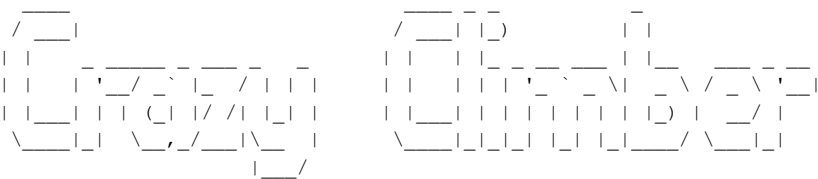


Crazy Climber FAQ/Walkthrough

by KeyBlade999

Updated to vFinal on Jan 11, 2013

This walkthrough was originally written for Crazy Climber on the NES, but the walkthrough is still applicable to the SNES version of the game.



- **Game:** Crazy Climber
- **Console:** NES
- **File Type:** Formatted FAQ/Walkthrough
- **Author:** KeyBlade999 (a.k.a. Daniel Chaviers)
- **Version:** Final
- **Time of Update:** 12:02 AM 1/11/2013
- **File Size:** 66.1 KB

Table of Contents

1. Donations
2. Introduction
3. Basics of the Game
 1. Game Controls
 2. Game Basics
 3. Medals and Secret Levels
4. Walkthrough
 1. Some Notes (READ!)
 2. Level 1
 3. Level 2
 4. Level 3
 5. Level 4
 6. Level 5
 7. Level 6
 8. Level 7
 9. Level 8
 10. Special Level 1
 11. Special Level 2
 12. Special Level 3
 13. Special Level 4
5. Visual Key Hunting Guide
 1. Purpose
 2. Level 1 Key
 3. Level 2 Key
 4. Level 4 Key
 5. Level 5 Key
 6. Level 6 Key
 7. Level 8 Key
6. Credits
7. Version History
8. Legalities

Donations

While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and they are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. **Thank you so very much for at least considering this!!**

Donation/Contact E-Mail
keyblade999.faqs@gmail.com

Introduction

Welcome to another one of my FAQs. This particular FAQ covers my first NES game to write an FAQ for - Crazy Climber. Crazy Climber is a Japanese NES game based off a moderately popular arcade game with the same name and concept. Ever since it was ported and expanded to the NES in 1986, to this day, it has remained uncovered by GameFAQs.

Over twenty-five years have passed since its release. Like many hundreds of NES games, it was uncovered. However, the NES FAQ Completion Project was started several years ago to FAQ all of the games for the NES console, and, so far, all of the North American games are covered. Now it's mostly down to Japanese games like this.

And so, that is how I came upon this game. Thanks for listening to my ramblin'; hope you enjoy!

Basics of the Game

Game Controls

The control system in this game can be a little ... odd. It requires the use of two controllers and, preferably, the special "bridging" attachment. You will use two controllers at the same time, similarly to the arcade game. It has been suggested to, even without the attachment, to turn the controllers ninety-degrees clockwise. The game also primarily will just use the D-Pad, so don't really worry about the rest. Do the rotation with both controllers - **trust me**, this makes it much easier, attachment or not, to comprehend. And, finally, for the "edging" to work fully, you must use the command on both gamepads at the same time. For example, to move left, you use the button looking like Left on both gamepads at the same time.

CONTROLS WHEN CLIMBING BUILDINGS			
Actual Button	Looks Like __ When Rotated	Resultant Effects	
		Player 1 Gamepad	Player 2 Gamepad
D-Pad Right	D-Pad Down	Left arm pull up	Right arm pull up
D-Pad Left	D-Pad Up	Left arm extend	Right arm extend
D-Pad Up	D-Pad Right	Edge to the right	Edge to the right
D-Pad Down	D-Pad Left	Edge to the left	Edge to left
A Button		N/A	
B Button		N/A	

Moving down on a building is a bit of a complicated matter. While in most levels, going up will suffice, you will be forced to use downward climbing to truly complete the game. Downward moving relies on the edges of the ledges. For example, imagine each window ledge you step on or grab onto just as a square. The building is therefore a grid, right? Dividing these "squares" are a number of lines.

The vertical lines between the ledges, or "squares", are the critical components in downward movement. First, you need to have the character with both palms resting on a ledge. If you use a dual-Down pull at this time, and your character shifts down, grabbing the ledge with his hands, you can go down. Then you need to maneuver your character's left or right hand into the "vertical lines" between the ledges. There, press Up for the corresponding hand and, as there's nothing to grab onto, the hand goes down. Repeat with the other hand, then you're back on your palms. Use another dual-Down to begin again.

Also at points in the game, you can grab keys for 1,000 points to go to a hidden area through a nearby door. This will bring you to a 2D platformer level - like you'd expect out of Super Mario Bros., for example. That area can be controlled with just Player 1's gamepad like so... This assumes you're still using the rotated gamepad; the "actual buttons" are what you'll use if not. (I recommend not rotating for platformer stages. Makes it a lot easier.)

CONTROLS IN 2D PLATFORMER LEVELS		
Actual Button	Looks Like __ When Rotated	Resultant Effects
D-Pad Left	D-Pad Up	Move to the left.
D-Pad Right	D-Pad Down	Move to the right.
D-Pad Up	D-Pad Right	N/A
D-Pad Down	D-Pad Left	N/A
A Button		Jump.
B Button		Jump.

Game Basics

This is one of your simpler video games. The main idea is to climb up to the top of the building. That's about it. There are a number of hazards along the way that can dislodge you from the building which, most often, ends in death in real-life, doesn't it?

There are a fair few hazards:

- **Thrown Objects:** Anything thrown out a window could hurt you. If these hit you, a hand on the ledge falls off. If that hand is the only one, or you are hit too quickly in succession (~4 seconds), you fall off. Splat.
- **Ball-and-Chains:** These are basically black rocks that fall from above to hurt you. The ball itself will kill you if you are hit; the chain behind it only drags you for a bit, though it can also kill you if you're dragged off of the building. You need to move aside to avoid this.
- **Birds:** Speaking of splat, there are birds that appear every now and then, slinging fiery ... droppings all over you. They work like thrown objects. You can bypass these easily by setting up a fast rhythm so that there's usually always a hand above you to block the crap.
- **Windows:** Those windows on the buildings open and shut. Generally, shut windows block you from moving. If a window shuts on your hands, you fall off. Obviously. These will open and close faster as you continue through the levels, although it's only slightly.
- **Signs:** A few signs seem to appear throughout the levels with electrical wiring coming from them. Try to avoid them, whether falling or just sitting there. The falling ones will kill you no matter what.
- **Falling Explosives:** These are the hardest to deal with out of every hazard, bar one. There is no regular pattern to their falling, and you are dead if one hits you - it's not like junk you can block, as it WILL explode. When near sequences of these, you need to primarily focus on living and keep your thumbs ready to dodge left or right at any time.
- **The Monkey:** Call him Donkey Kong, King Kong, whatever you wish - he's a large simian that's present at times. He can usually be avoided pretty easily. You don't exactly wanna be hit. There are a number of other similar looking enemies as you go.

- **Storm Masters:** These suckers will release lightning bolts at you from a cloud. That itself is not so bad, since the lightning sort of functions as trash. However, it also has a tendency to absolutely suck your time down to zero in an instant. In other words, instant kill. If you're on it for a brief - and I mean *brief* - moment, you won't die, but that's hard enough. You want to dodge this first before advancing forward whatsoever. Those lightning bolts fall randomly, and the game AI really loves to aim for you.

- **The Timer:** Your final threat is the timer that ticks down. It usually starts from around 400 seconds (5 minutes, 40 seconds) after starting a level or losing a life. If it hits zero, you lose a life. It is decreased as you get hit. There are clock pickups that will boost your time.

Lives seem pretty hard to come by. My score has shot way above 500,000 without earning another. You can get extra lives by getting the little faces/masks that come down at certain points of the level. You begin the game with three lives, and they are lost by taking too long in a level or falling off by being hit. The game ends when all of your lives are lost. (I will note that there is a "Continue" option in the main menu. This will let you restart the Normal Pattern level you were on, but Special Pattern levels must be done all over again.)

To avoid losing lives due to time loss, you want to set up a rhythm. Extend one arm, extend the other, pull with the first, pull with the second. Left, Right, Left, Right, on each gamepad in that order. Just keep that up. If you need to move to the side, press the buttons on both gamepads in the direction required to move that way. You can also use combinations of buttons to climb diagonally. This rhythm is not just critical for your speed, either - you can use it to readily block various attacks coming from enemies. Trust me, it actually works.

There are a number of power-ups within the levels. Most of them solely give you points. However, there are a fair few that help you in other ways. **Extra lives** come along in the form of faces/masks. **Invincibility potions** last for a short while and look like a bottle of milk. The **small clocks** you find will freeze everyone except you for a while. The **larger clocks** tend to boost the timer significantly. The final true power-up comes in the form of a **balloon** or a little **"T" stick** - both of these will carry you up a fair while. I will note that the balloons are much harder to grab than it seems. Always be careful of grabbing these, though - there are some purposely put in to kill you. In if doubt, check the **Walkthrough** - if I don't mention it, or do mention it in a negative way, you're better off leaving it be.

To win a level, you simply climb up to the top. There, you should see a helicopter or another type of aerial vehicle. Try to get under it before it leaves for some bonus points. Either way, you should be able to continue on to the next level.

At some points in levels, you'll come across a key. This key will open up a door nearby. Go into it and, there, you'll be able to get some pickups for items. It's your general platformer stage to get items while avoiding enemies. You'll need to jump across a few platforms and get all of the pickups that appear, one of which will be the medal for the level, then you can leave and continue on with the level. The stages are pretty simple to navigate - just avoid enemies and no walkthrough is earnestly necessary.

There are eight levels total in this game. You will go through them sequentially - level one, level two, and so on. After finishing the final level, you will return to the first level in which you did not collect a medal and will loop through them until you collect them all from the 2D platformer stages. The game ends upon the finishing of all levels, including special levels found by getting every medal, or the loss of all lives.

Medals and Secret Levels

Most, although not all, levels of the game will have keys in them. Stages 1, 2, 4, 5, 6, and 8 all have keys in them; 3 and 7, and the special levels, do not. These keys open doors that take you to easy-to-navigate platformer stages. There, you are to pick up all of the pickups to soon find medals. These medals help to unlock the special levels. There are eight medals in all, one designated for each level. (Levels 2 and 6 have two each to compensate for 3 and 7.)

You will loop through the main eight levels until the eight medals are obtained. At that point, you will go the four special stages. They must be done sequentially - unlike the main levels, if you have a game over here, you continue from Special Level 1. After finishing those absolutely brutal levels, you will have truly finished the game.

Walkthrough

Some Notes (READ!)

I will admit that this game is a bit tough to walk you through properly - most of your main hazards are pretty randomized, namely the windows and the trash the people within throw out. The main hazards are going to be noted in this guide that can be seen as nonrandom - the birds, falling swarms of explosives, etc.

When reading this guide, consider that a number sign (#) will be a ledge you can grab onto. Any spaces in the structure are places where there are no ledges whatsoever to climb onto; this includes various ledges that are part of the building, but you cannot grab onto. Any number in brackets ([1], [2], etc.) has a note next to it about that particular area. You will have to start at the bottom of the building diagram and work your way up, so it'll make sense. I included links in a blue box at the start of the level walkthrough for this, so no worries there, more or less.

Example of a map:

```
#### [6] - End of the level!  
# #  
#  
# # [5] - This path on the right looks like it'll be a dead-end.  
####  
## [4] - There are two ledges here.  
##### [3] - Here are another six ledges.  
##### [2] - Here are six ledges.
```


is a bit hard, but completely doable.

##

##

##

##

##

[3] - Around here, you'll begin to see people poking out of the window with party blowers. The general idea is to climb past them when your path is clear. The left path of the fork ahead is slightly clearer.

#####

#####

#####

#####

#####

#####

#####

#####

#####

#####

##

##

##

##

##

##

##

##

##

#####

#####

#####

#####

#####

[2] - Around right here, somewhere along the right half, a "T" stick will pop up. Grab it to go up like a helicopter for a bit, and safely.

##

##

##

##

##

##

##

##

##

##

##

##

##

##

##

##

##

##

##

##

##

##

##

[1] - Around here, a ball-and-chain will fall on occasion. DO NOT STAY UNDER IT. Move aside and let it pass. The chain itself will only drag you down a little, which is a lot better than dying.

#####

#####

#####

#####

#####

#####

#####

#####

#####

#####

#####

#####

#####


```
# #
# #
# #
# #
# #
# #
# #
# #
# #
```

```
#####
#####
#####
#####
#####
#####
```

```
##
##
##
##
##
##
##
##
##
##
##
##
##
##
##
##
```

```
## [6] - Here, one of the King Kong alternates pops up. The principle is still
##### the same: let him get to one side, then you climb past him as fast as
##### possible and as far away as possible. This time, he uses his tail to
##### attack; he'll knock you off if you're on the second two-ledge-wide
##### level.
```

```
#####
#####
#####
#####
#####
#####
#####
#####
```

```
##### [5] - Going to the right side around here should yield a pickup worth 1,000
# # points. This will make two more pop up: another point-booster and an
# # invincibility potion. The potion is closer, so grab it!
```

```
# #
# #
# #
# #
# #
# #
# #
# #
# #
```

```
# # [4] - I'd stick along the right branch of the path...
```

```
#####
#####
#####
#####
#####
#####
#####
#####
```

```
##### [3] - Around here, you'll find some window-washer-like enemies; they tend to
##### try to smack you with the wiper, much like you would with a hammer.
##### Avoid them at all costs - touching them kills you, and hammering can
##### dislodge your hands. Their patterns are regular, so keep a look for
##### that.
```

```
##
##
##
##
##
```



```
##
##
##
##
##
##
##
#### [10] - The explosives recommence their falling. Use the same idea as before.
####
####
####
####
####
####
####
##
##
##
## [9] - A balloon should begin flying above you around now. Try grabbing it.
##     The explosives should stop falling around this point, too.
##
## [8] - Around here, slip into the column on the right. You'll end up making a
##     1,000-point pickup fall. Grab it to make a key fall. Scoot over as far
##     right as possible (over the edge - don't worry, it's safe!) to reach it
##     and then be able to get to the platformer stage for the medal!
##
##
##
##
##
##
## [7] - Sometime around here, explosives will begin to fall. While most of them
##     will probably miss you, if one starts to fall in your column, move to
##     the other one immediately! Prioritize doing that over going up.
##
##
##
##
####
####
####
####
####
####
#### [6] - Around here, "Crazy Climber" signs will fall. They're easier to
####     dodge here than last time, but, still, prioritize getting out of
####     the way over moving ahead. Also, around the level marked with "6",
####     you should be able to find a clock pickup to stop the movement of
####     everything but you for a while. It's on one of the rightmost two
####     columns.
####
####
####
####
####
####
####
####
####
####
####
#### [5] - Around here, it's a little confusing. There is a dead-end here, to a
####     certain extent. However, if you crawl along to the left side, a
####     pickup will appear. Quickly grab it for 1,000 points, then skate
####     along to the right to find a "T"-stick. Use this to fly up some.
####     And, no, you are not able to fully climb up those blue tiles. They
####     are inaccessible; hence, the gap ahead of here.
####
####
####
```


is soon followed by a key leading to a door to the medal's
platformer stage. So be sure to maneuver around to it. I will note
that you need to move down to the left side, or possibly get killed
and fall into the door to make it work. This stage has TWO medals in
it, and will therefore take you to the end of Level 7, which is brutal!

[9] - Around here are some electrical signs. I would presume that moving
to the right along the bottommost ledge, then going up to the fourth
five-window ledge and to the left and up would work. However, if you
can't get that to work for some reason, it may be easier for you to
just die - when you return, the signs won't be electrified anymore.

#

[8] - At this point, you'll see nothing ahead. Grab onto one of the clouds
that are going up and down. You'll reach a cloud. There, go left or
right to the next vertically-moving cloud to reach the next climbing
part of the level.

#

[7] - At this fork, go along the right path. The left one is a dead-end.

#####

#

[6] - Another alternate to King Kong, a caveman will sometimes block the
third single-window ledge. Wait on the second for TWO of his tries
at attacking after his teleporting, then quickly sweep by.

#####

#

[9] - As you climb up the right column, you'll make a pickup appear just
before you reach the four-ledge area. Grab said pickup for 1,000
points and two more should appear: a key and an invincibility
potion. The key's probably closer, so why not use it to grab a
medal?

[8] - I'd opt for the right path if I were you...

##

[7] - Hey, King Kong's back! You can avoid him much like before: wait on
one side of the tower, then, when teleports to the opposite side,
climb up speedily.
#####

#####

[6] - On one of the left half's squares around this level, you'll find a
pickup. Grab it and two more will fall - an invincibility potion on
the left, and an extra life on the right. Grab whichever you think
is more useful.

#####

```
#### [5] - As you approach the wider area, balls-and-chains will begin falling
#### in relatively large numbers. It would probably be a good idea to try
#### avoiding the balls, as they do kill. The chains are also nice to
#### try dodging, as they will still drag you down, and a fairly great deal
# # here as well. Dodge first, and *then* go up.
```

```
####
####
####
####
####
# #
```

```
#### [4] - As you ascend the rightmost column here, a pickup will appear. Grab it
#### for 1,000 points, then quickly go up and left to grab the invincibility
#### potion that appears afterwards.
```

```
####
####
####
####
####
####
####
####
####
# #
```

```
# #
# #
# #
# #
# #
# #
# #
# #
# #
# #
####
####
####
```

```
#### [3] - Around here, on the left column, you'll soon get a pickup to appear.
#### Grab it for 1,000 points, if you want. However, soon, an enemy will
#### appear. This one flying enemy is both an oddball and a pain. It will
#### not actually hurt you - just suck the timer down to zero in the
#### blink of an eye. There are more of them as you go along, too - and
# # none them fly really regularly except they do tend to fly at you!
#### Just do the best you can here, and be quick in ascending a path!!
#### Well, either that, or you can die and, upon returning, they won't
#### be here.
```

```
####
####
# #
####
####
####
####
####
##
##
##
##
##
##
##
##
##
##
##
##
##
##
##
##
##
##
##
##
##
##
####
```

```
#####
##### [2] - The signs stop falling around here.
```

```
#####
#####
#####
#####
#####
#####
#####
#####
```



```

#
#
#
#
#
#
#
#
#
#
#####
##### [4] - Bypass the other swinging thing from before by staying on the top
##### row of ledges. Also note that you can get an extra life by going to
# the lower-leftmost tile of the 3x6 area after the vertical column.
#
### #
### #
## # #
## # #
## # #
## #### [3] - Yes, you will have to move down around this section. It is a pain,
## but it is possible. Be especially aware of those swinging things
## (the bottom one goes away if you die, so you know). It will require
## exquisite timing to pass that low one - the upper one can be dealt
## with by staying on the lower row - so try working quickly, knowing
##### what you need to do, then do it when it passes.
#####
##### [2] - The barbell swarm stops here.
#####
#####
#####
## ##
## ##
## ##
## ##
## ##
## ##
## ##
## ##
#####
#####
#####
#
#
#
#
#
#
#
# [1] - Somewhere around here, barbells, like from the girder swarms of
# yester-level, begin to fall. Deal with as usual - with rhythm!
#
#
#####

```

Special Level 2

Level Links

- **Start of This Walkthrough:** Scroll just above the **Special Level 3** heading.
- **Next Level Walkthrough:** Scroll just above the **Special Level 4** heading.

```

### [12] - The end of the level!
###
###
###
###
###
###

```



```

###
###
###
### [8] - Around here, you need to deal with some wrecking balls. Get on the
### rightmost column to dodge by the first one. When you're on the
### third ledge below the second wrecking ball, you need to quickly go
### left and up without being hit by the first to go safely.
###
#
###
###
###
###
###
#
# [7] - This ends the long dragon-head flaming series.
#
#
#
#
#
#
#
#
#
#
#
#
#
###
### [6] - Get on one of the upper-left tiles in this 3x4 zone to make a clock
### fall. Grab it to boost your timer pretty well!
###
#
#
#
#
#
# [5] - This begins another series of fire-breathing dragon heads, much
### like Level 7. Like that, too, the pattern for each dragon head is
### three flame bursts, then a rest. Use that rest to go ahead. However,
### you do NOT want to actually go too far ahead: the timings are not
### synchronized between the heads, so just go one head at a time. The
### only exception to this is the first two heads - you NEED to bypass
### them both in the same go.
###
###
###
###
###
###
###
###
###
###
###
###
#####
#####
##### [4] - I think that, if you come up from the lower-left column, you can make
# # a power-up or two fall - an extra life notably falls on the right!
# #
# #
# #
# #
# #
# #
# #
# #
# #
# #
# #
# #
#####
# # [3] - The balls-and-chains should stop around here.

```

```
# #
# #
# #
# #
# #
# #
# #
#####
#####
#####
```

[2] - In the next-to-last column, get the pickup to make an invincibility potion fall. Use that to get past the balls-and-chains easily.

[1] - As you approach here, balls-and-chains will begin to fall. Be especially careful around these: being dragged can usually kill you here, so avoid them at all costs!!

```
###
###
###
###
###
###
###
###
###
###
###
###
###
###
###
###
###
###
###
###
```

Special Level 3

Level Links

- **Start of This Walkthrough:** Scroll just above the **Special Level 4** heading.
- **Next Level Walkthrough:** Scroll just above the **Visual Key Hunting Guide** heading.

```
##### [12] - Phew! The end of the level! Just one more to go; come on, get to it!
```

```
#####
#####
#####
##
##
##
##
##
##
##
##
##
##
##
##
##
#####
#####
#####
#####
# # #
# # #
# # #
# # #
# # #
# # #
##### [11] - As you get here, you'll start dealing with a swarm of barbells.
```

As usual, set up a rapid rhythm and you should do fine against them. This method can be sustained the longest if you opt to go along the middle path of the fork ahead.

```
# # #
# # #
# # #
# # #
# # #
# # #
#####
```



```

# # #
# # #
# # # [7] - Read note [6] on how to deal with this in conjunction with that
# # # annoying bird.
# # #
# # #
# ###
##
## [6] - As you arrive here, you'll have to deal with another annoying
## feces-slinging bird. He won't go away easily, either. You can try to
## take what stuff he throws at you as it comes (go down in the next
## segment for a bit, block, and loop from there), or you can lose a
## life. That will bring you past the down-going part if you're already
## at the horizontal portion before it AND stops the bird nearby. But I'd
## at least give the previously-mentioned strategy a try.
##
##
##
# ###
# # # [5] - This is a part you DO NOT want to die in - it tends to reverse your
# O# # progress more than is typically used. And, yes, you will have to move
# # # downward. However, during that time, near the end of the downward
# # # movement, you will have trash tossed upon you. This will easily kill
# # # you or prevent you from moving downward due to a constant need to block
# # # the trash. So, how to progress?
#### #
# Well, see that "O" tile? If you extend to the left from the "#" next to
#### it, you'll be able to get a clock pickup that stops all enemy movement
#### temporarily. You need to be quick and near-perfect here when you go down
#### because this time period is barely long enough to make it to the
#### part of the area with the four horizontal ledges. But, once you make it
#### to those ledges, the hard part is over for this bit. Also note that you
#### can get a 1,000-point pickup while you go vertically.
####
####
####
####
####
####
####
####
####
####
####
#### [4] - As you arrive here, some "Crazy Climber" signs will fall. You
## merely need move aside to dodge them - and be sure to prioritize
## dodging over forward movement!
##
##
##
##
#####
# #
# #
# #
# #
# # [3] - Those lightning bolt-throwing enemies usually stop coming here.
#####
##
##
##
##
##
##
## [2] - Here we go again... Another lightning bolt-throwing enemy, and in a
## tight space no less. Do the best you can dodge and try to get ahead,
## or try the tried-and-true "die to make him go away" strategem.
#####
##### [1] - Run up along the left side to trigger an extra life to fall. Trust
##### me, you'll need it...
# #
# #
# #
# #
# #
# #
#####

```



```
# #
# #
# #
# #
# #
# #
# #
#####
```

Special Level 4

Level Links

This is the final level of the game. Good luck!

- **Start of This Walkthrough:** Scroll just above the **Visual Key Hunting Guide** heading.

```
# [12] - Grab onto the UFO that appears here to finish the level, and the game.
#       Enjoy the ending, and congrats for beating Crazy Climber!
#
#
#
#
#
#
#
#
#
#
#
#
#
#
#
#
#
#
#
#
###
###
###
###
###
###
###
###
###
###
###
###
###
###
###
### [11] - A swarm of barbells will begin falling around here. Keep up a fast
###       pace and they shouldn't even bug you.
###
###
### [10] - Assuming you're coming from the left column as was previously
###       recommended, use the lowest row to sweep over to the right the
# #       moment such is safe from the wrecking ball. Then wait for it to
# #       make another pass and speed up!
# #
# #
# #
# #
# #
# #
# #
###
###
###
###
###
###
### [9] - Here, you'll encounter a few more wrecking balls. The first can be
# ###   dodged best on its left side - once it passes by, speed on up. This
# ###   will also keep you safe from the second one.
# # #
```

```
# # #
# # #
# ###
### # [8] - Switch to the right side if you haven't already.
### #
# ### [7] - Around here, just be careful of the wrecking ball and continue up.
# ###   You'll be safe in the rightmost column.
# ###
# ###
# ###
# ###
# ###
# ###
# ###
### #
# ###
### #
# ###
# # #
# # #
# ###
### #
# ###
# ###
# ###
# ###
# ### [6] - As you continue, you will end up meeting up with falling explosives.
# ###   You know the deal by now - dodge first, go forward later.
# ###
# ###
# ###
# ###
# ###
# ###
# ###
```

```
    [5] - At this point, you'll need to grab onto one of the clouds that is moving
#####   up and down. Once you've done so, thereby reaching an actual cloud,
#####   scoot to the left or right and get onto the next vertically-moving
#####   cloud. That will bring you to the next segment of the level.
```

```
#####
#####
#####
#####
#####
#####
#####
#####
#####
#####
```

```
# #
# #
# #
# #
# #
```

```
# # [4] - As you approach here, yet another lightning bolt-tossing enemy will come,
# #   and now you're REALLY in a confined space. Quickly ascend to the top of
# #   of your column and get in the open so you can dodge more readily -
# #   starting the lone column with a quick rhythm will help immensely. Once
#####   you're in the open space alive, you should begin to dodge all of the
#####   bolts that come at you, then, when the enemy disappears, quickly go
#####   further and repeat as needed. (As a side note, you will get an
#####   invincibility potion as you exit the left column.)
```

```
#####
#####
#####
#####
#####
```

```
#
#
#
#
#
#
#
#
#
#
```

```

#
#
#
#
# [3] - What are final levels without difficult enemies? Anyways, you have the
#####
#####   caveman to deal with. He hits the third single-ledge tile every few
#####   seconds. After his attack, proceed forward very quickly to avoid being
#####   hit and go on past.
#####
#####
#####
#####
# #
# #
# #
# #
# #
# #
# #
# #
# #
# #
# # [2] - Here, as you prepare to ascend the right column, you should be able
#####   to trigger a 1,000-point pickup to fall. After you grab it, quickly
#####   head left: you just made an extra life fall as well!
#####
#####
#####
#####
###
###
###
###
###
###
###
###
###
###
###
#####
#####
#####
#####
#####
#####
#####
#####
#####
#####
##### [1] - Just as you enter, another lightning-bolt enemy appears. Gah. Well, you
#####   know the deal - dodge until you get some free time, then full speed ahead!

```

Visual Key Hunting Guide

Purpose

To some of you, the basic **Walkthrough** above probably proved inefficient in finding the keys to the "Normal Pattern" levels. Such is rather understandable - ASCII can only go so far. Thusly, I have decided to implement some screenshots of the levels detailing where and how to get the keys more readily to you visual-oriented people. (I would've put them in the walkthrough, but GameFAQs is rather limited how you can place your images - it would break up the walkthrough.)



Level 1 Key

^1|Get into the fifth column to trigger the key to fall.



Level 2 Key

^12|At the second long section four ledges wide, climb in the third column.



Level 4 Key

^13|At the bottom row of the section after the second section with two one-ledge columns.

Level 5 Key

^14|When the balloon appears, get into the right column and climb to make a pickup fall... ^15|... and then grab it and scoot to the right to grab the key!

Level 6 Key

^16|Use the right branch of the fork found a bit after the cloud-grabbing section.

Level 8 Key

^17|After fighting the large ape, use the right branch of the fork ahead for the key.

Credits

In no particular order...

-
- IceQueenZer0:
 - For helping to teach me the controls to this game, and the more comprehensible alternative method.
-
- ASchultz/odino:
 - The provision of a useful manual to this game on the otherwise vacant message board on GameFAQs.
-
- <http://www25.atwiki.jp/famicomall/pages/340.html>
 - The manual provided by ASchultz and odino. Note that it is in Japanese, so you need Google Translate unless you have a working knowledge of Japanese. (It also doesn't seem to be an official manual, but it is nevertheless quite helpful!)
 - It also provided the screenshots in the **Visual Key Hunting Guide**.
-
- War Doc:
 - His mapping format for the arcade variation helped to inspire me on how to do the NES game.
-
- GameFAQs, Neoseeker, and Supercheats:
 - For being the most amazing FAQ-hosting sites I know.
-
- CJayC, SBAllen, and Devin Morgan:
 - General sucking up to the GameFAQs admins. =P
-
- Me (KeyBlade999):
 - For making this FAQ. =P
-
- You, the reader:
 - For hopefully enjoying this FAQ.
-

Version History

- **v0.70:**
 - 8/12 levels complete.
 - Time: 1:45 AM 1/10/2013.
-
- **Final:**
 - All levels complete; likely only version from here on out.
 - Time: 12:02 AM 1/11/2013.
-

Legalities

This FAQ may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

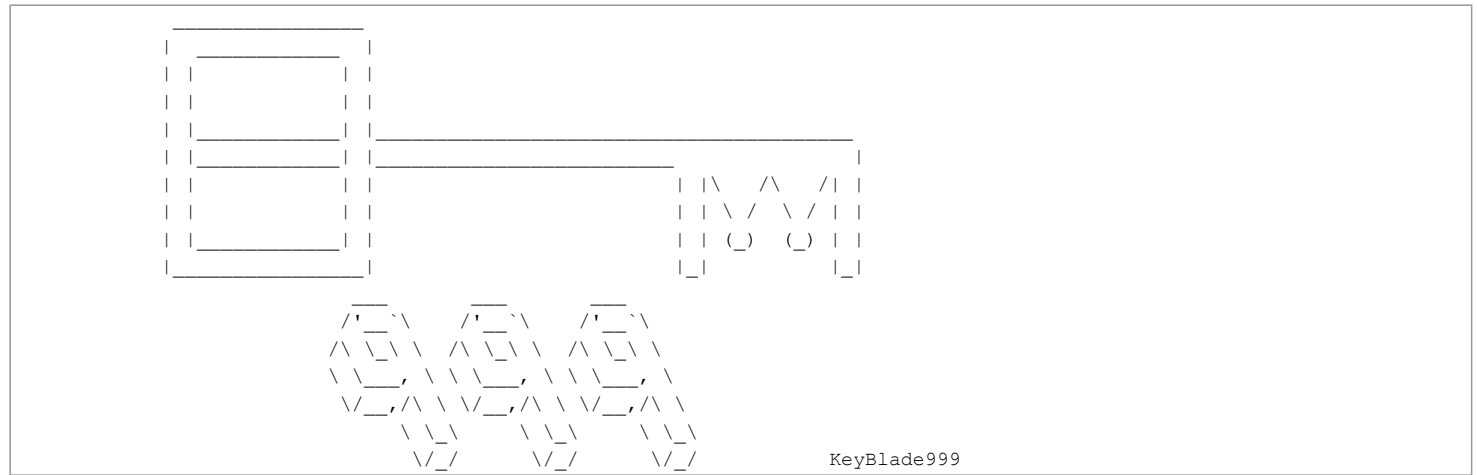
© 2013 Daniel Chaviers (a.k.a. KeyBlade999).

If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

Allowed sites for my FAQs	Forever-Banned Sites
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	Cheat Database (www.cheat-database.com)
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	Cheatstop (www.panstudio.com/cheatstop)
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)



This is the end of KeyBlade999's Crazy Climber (NES) FAQ/Walkthrough.



This document is copyright KeyBlade999 and hosted by VGM with permission.