CANYON CLIMBER
For the Apple II® or Apple II Plus® (48K)
by Brian Mountford

CANYON CLIMBER is a one player game. You'll need split second timing and luck as you scale the walls and meet the dangers of the Grand Canyon.

TO START
Diskette

Make sure that your computer is turned off. Turn on your television. Insert the diskette into the disk drive and close the drive door. Now turn on the computer. The program will load and run automatically.

Joystick

If you have a joystick make sure it is connected to the game port inside the Apple computer, otherwise you may use the keyboard.

Object

The object of **CANYON CLIMBER** is to climb up three levels of the Grand Canyon and reach the top. To score points you must leap over charging sheep; set explosives and push a plunger to blow them up; avoid arrows; jump over gorges; and elude birds dropping bricks. You get three chances to reach the top of the third level.

Scoring

Jump a Big Horn Sheep	200
Set a Charge	200
Jump an Arrow	200
Jump a Gorge	200
Block an Arrow with Shield	500
Complete a Level	3000

Game Control

Joystick — Use your joystick to climb ladders and move your man up the canyon. Press the red button to jump over sheep, arrows, and gorges. Press the button to grab a shield.

Key Control — The [←] key moves your man to the left; the [→] key to the right; the [A] key moves him up; and the [Z] key down. Press the space bar to perform jumps and grab shields.

Special Features

Press the [ESC] key to pause and any other key to continue. Press the red button on your joystick or the space bar to start a new game. Type [CTRL-S] to turn sound off and on.

Strategy

Time is important on all levels. Your aggressors speed up as time passes. Your man will tire after many jumps and won't jump as far. After several passes through the canyon, the man will grow even more tired and the aggressors will become more aggressive.

Level 1 — Lay your explosives at each end of a bridge by running over it. You must lay the explosives over **all** bridges. Jump over all sheep. When you reach the top and are ready to push the plunger, hide on the ladder below to avoid sheep entering from the right side of the screen.

Level 2 — Time your jumps carefully to avoid arrows. Arrows will change speed and throw off your timing. Use shields to block arrows for extra points. Press the red button when you are under a shield to grab it. Shields only last between 3 and 12 seconds, so press the jump button just in case a shield disappears. You cannot climb a ladder with a shield.

Level 3 — Keep moving! One bird has excellent aim. Don't wait on ladders or you could be knocked off. Time your jumps over the gorges so you don't fall off the edge. Birds drop bricks in a pattern. Watch so you know when to jump and when to climb. By the way, you can't go back down!

LIMITED WARRANTY