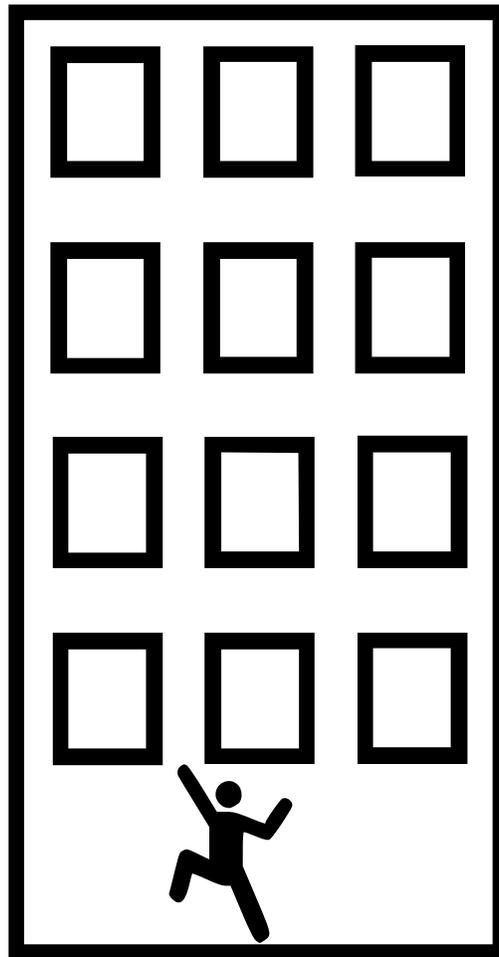


RCA *Studio II*

Climber



1 Read this first

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1.1 Document revision history

YYYY-MM-DD	Version	Description
2013-05-15	1.00	Initial version

1.2 Author’s notes

Climber is inspired by Nichibutsu’s arcade game *Crazy Climber*, and despite the limitations of the hardware I think this derivative is still recognizable. The primary difference is that it’s not safe to touch any obstacles in this version, including the windows or sides of the building, since I found no easy way to differentiate sprite on sprite vs. sprite on playfield collisions. I also never seriously considered animating the windows; it’s easy to make them disappear and reappear randomly, but this leads to unexpected deaths and severe slowdown. As a design compromise, you can’t touch the fixed windows, but you can safely hide under them to avoid flower pots.

This game is new, written April/May 2013 except for code snippets from an earlier scrolling demo. I was motivated to try an arcade style homebrew after seeing Paul Robson’s latest work in 2013. Paul uses machine language, but for this I’ve used the Studio II’s native interpreted code. Although it’s easier to work with, there is a major impact on speed; some lag is noticeable when you have multiple flower pots falling at the same time, especially on higher difficulty. With apologies for the flickering, and the stage designs that don’t look much like a building.

2 How to play *Climber*

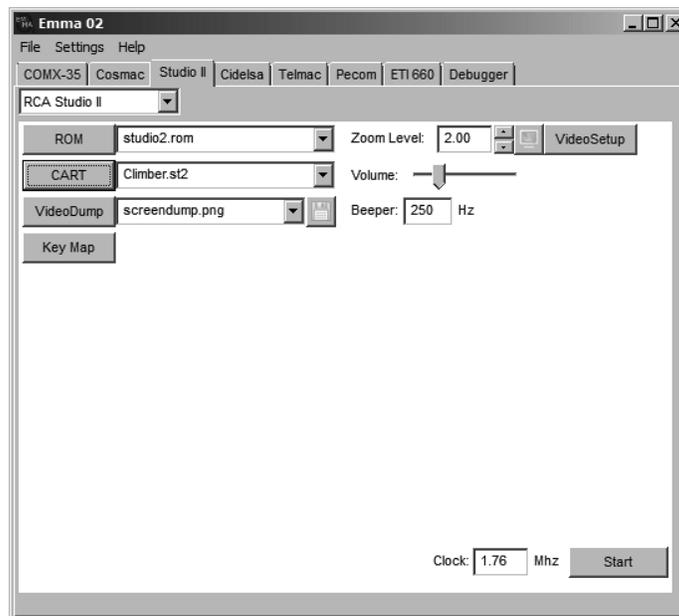
The game program is distributed as an ST2 file, which is a cartridge format defined by Paul Robson for use with Studio II emulators. It includes the binary game code along with a descriptive header. *Climber* has been tested with the *Emma 02* Emulator written by Marcel van Tongeren.

You can download *Emma 02* here: <http://www.emma02.hobby-site.com/>

After starting up *Emma 02*, click on the Studio II tab. Load the game by clicking the “CART” button, and navigating to the “Climber.st2” file. Start the game by pressing the “Start/Reset” button at the bottom right of the window. See below for a screenshot.

The game instructions refer to the numeric keys as if you were using an actual Studio II console. Keyboard A is on the left side of the console, and keyboard B on the right. When using *Emma 02*, the layout of Studio II keys is mapped to a PC keyboard with the defaults shown in the table on the following page. More information on keyboard mapping is available in the emulator’s help file. To reset the Studio II emulator, press the F12 key. You can also use the “Start/Reset” button, but you will have to give the game window focus before it will respond to the keyboard. The F3 key toggles full screen mode.

Climber starts up in the difficulty select loop, with a blank screen. Pressing an option key on keyboard A will start the game, refer to the game instructions for specific details. You can return to the difficulty selection at any time by resetting the emulator.



Emma 02 screenshot, Studio II tab



Studio II	<i>Emma 02</i> PC keyboard mapping																																					
<p data-bbox="423 604 685 636">Keyboard A or B</p> <table border="1" data-bbox="483 674 625 825"> <tr><td>1</td><td>2</td><td>3</td></tr> <tr><td>4</td><td>5</td><td>6</td></tr> <tr><td>7</td><td>8</td><td>9</td></tr> <tr><td></td><td>0</td><td></td></tr> </table>	1	2	3	4	5	6	7	8	9		0		<p data-bbox="776 604 956 636">Keyboard A</p> <table border="1" data-bbox="781 674 950 825"> <tr><td>1</td><td>2</td><td>3</td></tr> <tr><td>Q</td><td>W</td><td>E</td></tr> <tr><td>A</td><td>S</td><td>D</td></tr> <tr><td></td><td>X</td><td></td></tr> </table>	1	2	3	Q	W	E	A	S	D		X		<p data-bbox="987 604 1167 636">Keyboard B</p> <p data-bbox="1011 642 1143 674">(NumPad)</p> <table border="1" data-bbox="1008 674 1149 825"> <tr><td>7</td><td>8</td><td>9</td></tr> <tr><td>4</td><td>5</td><td>6</td></tr> <tr><td>1</td><td>2</td><td>3</td></tr> <tr><td></td><td>0</td><td></td></tr> </table>	7	8	9	4	5	6	1	2	3		0	
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Emma 02 key assignments

3 *Climber*

The object of *Climber* is to climb a skyscraper as high as possible, avoiding hazards that can make you slip and fall to your death. The dangers that will cross your path are windows and flower pots. Windows are fixed obstacles that you must climb around. Flower pots are thrown down at you by unseen enemies above. If your climber touches either of these, you fall and lose a life. A flag on the side of the building marks your ascent; each time you pass 8 flags, you complete a stage. There are a total of 8 different stages; numbered 0 through 7, which repeat again as stages 8 through 15, etc. For every eighth stage you complete you are awarded an extra life, and difficulty is increased by adding another flower pot (to a maximum of 7). You start the game with five climbers; when a climber dies, the next climber resumes the stage, keeping flags previously passed.

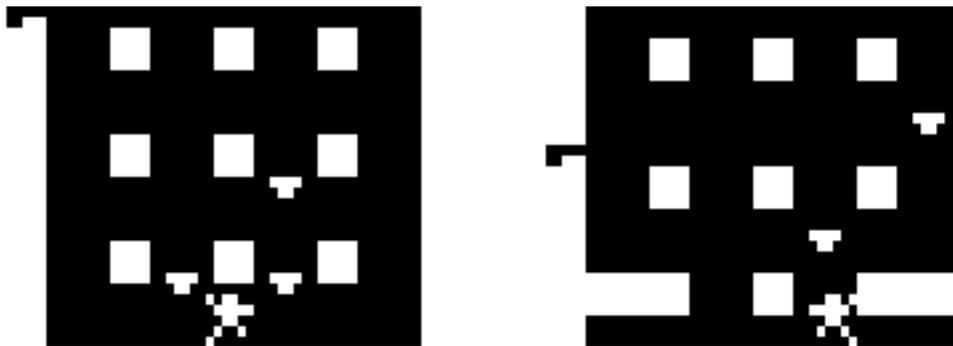
3.1 Starting the game

On reset, select the game difficulty you want to play using keyboard A. You can start the game at four different skill levels by pressing the corresponding number. The screen briefly shows a summary with the stage number on the left, and remaining climbers on the right before setting up the game screen. After a short pause and beep, you're ready to climb. Once your game is over, press reset or key 1 on keyboard B to play again.

Difficulty level	Select key (sets max # flower pots on screen)
Novice	A.3
Standard	A.4
Advanced	A.5
Expert	A.6

3.2 Moving your climber

You can climb upwards and move right or left, but not downwards; your movement is restricted to the rows and columns between the windows. To move your climber, press the direction keys 2, 4, or 6 on keyboard A. Hold the keys down for repeated movement. Make sure it's safe before starting upwards or you may get trapped between windows and falling flower pots!



Screenshots: stage 0 (left), stage 1 (right)