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Nintendo
GAME BOY

CLIFFHANGER

INSTRUCTION BOOKLET

DMG-Q5-USA



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THE WORD FOR ADVENTURE



It's what we say when we're talking about a close call . . . the definition of suspense . . . the word for adventure . . .

IT'S CLIFFHANGER!

Based on the bare-knuckle, big-action blockbuster adventure hit starring Sylvester Stallone, *CLIFFHANGER* brings to your Game Boy the treacherous cliffs and icy rock faces . . . the dizzying heights and deadly avalanches . . . the crazed villains and non-stop combat action of the film.

You are Gabe Walker, Rocky Mountain rescue ace, now facing the most grueling operation of your life—saving your friends and defeating the megalomaniac Qualen and his gang of high-altitude bad guys.



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STARTING UP



1. With your Game Boy turned OFF, insert the *CLIFFHANGER* Game Pak into your Game Boy label-side down. Then turn your Game Boy ON and wait until you see the Title Screen.
2. Press the Start Button at the Title Screen to begin play.
3. If the screen remains blank even though the Game Boy power switch is turned to the "ON" position and the Game Pak is inserted, adjust the contrast dial. Also, check the battery light to make sure the system is getting power.

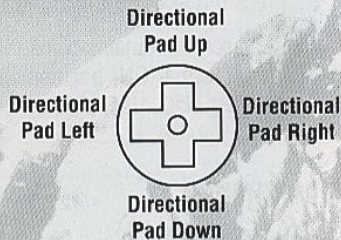
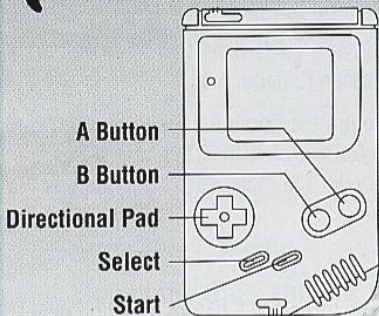
IMPORTANT:

Always make sure the power switch is turned OFF before inserting or removing a Game Pak.



NAMES OF CONTROLLER PARTS

This manual refers to the following directions:



GAME CONTROLS



TO START THE GAME:

Press the START Button.

TO PAUSE THE GAME:

Press the START Button anytime during the game to Pause. Press the START Button again to resume play.

TO CONTINUE AFTER LOSING ALL YOUR LIVES:

Press the START Button to resume play when you're at the Continue Screen.



**TO WALK:**

Use the Directional Pad to walk LEFT or RIGHT.

TO RUN:

Press diagonally UP and RIGHT or UP and LEFT to run right or left.

TO CROUCH:

Press Directional Pad DOWN.

TO JUMP:

Press A Button.

TO PUNCH:

Press B Button.

TO KICK:

Press B Button and Directional Pad UP at the same time.

TO EXECUTE A FLYING LEAP:

Press the A Button to jump while you are running in either direction.

**TO CLIMB OR DESCEND LADDERS:**

Position Gabe in front of the ladder and press UP on the Directional Pad to climb up. Press Directional Pad DOWN to descend the ladder. You can press A Button to jump off the ladder at any time.

TO ROPE-CLIMB OVER CHASMS:

Press A Button while standing underneath a rope to jump up and grab it. Press Directional Pad LEFT or RIGHT to swing in either direction.



SPECIAL PICK-UPS

You can pick up and use lots of items Gabe finds along the way. To pick up any item, just touch it or walk over it. These are the pick-ups Gabe can use:

SPIKED BOOTS

The spiked boots allow you to run in the snow.



CLIMBING GLOVES

The climbing gloves let Gabe ascend the frozen waterfall.



TRACKING DEVICE

Only found in level 2. Find the tracking device and gain an extra life and extra money!



Once you have picked up the spiked boots and climbing gloves, Gabe will retain these items for the duration of the game, even if you pick up other items.



PICKING UP AND USING WEAPONS

You're a pretty rugged guy, but you're still going to need some weapons to survive. So be sure to take advantage of whatever comes your way.

Like other items, Gabe can pick up weapons by touching them or walking over them.

To use any of the following weapons against your enemies, Press B Button:

KNIFE

You can throw the knife at your enemies. Each pick-up gives you one knife.



GUN

You can shoot your enemies using the gun. Each gun has a total of six shots. If Gabe already has a gun and picks up another, he gets the total number of shots from both guns.



DYNAMITE

You can throw the exploding dynamite at your enemies. Each pick-up gives you one stick of dynamite.



ROCK

You can also throw rocks at your enemies. Each pick-up gives you two rocks.





MAIN GAME SCREEN

1. LIVES REMAINING

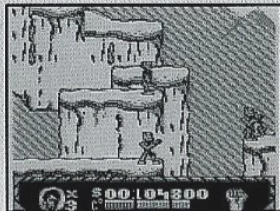
Shows how many lives you currently have left in the game. You have three lives and three continues per game.

2. MONEY TOTAL

This shows the amount of money Gabe has collected thus far. If you lose all your lives, you will also lose all the loot.

3. LIFE METER

This shows how much energy you have left in your current life. Make sure you keep moving, or Gabe will get cold and lose precious energy.



1 2 3 4

4. WEAPON INDICATOR

This shows which weapon Gabe is currently holding.



'ROUND THE OLD CAMPFIRE

Look for campfires like this one along the way for survival. You can replenish your energy by warming yourself at a campfire. But it'll cost you: Warm yourself by burning money you've collected along the way...so the lower your Life Meter is, the more money you'll have to torch to get warm.





LEVELS IN THE GAME

Here are the basics of what you'll find—and who or what you'll face—in each level of CLIFFHANGER.

LEVEL 1

You and your buddy Hal go in search of a stranded party of hikers. You'll have to negotiate the dangerous mountain terrain while fighting off the elements. Watch out for rabid wolves!

Level 1 Boss:

A tall canyon that Gabe must climb while dodging falling boulders.

LEVEL 2

You and your friend Hal fall into the clutches of Qualen, the psycho leader of a band of crazed fugitives. They're looking for three metal cases that were lost in a plane wreck—together, the cases hold \$100 million in cold cash—and Qualen positively insists that you help in the search. Luckily, you manage to escape, and you set out in search of the money in an effort to ransom Hal and save his life.

You must cross a forbidding mountain landscape and fight off a variety of enemies.

Level 2 Boss:

Heldon. A big, tough guy whom you must conquer in order to find shelter and valuable equipment in Douglas Cabin.





LEVEL 3

Pursued by Qualen's vicious henchmen, you must climb higher into the snowy forests and icy slopes of the Rockies. Almost freezing to death, you'll need to pull off some pretty tricky climbing maneuvers while fighting enemies all the way.

Level 3 Boss:

Ryan, a boulder-throwing thug.

LEVEL 4

You'll have to make your way through a hidden crevice to avoid Qualen's watchful eye. Once you make it into the cave you'll have to dodge falling icicles, avoid venomous bats and watch out for bottomless pits.

Level 4 Boss:

Kynette...and a bomb! If you don't defeat Kynette in a timely fashion...KABOOM!

LEVEL 5

After successfully defeating Kynette and avoiding the bomb, you must make your way along a treacherous river in search of Qualen. You'll have to negotiate the icy terrain while fighting off Qualen's evil henchmen. In order to complete the level, you must make your way up a frozen waterfall.





Level 5 Boss:

The icy waterfall.

LEVEL 6

You've found all the money now, but Qualen's helicopter has found you. Even if you manage to defeat the chopper, you still have to face Qualen on the Bitker ladder.

Level 6 Boss:

Qualen himself

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