GAME BOY® ADVANCE

AGB-FICE-USA

ICE CLIMBER®

ACTION SERIES

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.
For automated game play tips and news, call Nintendo's Power Line at: ***1-425-885-7529****.*
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - $1.50 per minute (U.S. funds)
Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.
TTY Game Play Assistance: 425-883-9714

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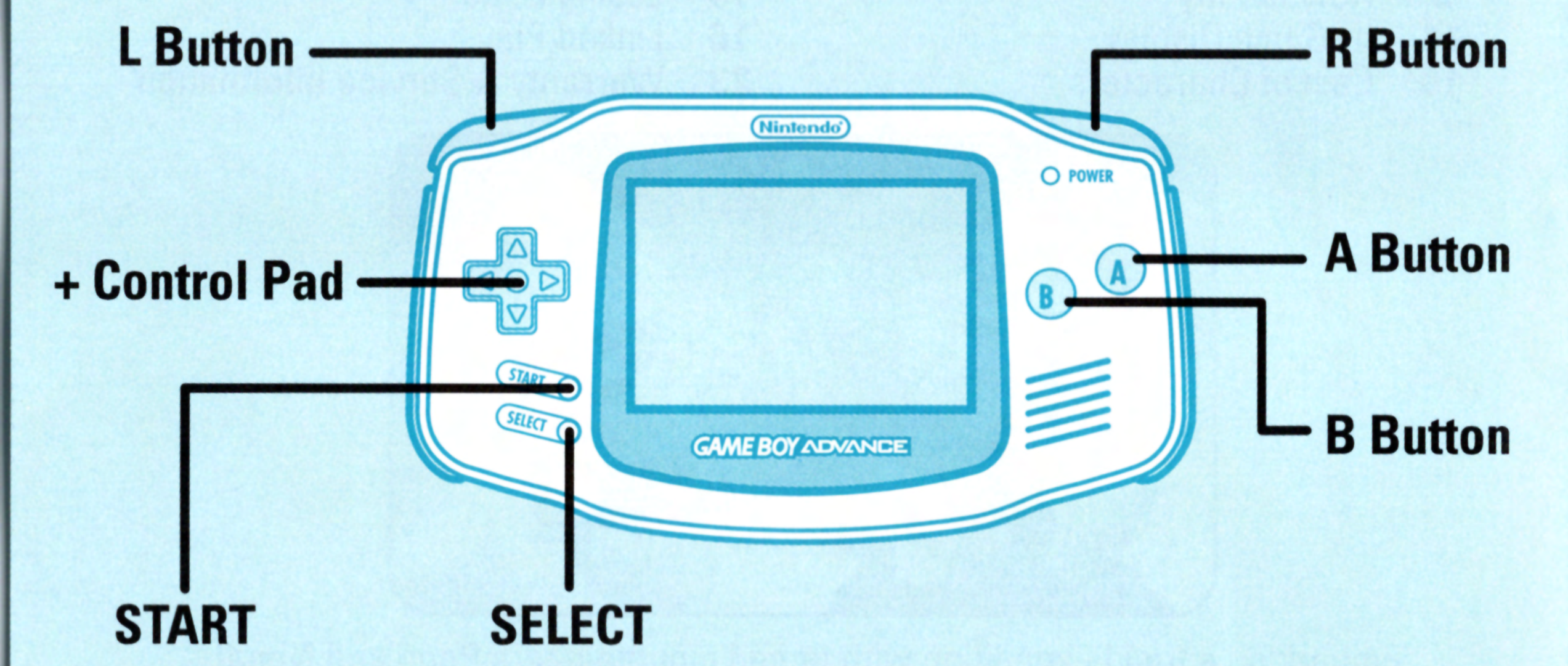
Embark on a frigid expedition with famed mountaineers Popo and Nana! You'll have to whack dangerous wildlife with your hammer, leap over icy chasms, and create uncharted routes through glacier ice to reach the summit and stake your claim to mountain climbing glory!

CONTROLS

Insert the Game Pak into the Game Boy Advance and turn the power ON.



*For more information about the Game Boy Advance SP or the Game Boy Player, refer to the manuals for each system.

SELECT
Press SELECT at the title screen to move the to the game mode you want to play.

*Once the game begins, SELECT is no longer used.
*The 2 player game mode will only appear on the title screen after you've linked to another system.

START
Press START to begin the game.

• Pausing the game:
Press START during play to temporarily pause the game. To resume the game, press START again.

START + SELECT + A + B Buttons
Press simultaneously to reset the game.
*Not available during Linked Play.

L Button + R Button
Press simultaneously to access the system menu. From the system menu, you can reset, save, or sleep. If you press the L and R Buttons simultaneously during Linked Play, the Finish Linked Play confirmation screen will be displayed—from there, you can end your current game. Turn the power ON while holding the L and R Buttons to access a menu from which you can restore saved data to the default settings.

SYSTEM MENU

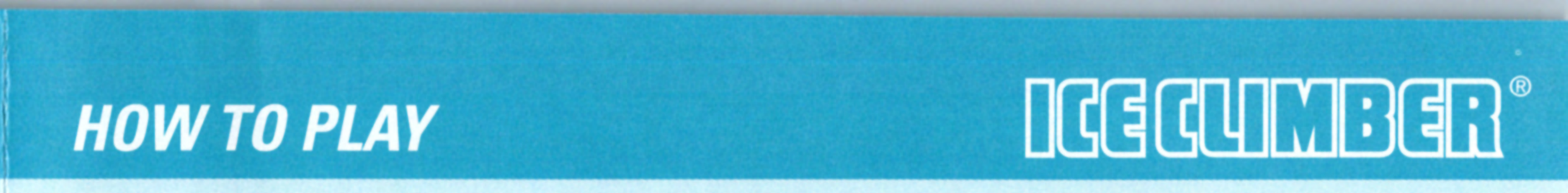
■Continue
Continue your game.

■Reset
Return to the title screen.

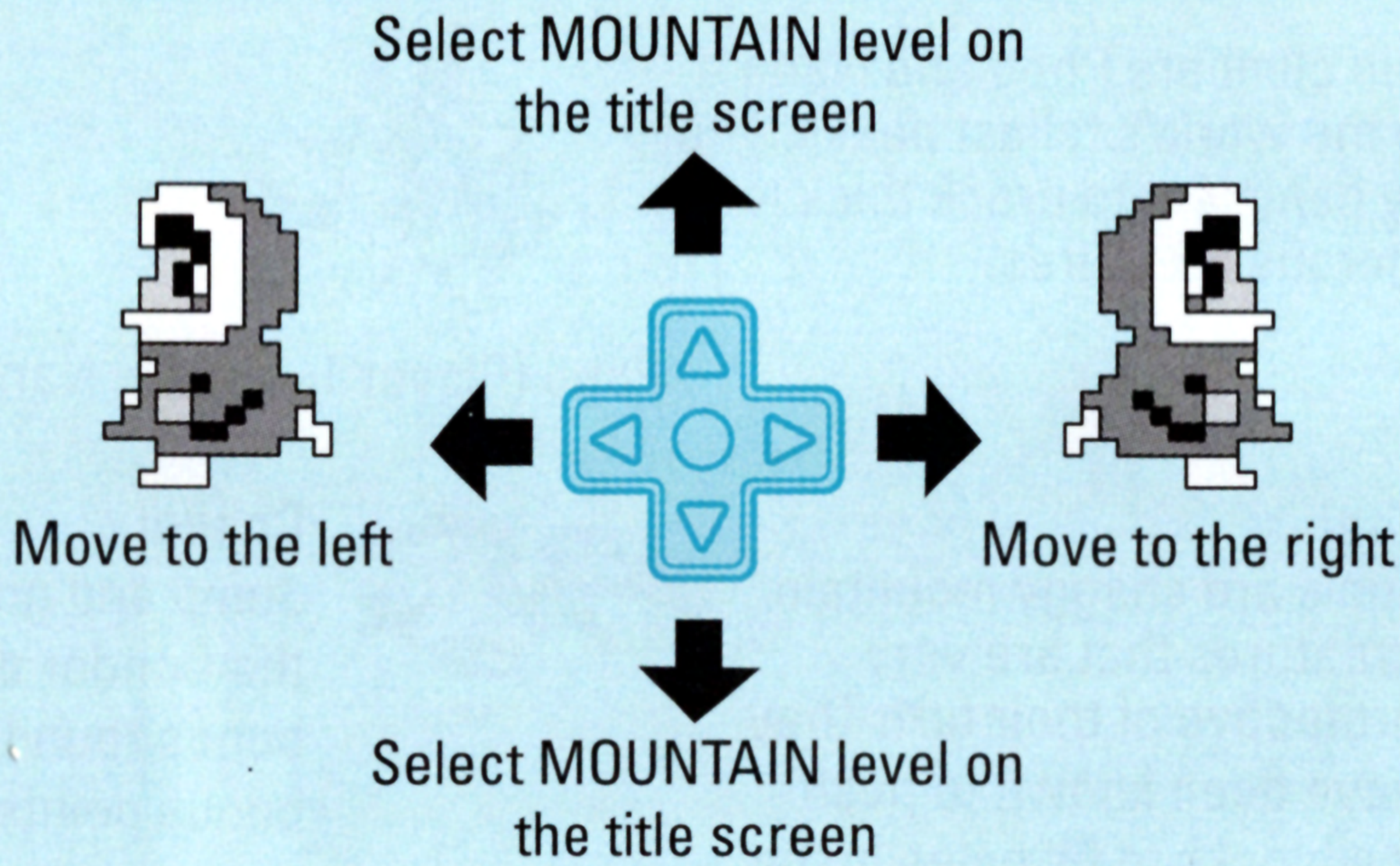
■Linked Play
Play a two-player game by connecting with a Game Boy Advance Game Link cable. For more information, refer to the "Linked Play" section of the manual.

■Save High Score
High scores will be saved even if the power is turned OFF.
*Data cannot be saved during Linked Play.

■Sleep Mode
The power remains ON, but the liquid crystal display will turn off and the game will pause to reduce battery consumption.
*If the batteries run out during Sleep mode, the power will turn OFF.



+ Control Pad



A Button
Jump. Jump into ice blocks from below to shatter them with your hammer.

B Button
Swing your hammer.

CAST OF CHARACTERS

Famed mountain climbers Popo and Nana routinely scale the world's tallest peaks. They use their heavy hammers to crack thick ice and repel dangerous creatures.

Popo (Player 1–blue)

Nana (Player 2–red)

Topi
Topis are shaggy mountain creatures that are very protective of their turf. They have been known to push ice blocks to fill holes in the frozen floor.

Condor
Jump and grab hold of the Condor during the bonus round to earn bonus points.

Polar Bear
If you're taking too long to scale the mountain, a Polar Bear will flatten the lower floors of the mountain.

Nitpicker
These mountain birds are a constant airborne nuisance. Don't let them peck you with their sharp beaks, or you'll lose a life.

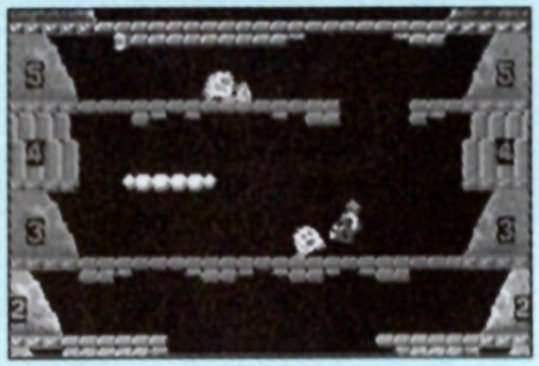
PLAYING THE GAME

1. At the title screen, press Up or Down on the + Control Pad to choose the mountain you want to climb. Mountains are numbered from 1 to 32–the higher the number, the harder the difficulty. Once you've selected a mountain, press START to begin the game.

[MOUNTAIN (01～32)]

2. When the game begins, a Condor will carry vegetables to the peak, giving you a quick glimpse of the mountain you'll have ascend.

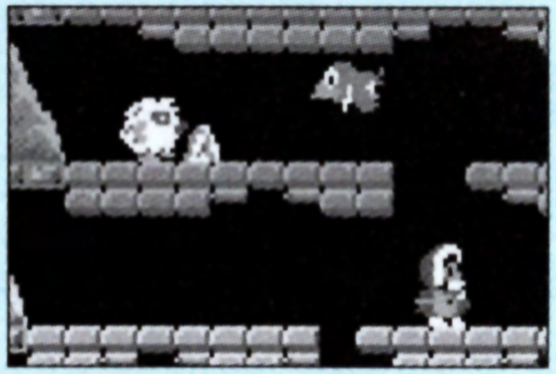
3. Jump from floor to floor to reach the peak. Press the A Button to jump and break through the layer of ice above, then leap through the hole to the floor above.



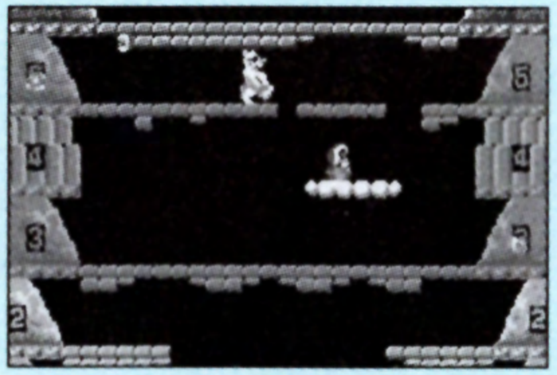
- At the summit, you'll enter a bonus round in which you must leap between moving clouds to reach the Condor. Carefully time your jumps to avoid falling and ending the bonus round.
- Pay attention to the color and type of floor above you—some floors can't be broken.
- Some floors even move like conveyor belts.
- You can walk off the edge of the screen and appear on the opposite side.

4. Topis and Nitpickers have been known to attack mountaineers–hit them with your hammer to send them packing.

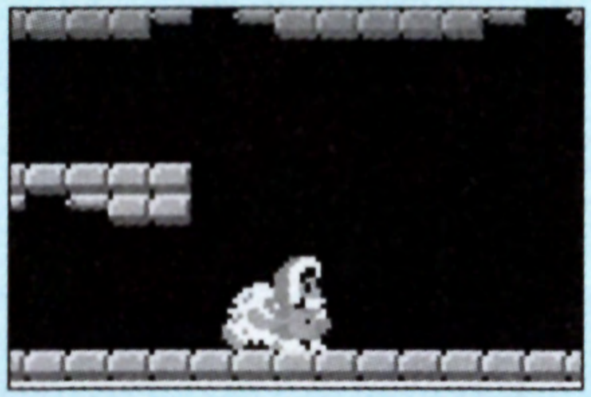
5. Topis push ice blocks to fill gaps in the floor. Don't touch one of these ice blocks, or you'll lose a life.



6. If you're taking too long to reach the peak, a Polar Bear will arrive on the scene. With an earth-rattling jump, the Polar Bear will crush the lower floors and push up the screen—any climber left behind will lose a life.

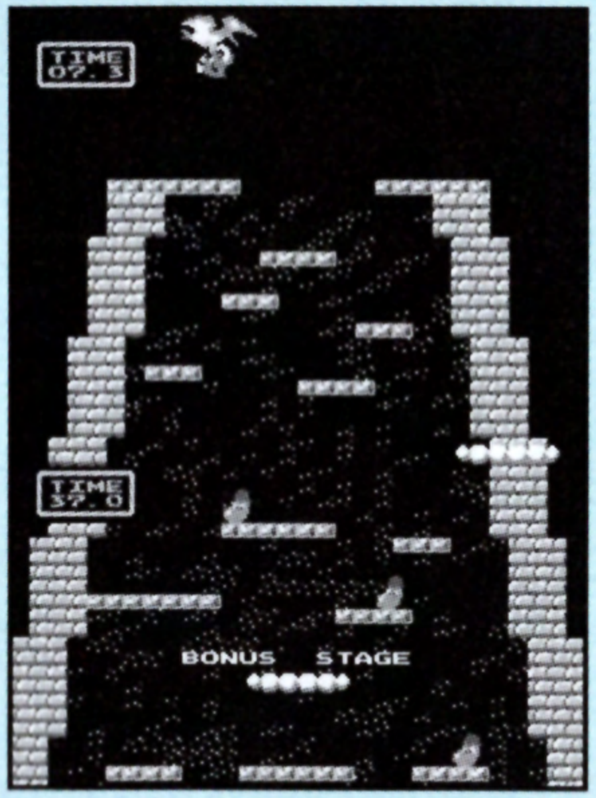


7. If you lose a life, a new character will appear on the screen. When you first appear, you will temporarily flash.



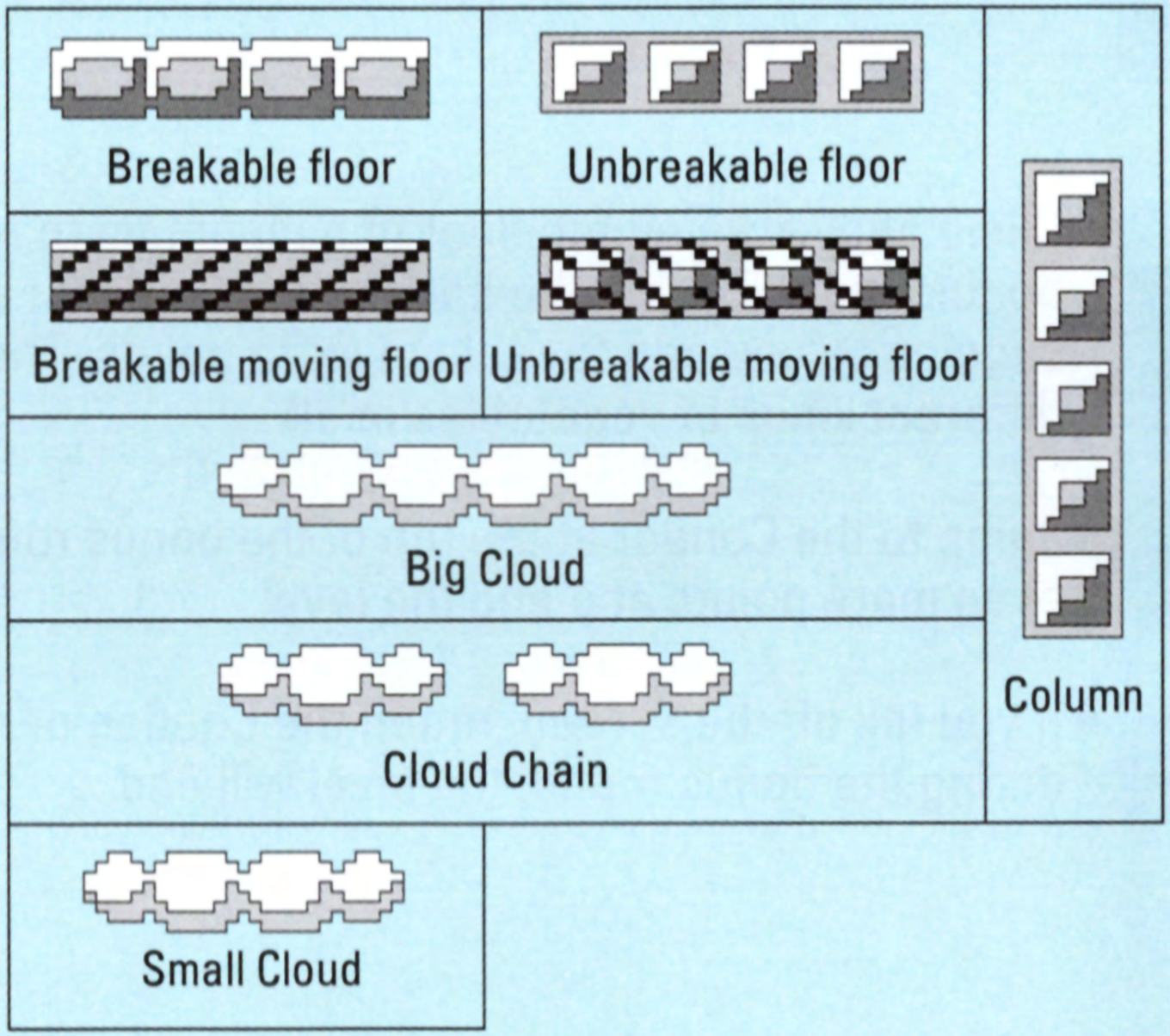
8. Climb above the eighth floor of a mountain to reach the bonus round. During the bonus round, collect as many veggies as you can to rack up extra points. There are ten different kinds of vegetables in all.

- Jump to the Condor at the top of the bonus round to earn even more points and end the level.
- If you fall off the screen, reach the Condor, or run out of time during the bonus round, the level will end.



CLIMBING TIPS

- It's easier to hammer a hole in the ceiling where the ice is thin.
- The various types of floors and clouds each have their own unique characteristics—learn them to master the art of mountain climbing.
- Grab a in the bonus round to earn a bonus life. You can only collect up to three lives at any time.
- In a 2 Player game, players can either cooperate with each other or play competitively by interfering with each other and competing for points. (For more information, refer to the "Linked Play" section of this manual.)



You'll lose a life if

- You are attacked by a Topi.
- You are attacked by a Nitpicker.
- You are struck by a falling icicle.
- You are hit by an ice chunk pushed by a Topi.
- You are trapped in the lower floors when a Polar Bear pushes the screen up.

*During a two-player game, if one player climbs so far ahead that the other player disappears on the bottom of the screen, the player that was left behind will lose a life.

*If you fall off the screen during the bonus round, you will not lose a life—the bonus round will end.

Scoring

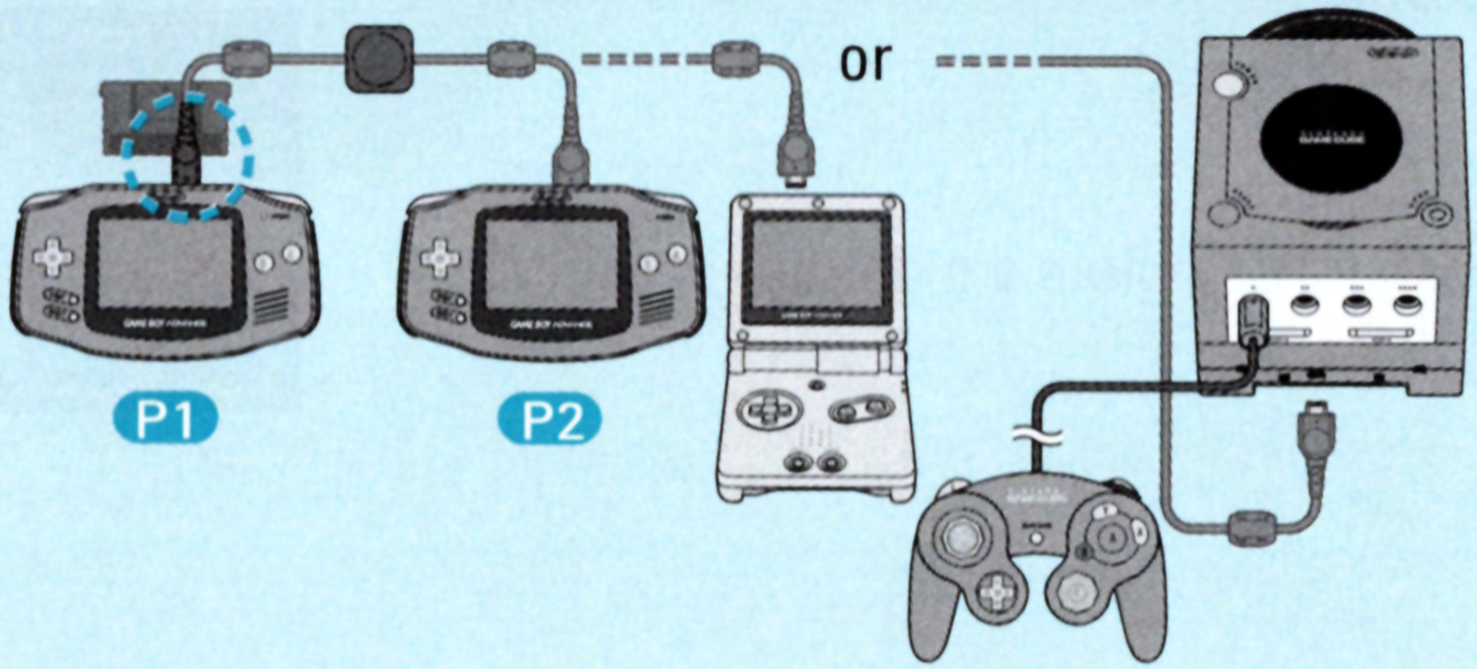
When you successfully complete a mountain, your score will be calculated.

LINKED PLAY

With Linked Play, two players can link up and play Ice Climber by connecting with a Game Boy Advance Game Link cable. To begin Linked Play, you'll need the following equipment:

Any two of the following: Game Boy Advance, Game Boy Advance SP, Game Boy Player (including Nintendo GameCube controller).

Ice Climber Game Paks: 1
*You can also link and play using two Ice Climber Game Paks.
Game Boy Advance Game Link cables: 1



1. Make sure that the power of both systems is turned OFF before inserting the Ice Climber Game Pak. The system with the Game Pak will be Player One.

* When playing a game with two Game Paks, the system connected with the purple end of the Game Boy Advance Game Link cable will be Player One.

2. Insert the Game Link cable into the Expansion Port of both systems.

3. Turn ON the power of both systems. When the title screen appears, press the L and R Buttons to access the system menu.

4. From the system menu, select Linked Play and press the A Button to reach the Linked Play confirmation screen.

5. At the Linked Play confirmation screen, press START to connect and return to the title screen.

6. At the title screen, select 2 PLAYER GAME and press START to begin.
* When using only one Game Pak, Player 2 can disconnect from Player 1 and still continue to play the game.

Linked Play Troubleshooting

If you're having trouble with Linked Play, the following malfunctions may be occurring:

- You are attempting to connect with a cable other than the Game Boy Advance Game Link cable.
- The Game Link cable is not fully plugged into the correct ports.
- While establishing a link, the Game Link cable was removed and plugged back in.

NOTES

REV-D

IMPORTANT LEGAL INFORMATION:

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or call 1-800-255-3700
(U.S. and Canada)

REV-O

WARRANTY AND SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting us first.

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Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

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Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

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Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

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This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

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WWW.NINTENDO.COM

or call 1-800-255-3700
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