ICE CLIMBER™

INSTRUCTION BOOKLET



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Thank you for selecting the Nintendo® Entertainment System Ice Climber™ Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

It's only you and an ice hammer as you make your way to the top of the mountain! If you can break through 8 levels of treacherous arctic ice, you'll reach the top of the mountain. But watch out – the Nitpicker, condors and Polar Bears don't want you up there. And they've got a bag of tricks that will block your rise to the top. There are 32 challenging peaks to scale – face them alone or with a friend.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

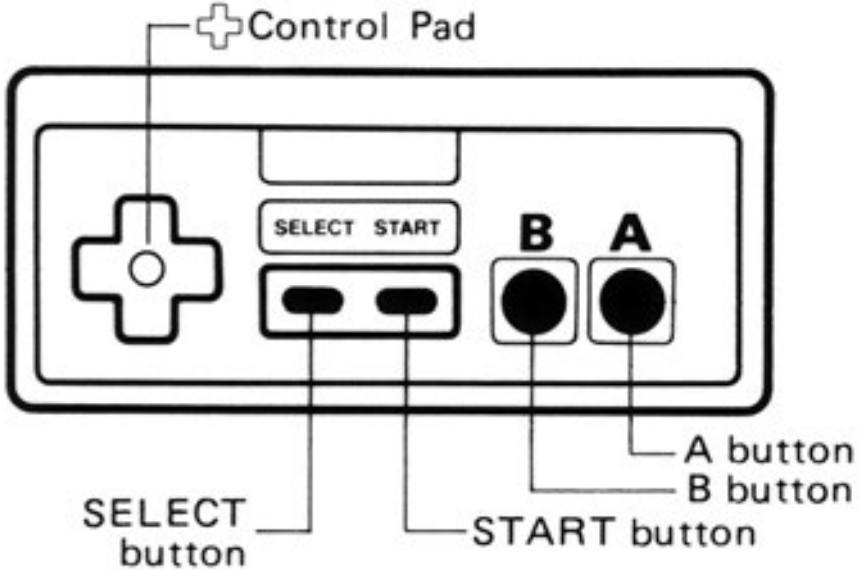
Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – Moves Popo in 1 or 2 player game
Controller 2 – Moves Nana in 2 player game

Controller 1/Controller 2* For 2 Player Game



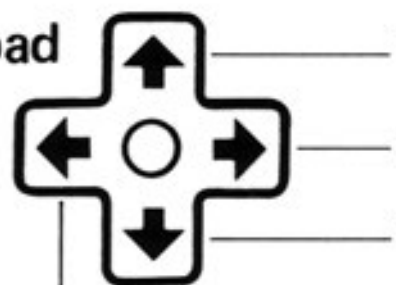
A Button

Used to break a hole through the row of ice blocks on the floor above with the hammer, and climb up onto it by jumping.

B Button

Strike with the hammer in the direction your character faces and get rid of the toppies and nitpickers.

Control pad



To choose a mountain (on the game menu).

To move to the right.

To choose a mountain (on the game menu).

To move to the left.



SELECT button

Move the hammer mark (◆) to the game you wish to select from the game menu by pressing this button.

START button

Press this button to begin.

Pause:

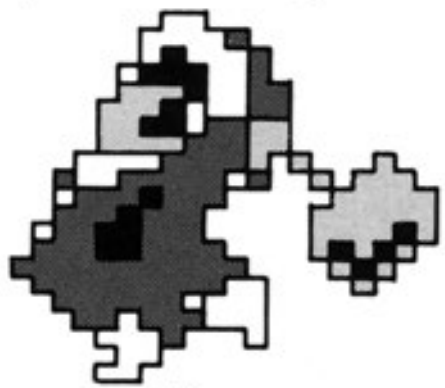
If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again when you wish to continue the game. The game will continue from where it left off.

* The TOP SCORE disappears once the power switch is turned OFF.

3. HOW TO PLAY

This game can either be played by 1 person with Popo or by 2 people with Popo and Nana. Using their hammers, they must break through the floor above and jump up to the next level.

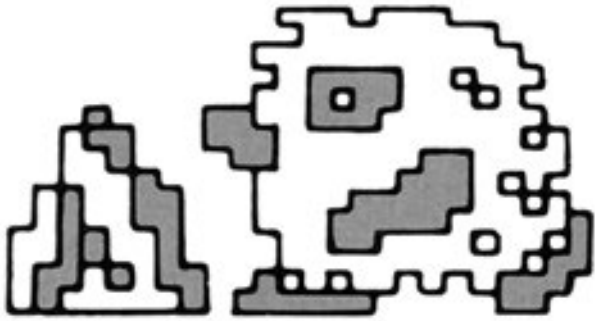
[Characters]



Popo
(Controller 1, blue)

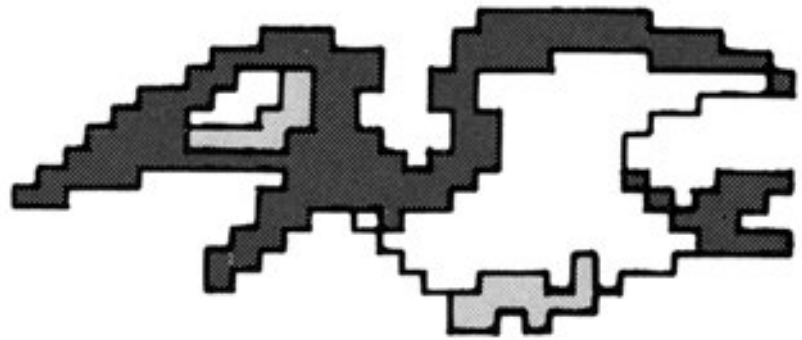


Nana
(Controller 2, pink)



Topi

- They bring ice to fill in holes in the floors.
- If you collide with a Topi you lose a man.

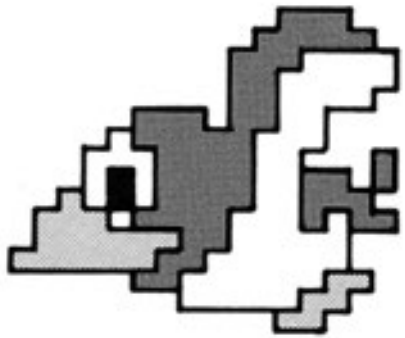


Condor

- Jump up and grab onto the Condor during the bonus round for extra points.

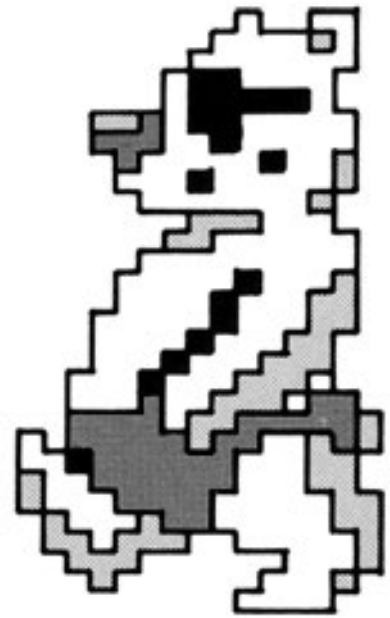
Nitpicker

- Always flying around Popo and Nana.
  If you collide with this bird you lose a man.



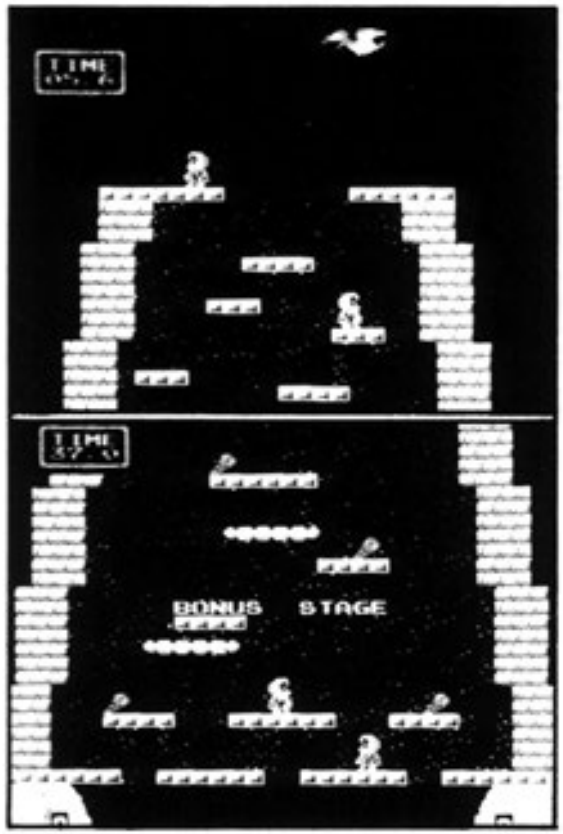
Polar Bear

- After a certain period of time, the Polar Bear comes out and pushes the floors down.



[Rules and Suggestions]

1. Use the ✣ control pad when the game menu is displayed to enter the number of the mountain you want to climb. (MOUNTAIN XX)
   - The mountains are numbered from 1 ~ 32. You can attempt to climb any mountain, but the larger the number the more difficult the mountain is to climb.
2. When the game begins, the condor carries a vegetable up near the top of the mountain. At this point, the whole mountain is visible.
3. Break the ice blocks of the floor above and make a gap, then jump through the gap to the higher floor by pressing A button. Continue up the mountain through each floor in the same manner.
   - Time carefully and mount the moving clouds to reach the floors above.
   - Pay attention to the types of floors. Some floors will break, but others won't; while others move like a conveyor belt.
   - * Be sure to read the "tips" in this booklet.
   - * On each floor, Popo and Nana can walk off the right edge of the screen onto the left edge and vice-versa.
4. Chase away the bothersome toppies and nitpickers with the A or B button.
5. The toppies come and fill in the gaps in the floors with ice.
6. After a certain period of time, the Polar Bear comes out, jumps up and down (boom!) and pushes the screen down. At this time, any player pushed off the bottom of the screen is lost.
7. After a man is lost, the next man will appear on the screen flashing on and off. While flashing, the man cannot play. Move the man to start the game.

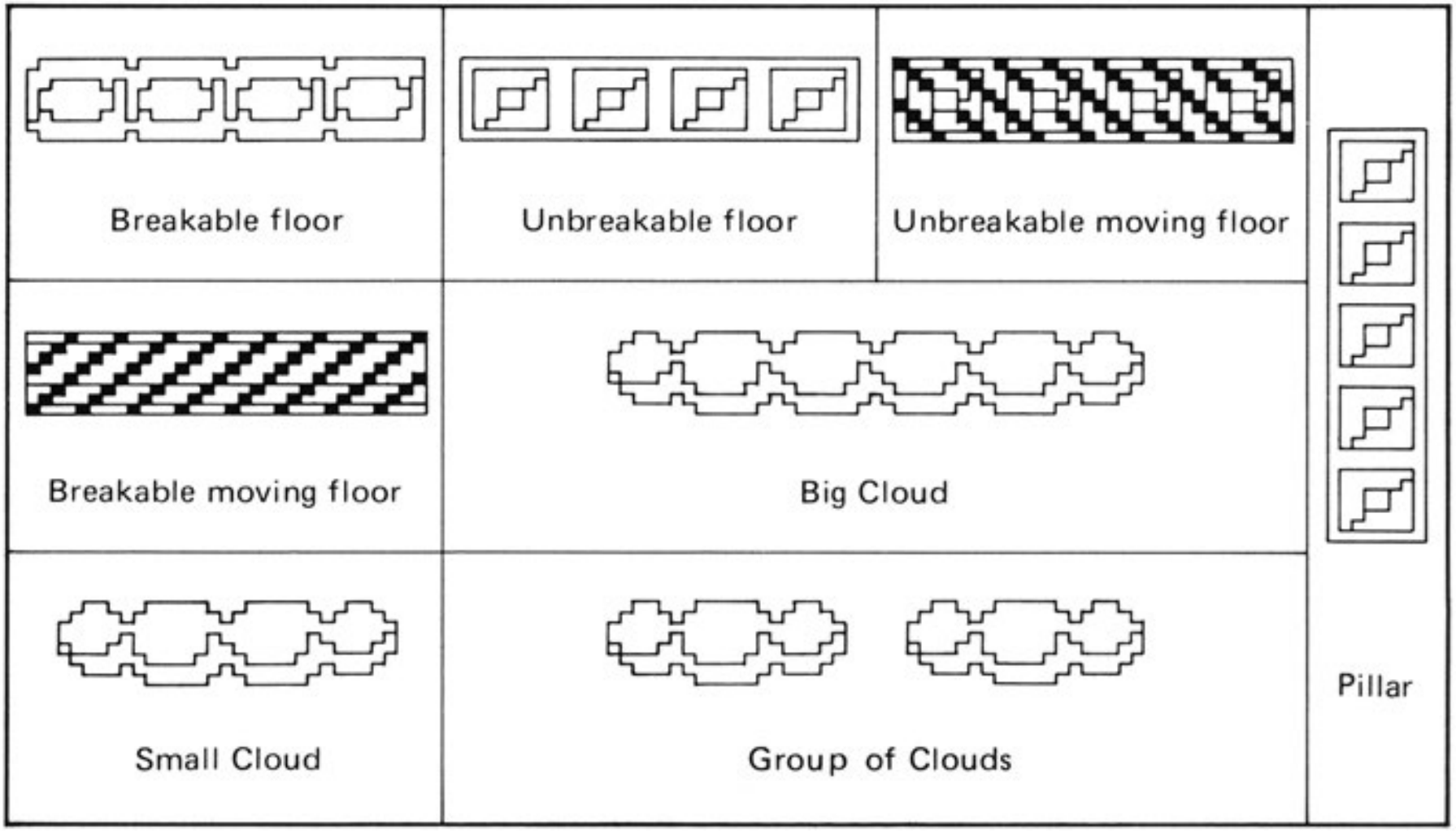


8. The screen is cleared after you arrive at the 8th floor, and you go into the bonus round.
   - The condor hid a vegetable at the beginning of the game. Get the vegetable for additional points.
   - There are 10 types of vegetables. The first bonus round always uses eggplants.
   - If the player jumps up and grabs onto the condor at the end, he or she receives bonus points.
   - The bonus round ends and the next mountain scene appears when one of the following occurs:

   (1) When the player falls off and nobody is left on the screen.
   (2) When the player jumps up and grabs onto the condor.
   (3) When the timer runs out.

Tips

- Holes can be made more quickly where the row of ice blocks is thin.
- The floors and clouds have various characteristics. Learn the tricks and climb up quickly.



- Getting even one ear of corn () in the bonus round adds one man; however, note that the screen only shows up to 3 men.
- In the 2 player game, the two players can either cooperate with each other and play together, or they can play against each other — bothering and tricking each other.

You lose a man by:

- Colliding with a Topi.
- Colliding with a Nitpicker.
- Colliding with the ice that a Topi brings.
- Disappearing from the screen when the Polar Bear pushes the screen down.
- In the 2 player game, if the leading player gets so far up that the other player disappears off the bottom of the screen, the lower player is lost.

* If you fall off the screen during the bonus round, you do not lose a man.



Scoring

After each mountain climb is finished, the current score is calculated.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

MEMO

MEMO

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90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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