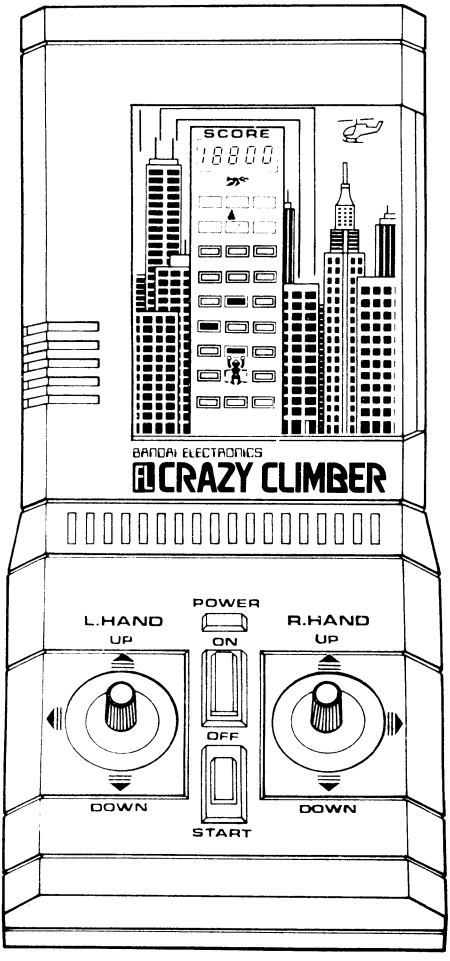
BANDAI ELECTRONICS ARCADE™

CRAZY CLIMBER™

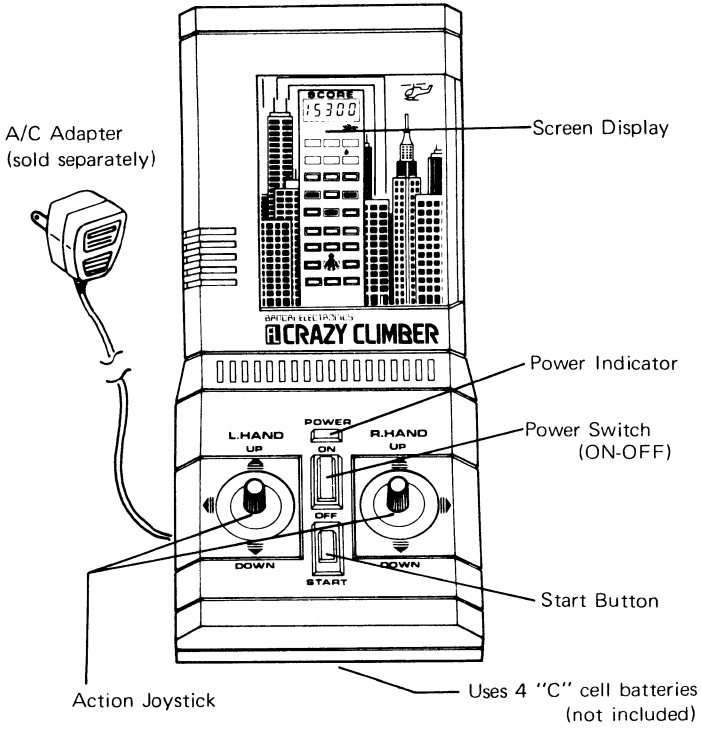
INSTRUCTION MANUAL

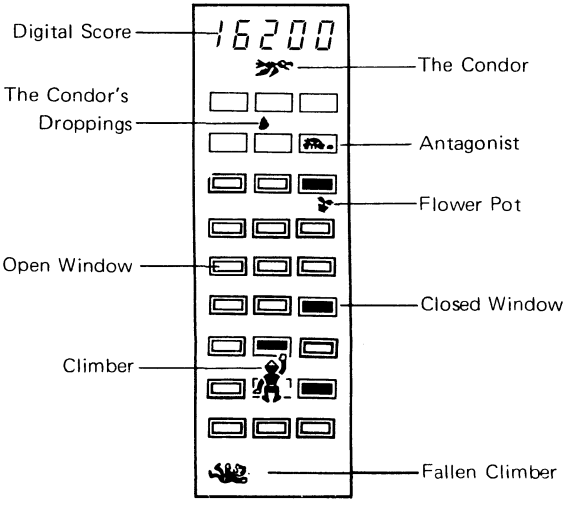


90 day limited warranty

Please read this manual carefully before starting the game.

1. PART NAMES

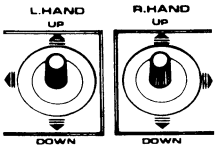

A/C Adapter
(sold separately)
Screen Display
SCORE
05300
CRAZY CLIMBER
Power Indicator
POWER
ON
Power Switch
(ON-OFF)
L.HAND
UP
DOWN
R.HAND
UP
DOWN
OFF
START
Start Button
Action Joystick
Uses 4 "C" cell batteries
(not included)


Digital Score
16200
The Condor
The Condor's
Droppings
Antagonist
Flower Pot
Open Window
Closed Window
Climber
Fallen Climber

2. FUNCTION OF EACH PART







- **Power Switch**

When the Power Switch is turned to the ON position, the screen will immediately become a "demonstration" area, and the computer will automatically carry out the game functions. When not playing, make sure that the switch is set to the OFF position.

- **Start Key**

Press this key to start the game after the Power Switch has been turned on.

- **Action Joysticks (left hand and right hand)**

Move the climber up by moving these joysticks up and down or left and right in the following manner:

Shape of Climber	A 	B 	C 	D 	The climber can be moved left and right only when both arms are in upper or lower positions (C or D).
Left Hand Action Joystick	up	down	up	down	Move joystick to left to move Climber to left.
Right Hand Action Joystick	down	up	up	down	Move joystick to right to move Climber to right.

You can prevent the Climber from falling off even if he is hit by the condor's droppings or the flowerpot thrown by the Antagonist.

The Condor



The Condor's Dropping

Antagonist



Flower Pot



Opening Windows



Closing Windows



- **Types of Accidents**

– The Condor –

Occasionally it appears on the top of the screen and flies from left to right while it drops droppings. The Climber will fall off if he is caught hanging on the window with one arm when hit by the droppings.

– Antagonist –

Randomly he appears and drops the flowerpot. The Climber will fall off if he is hanging onto the window with one arm when hit by the flowerpot.

– Opening & Closing Windows –

The windows open and close at random. The Climber will fall off if the window he is hanging on is closed.

* You cannot move the Climber where there are no windows.

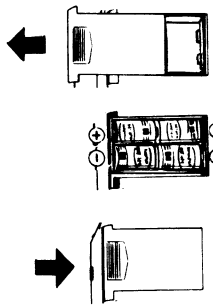
- **POINTS SCORED**

100 points are scored by climbing one story. 1,000 points are scored by climbing up to the top of the building (49 stories). 300 points are deducted if the climber is hit by the flowerpot or the condor's droppings even if he doesn't fall off.

Note: No deduction will be made when the score is "0". When the points scored have exceeded 19900, the digital score will return to "0" and will begin again. The "highest points scored" in the memory function of this game is 19,900.

3. BATTERY PLACEMENT AND THE METHOD OF USING THE ADAPTOR (SOLD SEPARATELY)

- **When batteries are used.**



(1) Push the cover of the battery case on the back of the main body in the direction of arrow.
(2) Correctly set the batteries in the battery box without confusing the positive (+) with the negative(—).
(3) Close the cover completely by sliding it through the notch of the battery case.

Note: When not playing for a long time, remove batteries from the battery case.

- **When the AC adaptor is used.**

You can use the plug socket for general home use as the power supply for your unit by using an AC adaptor. Ordering instructions for adaptors appear later in this manual.

2. AC adaptor jack



1. AC adaptor

(1) Insert the plug of the AC adaptor into the jack on the back of the main body.

Suitable adapter is available by written request with a check or money order in amount of US$9.00 to: BANDAI AMERICA, INC.
6 Pearl Court Allendale,
N.J. 07401

Note: When not playing, make sure that the AC adaptor is removed from the plug socket.
Also Adapter designed to U.S. Electrical Standards.

4. TO PLAY GAME

Crazy Climber is a game in which you score points by guiding the "Climber" up the 49 story building while he avoids being hit by various obstacles.

1. Switch the power switch to the ON position. The screen will immediately become a "demonstration" area and the computer will automatically carry out the game functions.
2. After pressing the Start Key, the game start alarm will sound and the game begins.
3. The moment the game start alarm has stopped the Climber automatically goes up two stories.
4. Manipulate the Climber to the top of the building by moving the action joysticks up and down or left and right. At the same time avoid falling off the building when aimed at with various obstacles by manipulating the action joysticks.
5. The game ends when the Climber has fallen off three times.
6. Resuming the game — By pressing the start key after the completion of a game the game will start again with a "game start" alarm sound.

Note: Battery consumption will be quickened as long as the demonstration mode remains on.

5. GAME SOUNDS

A variety of sounds enhance the game.

- Game start song
- Sound produced when the climber moves up
- Sound produced when the condor appears and flies across the screen
- Sound produced when the climber is hit by obstacles
- Sound produced when the climber falls of the building
- Game over song

6. PRECAUTION TO BE TAKEN

When batteries become weakened, abnormal motions (abnormal sound, abnormal display) can be expected. In that case please replace the batteries. When AC adaptor is used, make sure that it is the suitable AC adaptor for this unit.

- This unit is a precision device in which a series of electronic parts are combined. Please operate making sure that attention is given to the following points:

★ Don't give any shock to the parts by striking or letting fall.

★ Keep out of extreme heat, humidity or water.

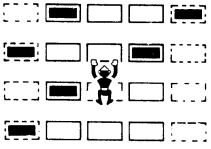
★ Make sure that the suitable AC adaptor for this unit is used. If the above mentioned precautions are not followed our guarantee cannot apply.

★ Since the FL (Fluorescent Lamp indication) tube quickly consumes batteries, the AC adaptor is recommended for use.

JOYSTICK CONTROLLERS
METHOD OF OPERATION AND PRECAUTIONS

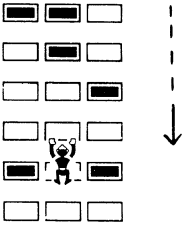
- The objective of this game is to make a climber climb a 49 storied building by grasping its open windows with his hands, while averting the danger of being hit by falling articles.

- The building to be climbed by the climber is a 49-storied building having five rows of windows, that is, five windows horizontally located on each floor. (Only three rows of windows appear in the picture in practice. But the building shown in the display moves to the right or to the left when the climber is made to move to the left or to the right.)



Five rows of windows are located on the building as shown on the left, but three rows only are shown in the display.

- This Crazy Climber Game works in a manner whereby the building moves downward rather than having an upward motion of the climber himself.



Precautions:

(1) Because of the characteristics of the computer chip, the climber will not make climbing motions when only one controller is operated. Be sure to operate both controllers simultaneously.

(2) Controllers will operate smoothly when they are lightly pushed (with thumbs for upward motions; with forefingers for downward motions), rather than being grasped.

(3) Be sure to return controllers to neutral positions (positions where controllers reach when fingers are off) after completion of one motion, before starting the next motion.

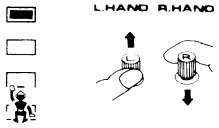
(4) The climber may not move if controllers are moved at an improper angle. Always push controllers correctly in upward and downward directions.

Typical Operation of Controllers:

Climbing

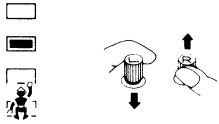
Operation

(1)



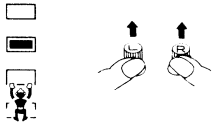
Push (L) controller upward and push (R) controller downward simultaneously.

(2)



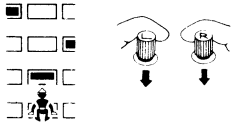
Return (L) and (R) controllers to neutral positions (with fingers off the controllers), and then push (L) controller downward and push (R) controller upward simultaneously.

(3)



If the window just above the window held by one hand is closed as shown in figure (2), make the climber to hold the window with both hands as shown in figure (3) by pushing both (L) and (R) controllers upward.

(4)

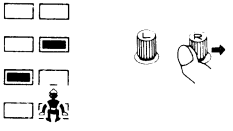


If the window just above the climber is closed, make the climber to move his hands downward by pushing both (L) and (R) controllers downward simultaneously.

Note: If the window just above the climber is closed or if no window is located just above the climber, it is not possible to hold the window by hand.

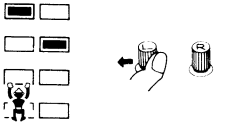
Horizontal motion

(5)



The climber moves to the right when (R) controller is pushed rightward.
The climber moves to the left when (L) controller is pushed to the left.

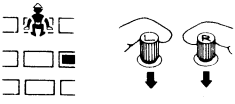
(6)



Horizontal motion of the climber can also be made when his both hands are holding the upper window as shown in figure (6).

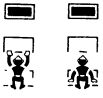
Note: Horizontal motion of the climber cannot be made when the climber's hands are holding different windows or when the window to which he is going to move is closed.

(7)



The climber is judged to have completed climbing when he reaches the pause shown in figure (7) at a window of the topmost floor of the building, and bonus marks are added.

(8)



The climber will not fall when the climber is in any one of pauses shown in figure (8), even if falling articles may hit him.

90 DAY LIMITED WARRANTY

Bandai Electronics Arcade Games are manufactured under stringent quality control conditions. We warrant (to the original consumer purchaser) for a period of 90 days from the date of the purchase that our Electronics Arcade Games will be free of defects in materials and workmanship under normal use.

If, within the 90 day warranty period, you find your game to be not functioning properly, please consult your instruction manual for a possibly simple remedy to your problem. If such consultation does not remedy the malfunction, your game will either be repaired or replaced with a new model without charge to the retail establishment where purchased with proof of purchase date, or by sending with proof of purchase date to:

BANDAI ELECTRONICS REPAIR CENTER
6 Pearl Court
Allendale, NJ 07401

BANDAI ELECTRONICS WILL NOT BE LIABLE FOR DEFECTS CAUSED BY MISUSE OF PRODUCT. WE WILL ALSO NOT BE RESPONSIBLE FOR DAMAGES OR LOSS IN TRANSIT FROM CONSUMER TO OUR REPAIR CENTER.

To service your game, please do the following:

1. Pack the game carefully (in original box if possible) with adequate padding material.
2. Carefully print the following address on your outer carton:
   BANDAI ELECTRONICS REPAIR CENTER
   6 Pearl Court
   Allendale, NJ 07401
3. Please include a check or money order for U.S. $3.00 to help cover **inspection and handling charges**.
4. Do not send Games without proof of purchase and purchase DATE. Games sent without proof will be repaired or replaced (at our option) AT A CHARGE OF $15.00.

With normal use and care your Bandai Electronics Arcade Game will give you many hours of enjoyment.

www.handheldmuseum.com

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