. The number to the left is the city (1 – 4) and the number to the right is the building (1 – 4).

**LIVES:** You start out with 3 lives and every 50,000 points you gain another life up to a maximum of 5 lives.

**HEIGHT:** This indicator shows you how high you have climbed on the building.

**DIFFICULTY:** This is difficulty you started the game with. There are 3 options, EASY, NORMAL and HARD.

**HEALTH:** These 3 hearts show you how healthy you are. Every time you take damage from a falling or flying object you lose a heart. If you lose all 3 you lose a life. You regain all of your health at the checkpoints and after finishing a building.

**CONTROLLER:** There will be either one or 2 of these controller icons on the screen. One icon means you are doing Single Controller mode, two means you are doing Dual Controller mode.

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## OBSTACLES, DAMAGE AND DEATH

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**Obstacles:** You can only climb up windows and ladders. As you climb you need to avoid objects falling, flying and moving at you as well as windows being closed on your fingers.

**Damage:** As you climb you will have things being thrown out of the windows. If these things hit you you will lose a heart. If you lose 3 hearts you will fall and lose a life. As you climb you will have flying things chasing you. If they touch you you will lose a heart. If you lose 3 hearts you will fall and lose a life.

**Death:** If you lose 3 hearts from getting damage you will fall and lose a life. If you touch something crawling on a ledge you will immediately fall and lose a life. These things actively chase you so you need to do your best to avoid them. If your fingers get pinched in a window you will fall and lose a life.

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## BADDIES

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**Falling:** Falling baddies are things that are thrown out of the windows by the residents of the buildings. These include: Plants, Trash, Yarn, Bird Seed, Feathers, Guano, Coconuts, Seaweed, Clams, Girders, Bricks and Barrels.

**Flying:** Flying baddies are things that are flying through the air and trying to get you. These include: Flies, Pigeons, Ninja Cat Surfers and Hammers.

**Crawling:** Crawling baddies move on the ledges and chase you. They include: Cats, Poop, Lobsters and Fire.

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## **BOSSSES**

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Each city has a boss. The bosses race up the side of the building and do their best to stop you from reaching the top and getting the bonus. You do not get a step point on the boss levels so you need to climb as fast as you can. The bosses are:

**Alpha City:** RoboWasher who throws soap bubbles at you.

**Beta City:** A Giant Condor that throws eggs at you.

**Gamma City:** A flying Octopus that shoots Ink at you.

**Delta City:** An enormous Gorilla that throws bananas at you.

If you get hit by any of the bosses flying objects you will lose a heart. If you lose all 3 hearts then you will be taken to the next city. You do not lose a life if you cannot beat the boss, you just lose the bonus.

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## **WINNING THE GAME**

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If you can make it to the top of all 16 buildings then you will have won the game. Don't be fooled, it is not as easy as it sounds.

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## GAME EDITOR

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When you are at the start of a level you can press the FIRE button to access the Game Editor as shown.

On the left hand side you will see the blinking cursor of the editor. Use the Controller Stick to change the value of each of the 5 positions to the code you wish to use and then press FIRE to apply the code. If the code was accepted the cursor will flash green, if it is rejected then it will flash red. When you are done entering codes press ARM to start the level. There are many codes you can use, experiment and see what you can find or visit our website: [8bitmilligames.com](http://8bitmilligames.com). The chart below shows how to convert numbers to the characters used in the editor:



HEX	EDITOR	HEX	EDITOR
0	A	8	M
1	C	9	N
2	D	A	O
3	E	B	P
4	F	C	R
5	H	D	S
6	I	E	T
7	l	F	U

Address Range: 000h – EFFh, or AAA – EUU in the editor. 06000h is added to the address range to address the ColecoVision RAM. First 3 characters are address, last 2 characters are value. Example AAUUU puts a value of FFh into address 000h + 06000h.