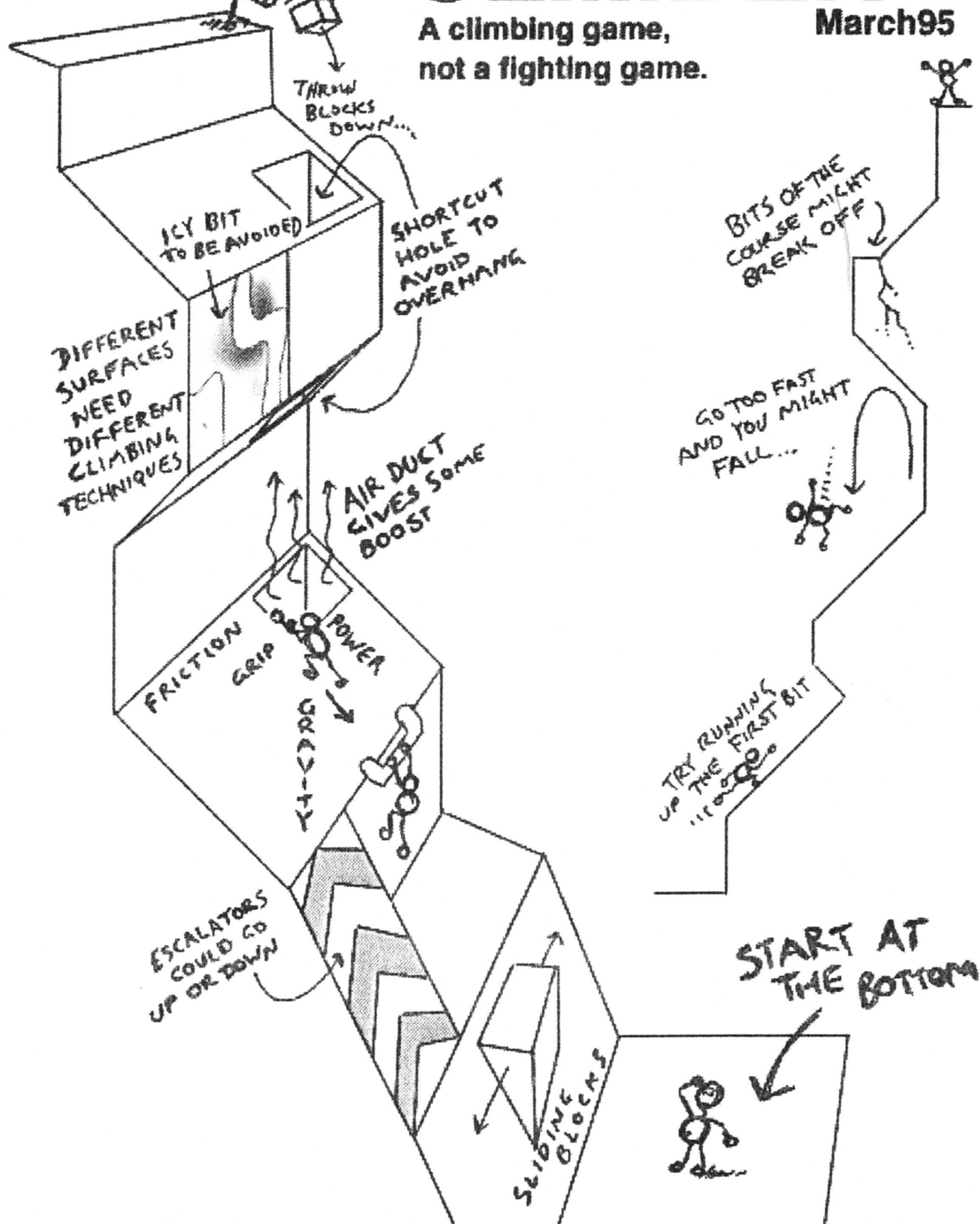


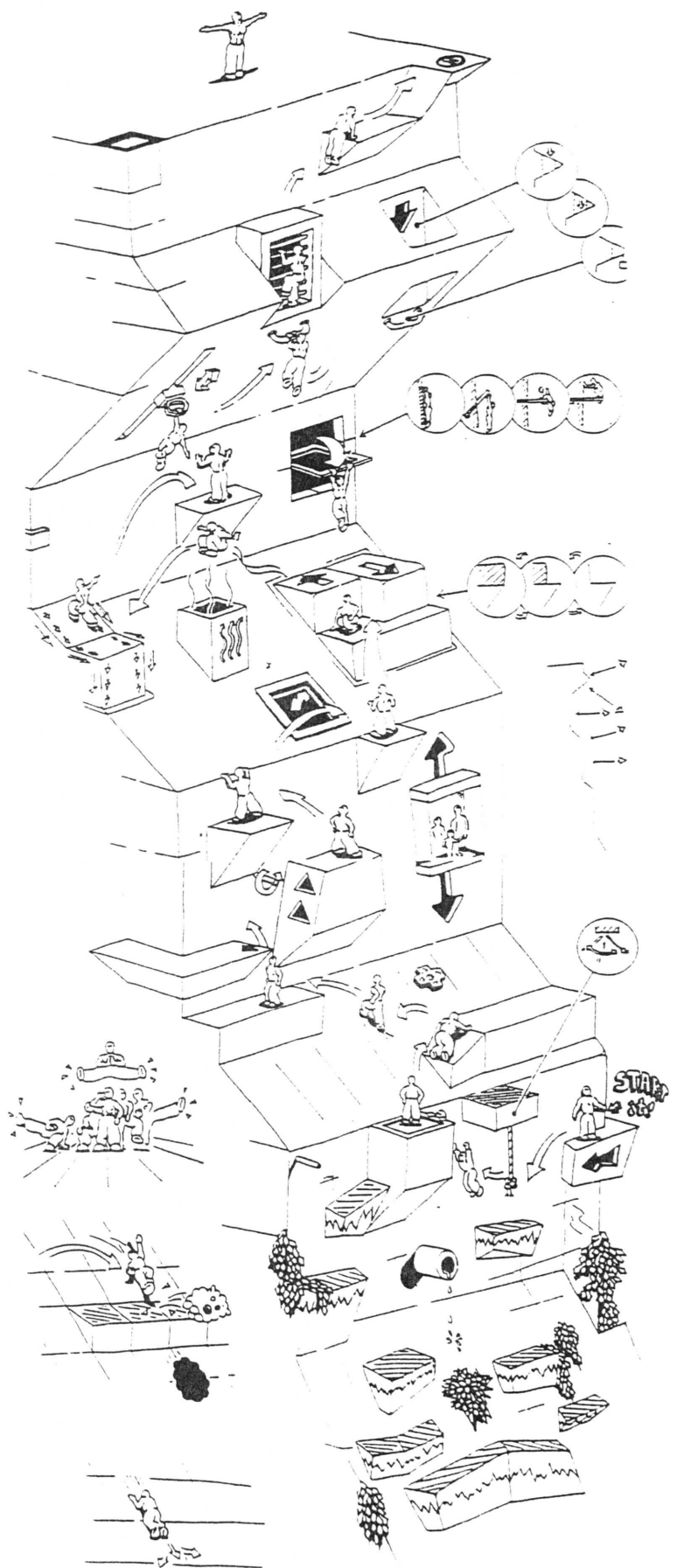
REACH THE TOP
TO WIN

CLIMBER

A climbing game,
not a fighting game.

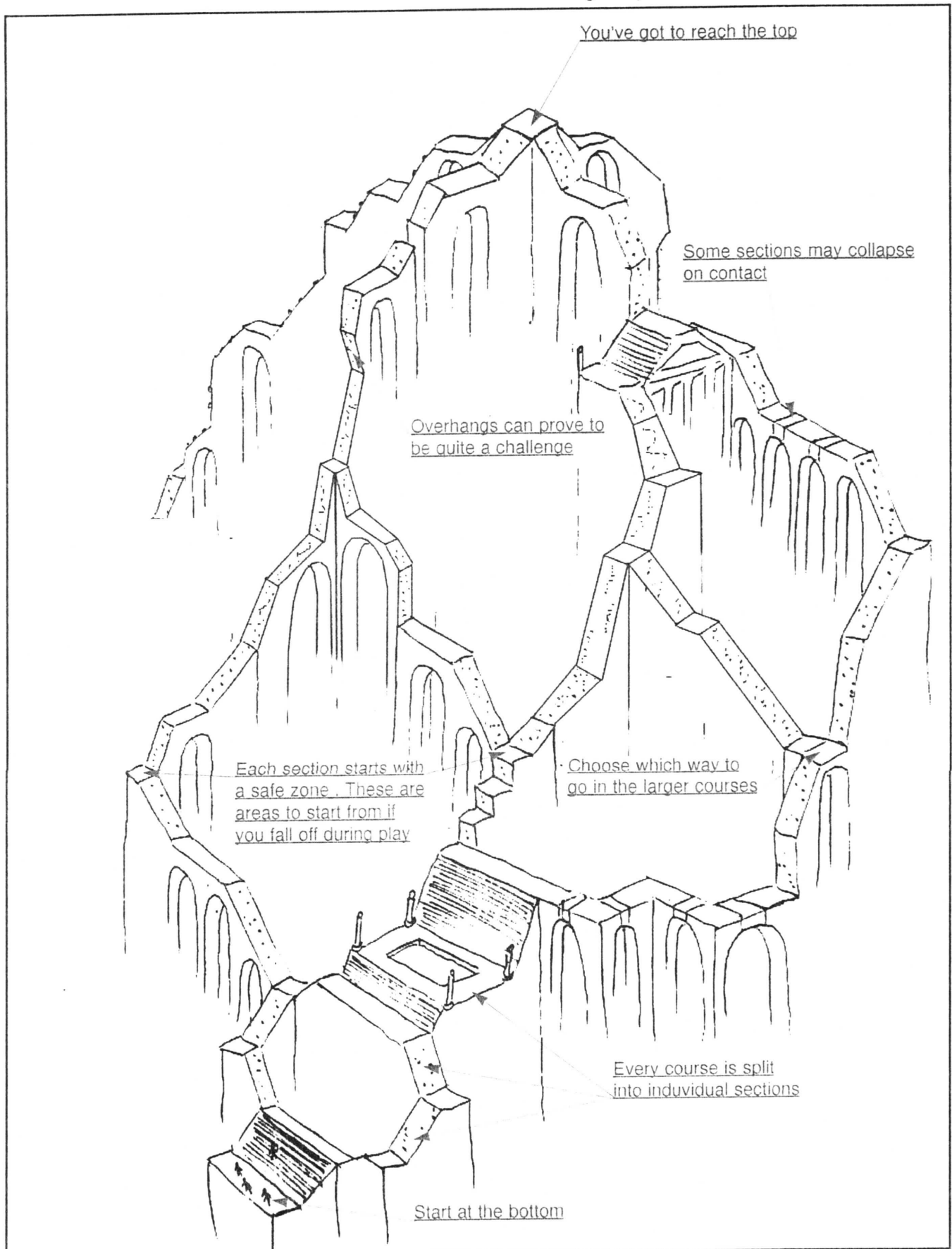
March 95





Example Course

Fig 8 : This would be a tough course to complete, containing many sections to tackle.



Camera Angles

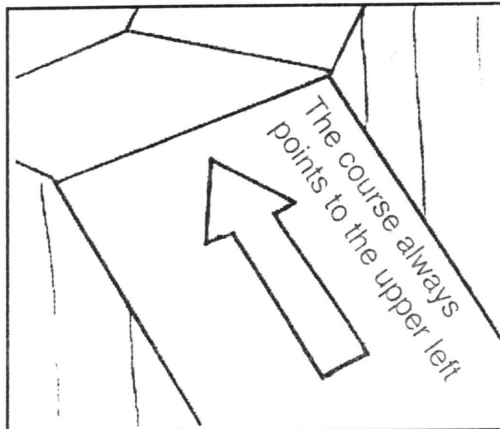


Fig 5: The view screen will always look at the landscape from the bottom right corner to the top left. If the course changes direction, the camera will rotate to accomodate the same view point of botom right to top left.

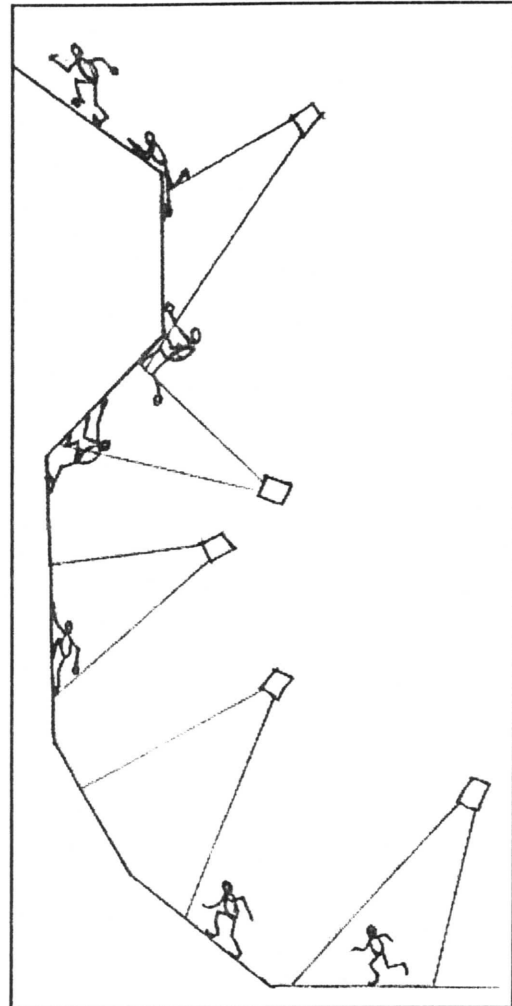
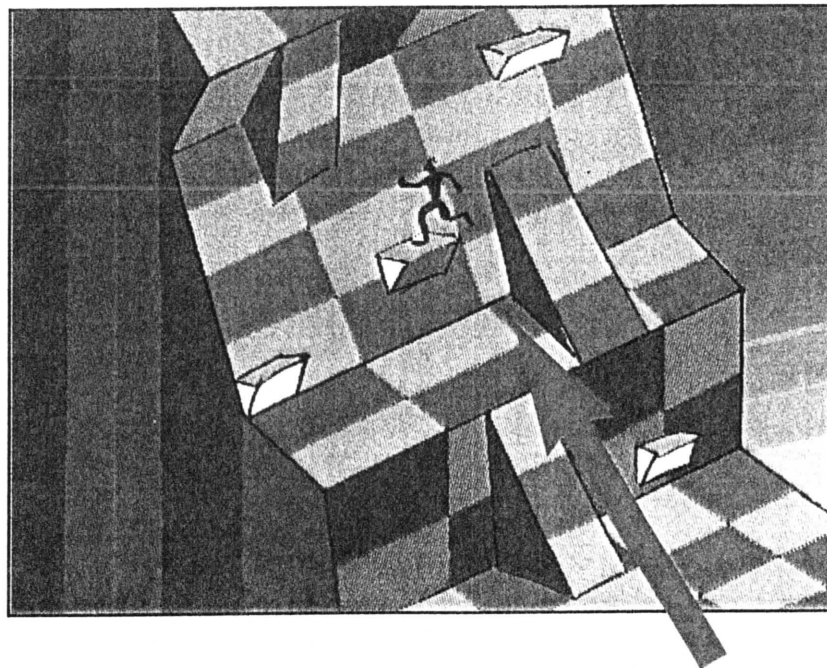


Fig 6 :
As the camera reaches an overhang, the view will dip to show the area more clearly.

Fig 7: Always bottom right to top left.



Game Elements

Fig 18 : Rotating circle

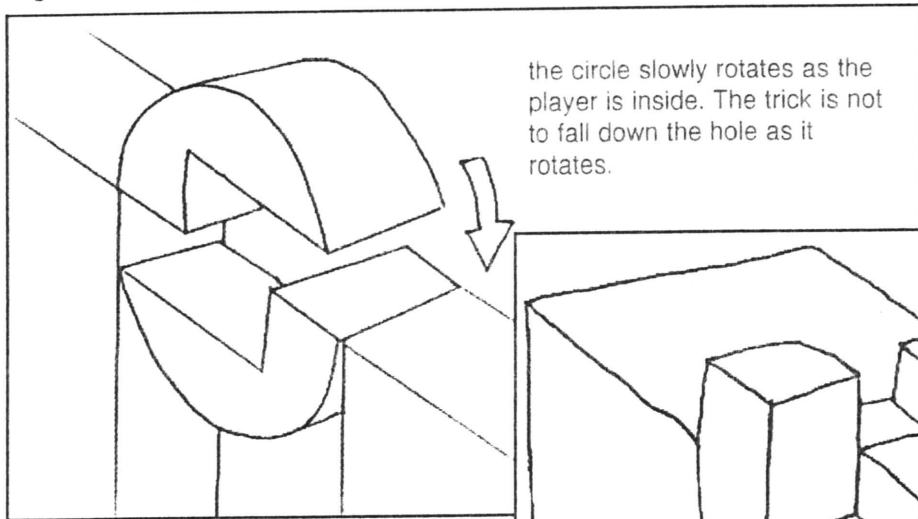


Fig 19 : Moving blocks

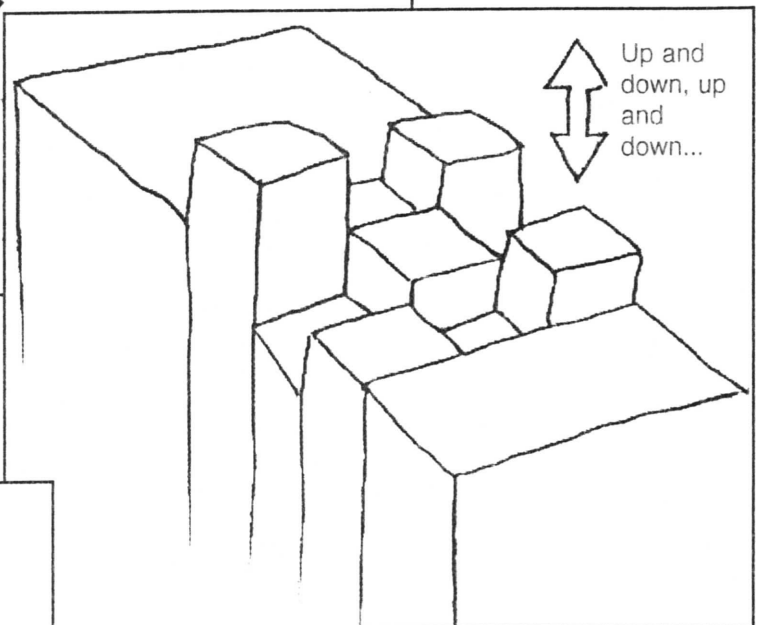


Fig 20: Escalators

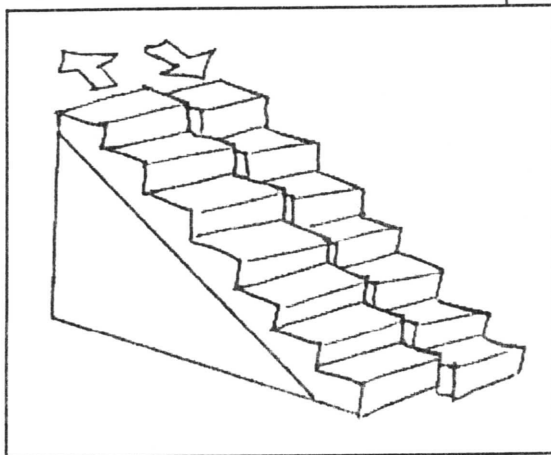


Fig 21: Wind and air vents.

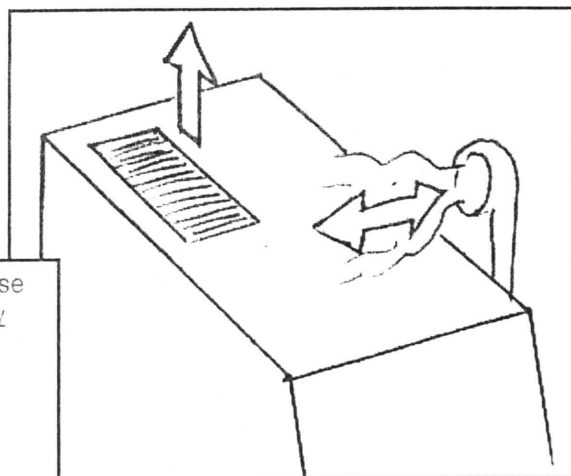


Fig 22: Bridges

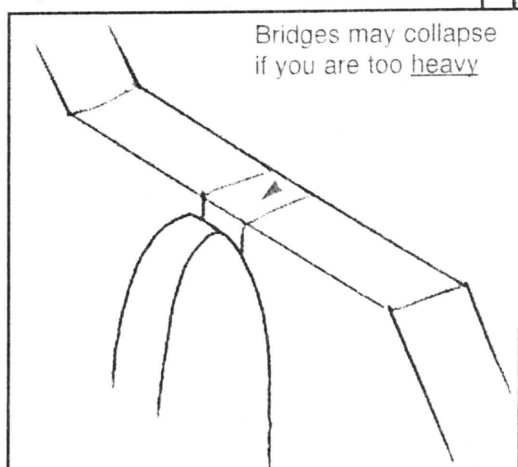


Fig 23: Poles

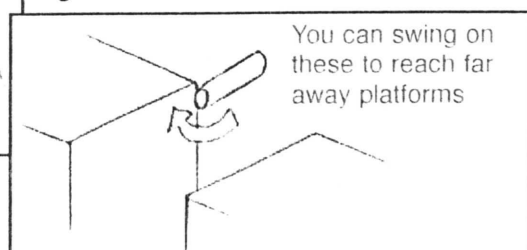
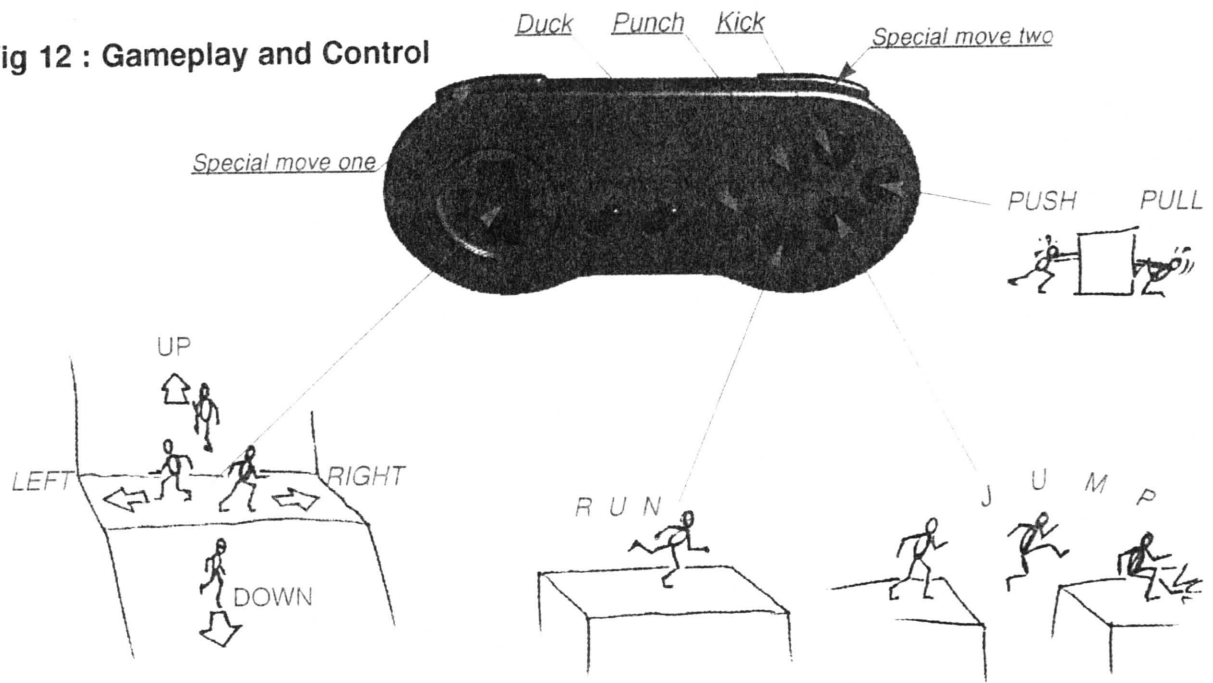
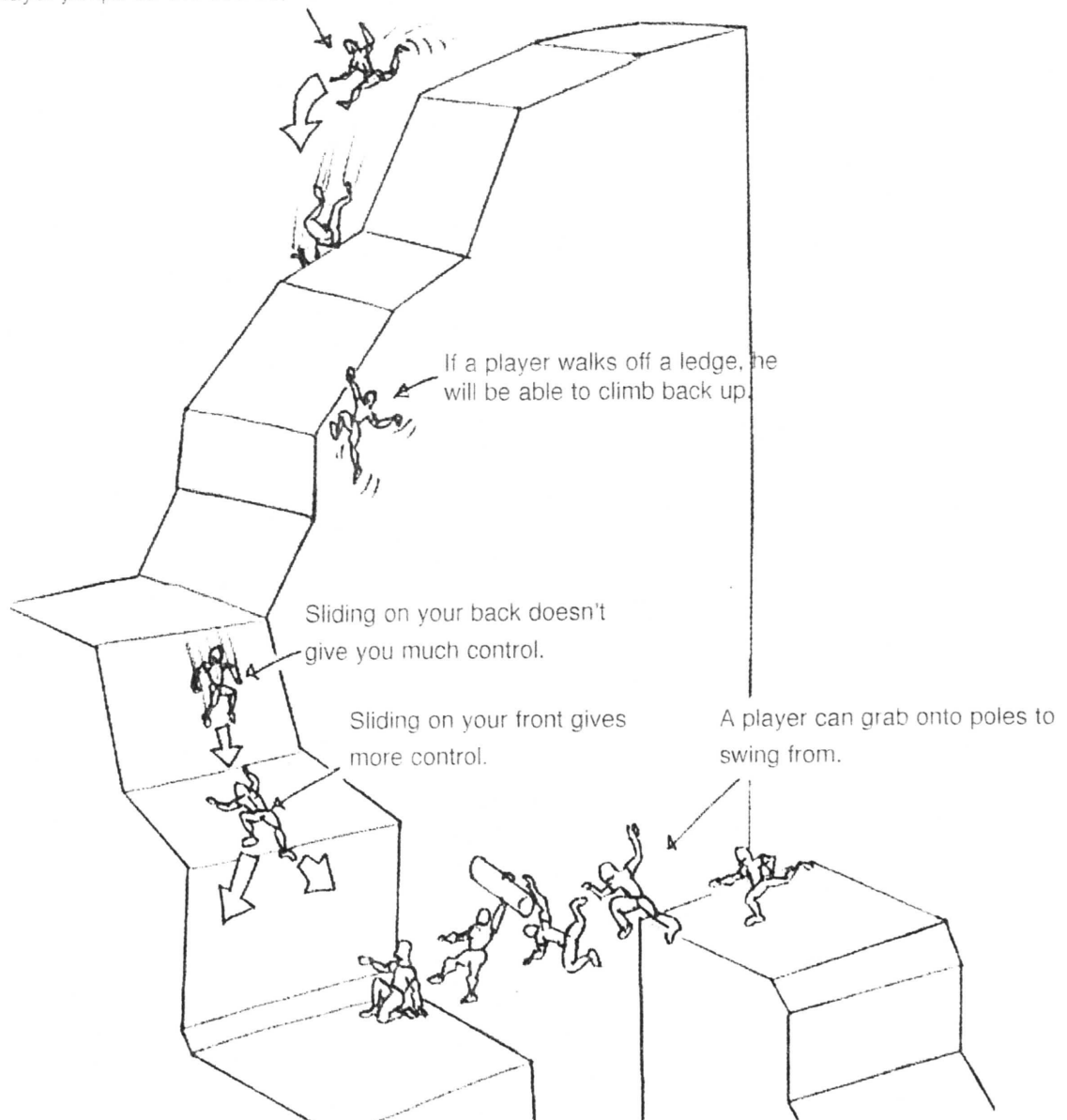


Fig 12 : Gameplay and Control



If a player jumps off the course, he will fall.



Game Elements

Fig 13 : Collapsing paths

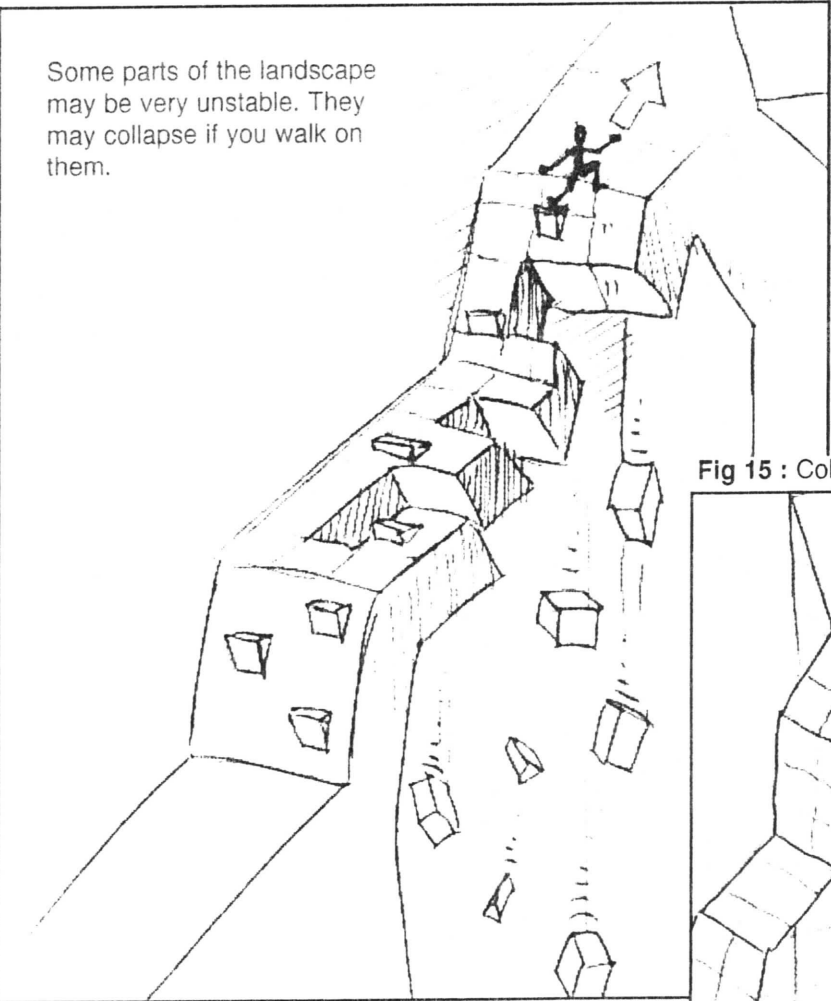


Fig 14 : Blocks

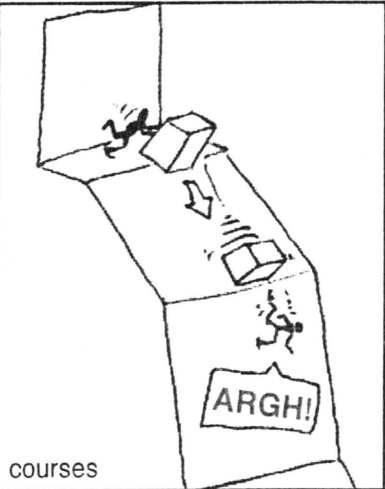


Fig 15 : Collapsing courses

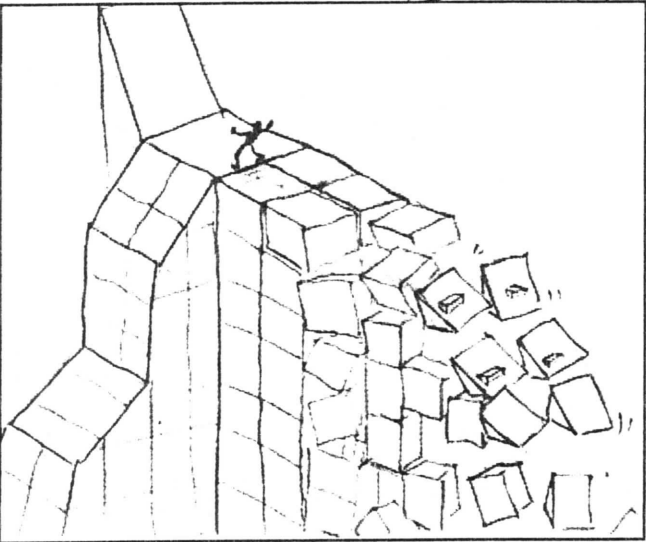


Fig 16 : Rotating path

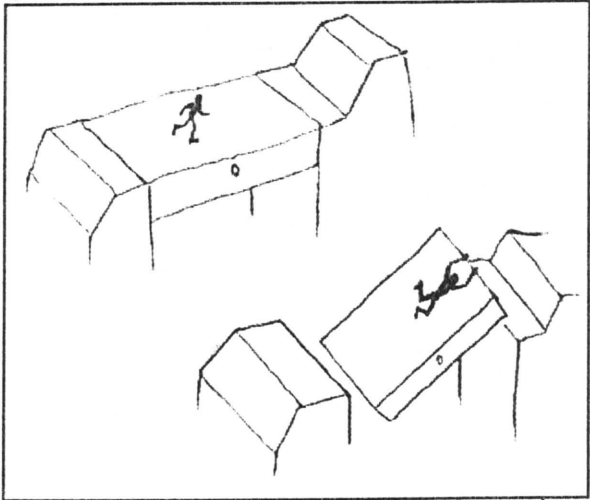


Fig 17 : Floating bridge

