

Climber Girl

User Manual

Epilepsy Warning

Please read before using this video game. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain monitor images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions to take during use

- Do not stand too close to the screen. Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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Minimum System Requirements

- OS: Microsoft® Windows® XP
- Processor: Pentium® 4 2GHz or similar Athlon®
- 512 MB RAM
- 1,8 GB of free disk space
- 3D-video adapter with 128 MB video memory, DirectX® 9.0c compatible (GeForce® 6600)
- Sound card, DirectX® 9.0c compatible
- DirectX® 9.0c (on the disc with the game)
- DVD-ROM drive

Game Setup

Place the disc with the game into the DVD-ROM drive. The installer will start automatically, if autorun is enabled. Press **Install** button to install the game, and follow the on-screen instructions.

If game setup does not run automatically:

1. Place the disc with the game into the DVD-ROM drive. In Start Menu press **Start** button and select **Run** option
2. A message window appears. In the window type **D:\setup**, where D refers to the letter of the DVD-ROM drive on your computer (if the drive has different letter, type the corresponding one)
3. Press **OK**.

Game installation wizard should be activated. To complete installation of the game, simply follow the on-screen instructions.

In order to run the game:

1. In Start Menu press **Start**
2. Select **Programs/Noviy Disk/Climber Girl**
3. Click **Run the Game**

In order to uninstall the game:

1. In Start Menu press **Start**
2. Select **Programs/Noviy Disk/Climber Girl**
3. Click **Uninstall**

About the Game

The game was inspired by the movie “Climber Girl and the Last of the Seven Cradles” created by PARAMIR Film Company (2007) based on the novel “Climber Girl” by O. Sinicyn.

The game tells a story of the voyage of the young adventuress Helen, who is forced to protect a valuable artifact from the “Defact” corporation which seeks to destroy it.

During the game our heroine will have to overcome high rocks, venture into puzzled labyrinths in deep caverns, visit ruins of the cities created by ancient civilizations, reveal secrets and solve puzzles. She will encounter assassins, heavily equipped soldiers and finally meet the leader of the corporation and commander of the mercenaries in one person - Defense Officer Baker. Here Helen’s climbing and self defense skills will prove very useful!

Game Menus

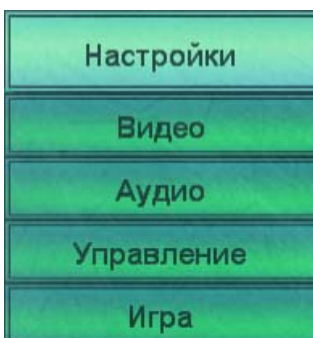
Main Menu



In order to move around the Main Menu use arrow keys located on your keyboard or mouse (click right or left green arrows). Since the menu is designed as a digital camera, It is also possible to navigate through it using the function keys located on the camera. In order to select an option, press **Enter** key on your keyboard, click it with your LMB or click the round button on the right hand side of the camera. Please find descriptions of the main options below:

- **New Game** – begin new adventure
- **Load Game** – load a previously saved game to continue your adventure
- **Credits** – check who created the game for you
- **Exit** – close the game and return to Windows (you can also press **Exit** button on the right hand side of the digital camera).

Settings Menu



In this menu you can adjust game settings according to your preferences.

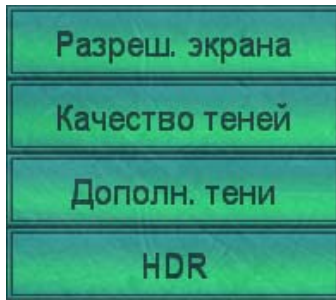
Video – set optimal configuration of the visual part of the game

Audio – adjust sound and music volumes in the game

Controls – change controls and configure your mouse

Game – toggle hints in the game

Video Settings



Screen Resolution – select screen resolution most suitable for your monitor. The lower the resolution the faster the program runs.

Shadow Quality – adjust shadow quality settings to enable smooth program running

Outdoor Shadows – toggle display of additional shadows

HDR – toggle HDR effects

In-game Menu

During the game press **Esc** to enter the In-game Menu which differs from the Main Menu slightly:

- **Resume** – return to the game (you can also press **Resume** button on the right hand side of the digital camera).
- **Load** – select a saved game you would like to load. Note that your current progress of the game will be lost.
- **Save** – save your current progress of the game; you can load it later by selecting the Load option.

Controls

Movement

W	Forward
S	Backward
A	Left
D	Right
Mouse Movement	Turn
Spacebar	Jump
C	Crawl
Caps Lock	Run/Walk
Left Shift	Run

Combat

1	Hand-to-hand Combat
LMB in Hand-to-hand Combat	Kick
RMB in Hand-to-hand Combat	Leg Punch
2	Beretta
3	USP
4	Ingram
5	AK-47
LMB in Weapon Combat	Fire Weapon
RMB in Weapon Combat	Weapon Hit
Q	Next Weapon
R	Reload
V	Drop Weapon

Game

E	Rock Climbing
E	Use
F	Flashlight
Tab	Mission Objectives
Esc	Exit to Menu

User Interface



The red and green bars in the top left corner represent correspondingly Helen's health and stamina levels.

Health - the main parameter of our heroine. If Helen is shot or falls from the height, the red bar decreases. If it disappears, i.e. reaches zero, the game is lost.



Stamina – Helen like all of us gets tired after long and continuous physical exercises. The Stamina bar decreases during physical activity and restores while resting. This parameter influences movement speed as well as determines duration of acrobatics tricks, self-defense techniques and weapon firing. If Stamina level is low, it will cause Helen to fall down from the rock.

Weapon parameters are displayed in the top right corner of the screen:



- Yellow bar shows the amount of ammunition
- Weapon Icon symbolizes currently equipped weapon
- Bars next to Weapon Icon represent the amount of available ammunition clips.

Actions

Running & Walking

Helen can either walk or run. Once running her Stamina level decreases. If Helen stops or start walking, her Stamina begins to replenish. You can walk most of the time and run once in a while by pressing and holding **Run** button (**left Shift** button, by default) and one of the movement buttons. You can also switch to constant run mode by pressing **Run/Walk** button (**CapsLock**, by default). Pressing **Shift** in this mode will toggle walk mode. In order to switch to a constant walk mode press **CapsLock** button again.

Jumping & Crawling

Helen can jump over small chasms and holes. In order to do so, press and hold **Forward** button (**W**, by default) and then press **Jump** button (**Space**, by default) when you are ready to jump.

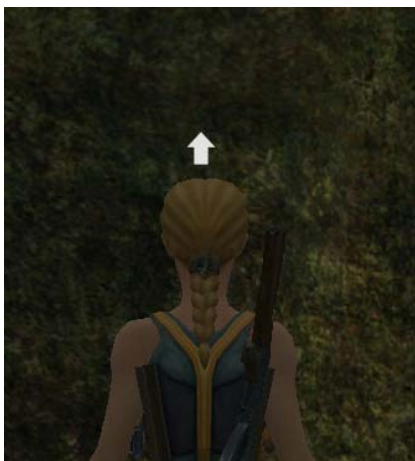
It is possible to pass certain obstacles by crawling only. To crawl press **Crawl** button (**C**, by default). Now you can move Helen in crawl mode the same way as in walk mode using movement buttons. Once you pass an obstacle press **Crawl** button again to stand up.

Hand-to-hand Combat & Weapon Firing

In close combat you can use LMB in order to kick your enemy and RMB to perform a leg punch. Both actions deal equal amount of damage.

You can switch weapons using **1**, **2**, **3**, **4** and **5** buttons. You can also use **Q** button to switch to the next weapon. In order to shoot, target enemy and press LMB. You can also fire a burst from Ingram or AK-47 machine guns. In weapon mode use RMB to hit enemy with a weapon.

Overcoming the Ledges



You can climb up the ledges marked with a white arrow sign. In order to do so, you should jump up first (**Space** button, by default) - Helen will hang on the ledge. To climb up the ledge press **Forward** button (**W**, by default). To jump down and return to the initial point press **Backward** (**S**, by default).

Ledges from which Helen can climb down are marked with the same white arrow as climbing marks. In order to do so, you should approach the edge of the ledge, then Helen will come down by herself, hanging on her hands. Now you can climb down or up the same way as described above.

Climbing



Obviously Helen will have to use her major skill a lot of times in the game. Rock hillsides she can climb are covered with cracks. Special symbol marks such areas.

In order to toggle climbing mode, you need to come close to the rock and press **E** button. You should keep in mind that you can climb only in the special areas described above. Once you press the **E** button Helen will jump and grab cracks in her reach. In order to exit climbing mode, press **E** button one more time.

Keep an eye on the green spot around Helen's wrists and transparent spot around her feet. These are the climbing control elements. Move your cursor over one of Helen's foot and while holding LMB try to move cursor to different direction. You will notice that Helen's foot is moving together with a spot.

You could also notice that spot can change its color to yellow, red or green in certain areas which indicates places Helen can grab. Move a spot to this area and release mouse button – Helen will grab this point.

Color of the spot indicates how steady a grapping point in the area is: red – indicates a weak point, yellow - moderate and green - the most firm foothold point. Amount of stamina used during climbing depends on how firm the grapping point is.



The main climbing principle is to move hand and feet control elements to grapping points in order to move up. Try to place Helen's feet as shown on the picture above. Once you pull the hand spot up, Helen will straighten up and grab a higher point. Note that difficult or unnatural positions will not allow Helen to straighten up her legs and reach a new grapping point. Once Helen reaches the edge of the hill, she will pull herself up automatically.

Keep an eye on Helen Stamina level – once it reaches zero, she will no longer be able to climb and will jump down. In this case you should wait until Stamina replenishes.

Levers and Switches Usage

In the certain areas Helen can activate various mechanisms using levers and switches.



To pull the lever come close to it and press **Action** button (**E**, by default)



To press the button Helen simply needs to step on it.

Weapons

Beretta

Powerful, semi-automatic military pistol that operates by inertial-type breech mechanism, developed and produced by Beretta company, Italy.



Features:

- Ammunition — 9x19 mm
- Rate of fire - Moderate

USP

Universal Self-loading Pistol (USP) developed by Heckler&Koch (Germany) is used by military and police forces.



Features:

- Ammunition — .45
- Rate of fire - Moderate

Ingram

High speed sub-machine gun developed by Military Armament Corporation (MAC), Israel. Such weapons are commonly used by various military and police special forces worldwide.



Features:

- Ammunition— .45ACP
- Rate of fire - High

AK-47

“Kalashnikov” AK-47, the most commonly used and highly available machine gun in the world. It is a very reliable and easy to handle weapon.



Features:

- Ammunition — 7.62×39 mm
- Rate of fire - High

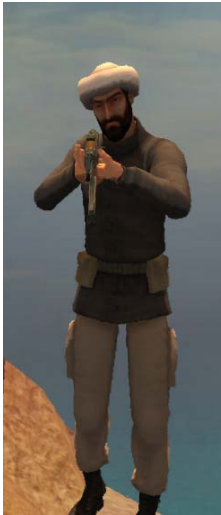
Opponents

Snakes



Helen can encounter poisonous snakes hiding in the shadows of the rocks.

Bandits



Muslim bandits. Low level threat. Weapon – AK-47.

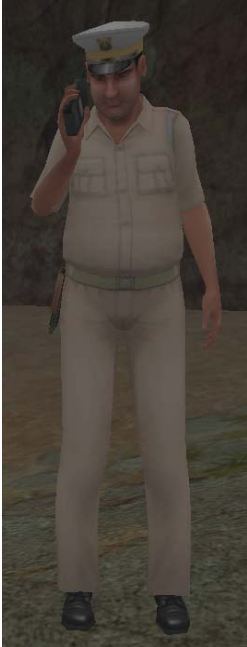


Special Forces Fighters



Corporate forces fighter. Equipped with mask, hence difficult to identify his nationality. Weapon - MP5.

Syrian Policeman



Typical policeman from Syria.
Weapon – pistol.

German Policeman

Policeman patrolling the roads in Frankfurt.
Carries a pistol.



Credits

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www.57-th.com

The game was inspired by the movie "Climber Girl and the Last of the Seven Cradles" created by PARAMIR Film Company (2007) based on the novel "Climber Girl" by O. Sinicyn.

Technical Support

If you have any questions about the game and are a registered user, our Technical Support Department is here to help. Feel free to contact us via e-mail or telephone.

Call us at (495) 785-65-13, or write us at support@nd.ru

We are available to take your calls Monday through Friday between 9:00 to 23:00, on Saturdays except for holidays between 10:00 to 20:00. Please note that working hours may change. To learn about any changes, visit our website <http://www.nd.ru/users/>.

Before you contact us, we would like to ask you to prepare your personal registration number and detailed description of an error.

The support representative will need specific information about your computer and may need you to access or change some of the files while you are on the telephone. If it is impossible for you to be at your computer, be sure to have the following information about your computer hardware:

- Operating system
- Processor type and frequency
- Video adapter and sound card models and manufacturers' names
- CD/DVD-ROM drive model and manufacturer's name
- RAM Memory

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