

# Extreme Rock Climbing Help

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## 1. Read This First

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Head Games(R) Extreme Rock Climbing (TM)  
Readme file version 1.0  
(c) Copyright 1999 Creative Carnage LLC.

### NOTE:

On some video cards, gameplay may appear to be too dark. If the game graphics appear dark, you can increase the brightness and improve visibility by changing the Gamma correction setting from within the game. To do this, go to the Main Menu, click [Options], and then click [Graphics] to change your display options. Move the Gamma slider to vary the brightness of the game.

Other sources of information for Extreme Rock Climbing:

Check out the Creative Carnage or Head Games Web sites at <http://www.creativecarnage.com> or <http://www.headgames.net> for late-breaking information on patches, tips, and other cool stuff.

For Technical Support, contact Head Games at:

Phone: 612-942-5202  
Fax: 612-942-5580

E-Mail: [support@headgames.net](mailto:support@headgames.net)

Thank you for purchasing Extreme Rock Climbing, we hope you enjoy the game.

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## 2. System Requirements

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To play Extreme Rock Climbing you'll need:

- \* Pentium 166 MHz or higher processor
- \* U.S. version of Windows 95 or Windows 98 operating system
- \* 32 MB of RAM
- \* 140 MB of available hard disk space

- \* 4X CD-ROM drive
- \* Microsoft DirectX 6.1 compliant video card with at least 1 MB RAM
- \* Microsoft DirectX 6.1 compatible mouse
- \* Microsoft DirectX 6.1 compatible sound card

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### 3. Installation Notes

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To install Extreme Rock Climbing you must be using Microsoft Windows 95 or later.

Do not install Extreme Rock Climbing with Microsoft Windows NT.

For more information on installing Extreme Rock Climbing, please see the CD insert.

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### 4. Optimizing Performance

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Extreme Rock Climbing automatically detects your configuration settings and optimizes itself for superior performance.

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### 5. Display and Video Card Troubleshooting

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If you are experiencing problems such as bad color representation in the game or any other display problems including crashing, make sure you are running in 640x480 resolution and are in a 16 bit color palette in Windows. You can set both of these options in the Control Panel under Display Properties.

Problems--including the game doesn't start, the game crashes and sends you back to the desktop, the objects are the wrong color (or black and white), or the game display is streaked or splotchy, lines on the display--are all indications that you probably need to install a new video driver from your manufacturer's web site.

Extreme Rock Climbing requires that you have a DirectX-compliant graphics card installed to run the game. For the game to run correctly with your accelerator, you should have the most up-to-date drivers installed. If you experience difficulty with the video display, you should make sure you have the latest video drivers for your system.

Here are a few locations where updated drivers can be found for some of the more common video cards:

ATI:  
<http://support.atitech.ca/drivers/drivers.html>

Creative Labs:  
<http://www.soundblaster.com>

Diamond:  
<http://www.diamondmm.com/products/drivers/driver-index.html>

Matrox:  
<http://www.matrox.com/mgaweb/drivers/drivers2.htm>

nVidia / Riva:  
<http://www.nvidia.com/>

If you don't see your video card manufacturer listed here, Try searching:  
<http://www.go2net.com>

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## 6. General Issues and Troubleshooting

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### Sound in Windows 98

No sound?

Make sure your speakers are plugged in, turned on and the volume control is turned up.

Sound effects and music are controlled separately. To change these settings from the in game Main Menu, click [Options] then select [Sound Options]. Tweak the numbers until you reach the desired volume. If you experience problems with sound, first make sure you have the latest drivers for your sound card.

To check the settings for your sound card, from your desktop, click [Start], [Settings], [Control Panel]. Then select [Multimedia] and in the [Playback] section, choose [Advanced Properties]. Select the 'Performance' tab and make sure that Hardware Acceleration is set to Full and Sample rate conversion Quality is set to Good.

If these settings do not improve the quality, try changing them until you get the sound quality you want. If that does not work, press the Restore Defaults button to go back to the original settings.

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## 7. Tips

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*Tips on selecting a climber:*

All of the climbers exhibit homogenous attributes, so choose one that fits your personality and astrological inclinations. What's your sign, baby?

*Tips on climbing:*

Click carefully, but with impunity. What is the sound of one hand clapping? Be sure and bring plenty of equipment. Using biners often and before attempting a big move is a good strategy: it saves you in a fall, and gives you a chance to rest.

*Tips on selecting equipment:*

It's good to carry a varied assortment of gear with you if you want to make it to the top.

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## 8. Game Options and Features

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### Map Selection

You can select any map for any game mode by clicking the arrows on the map selection screen. Each map has its own characteristics and nuances.

### High Scores

Extreme Rock Climbing maintains the best times for individual maps only. Best times are not recorded in Practice mode although the timer is still provided for you to gauge your progress.

## Display

From the main menu, click [Options], [Graphics] to change your display options.

NOTE:

On some video cards, gameplay may appear to be too dark. If the game graphics appear dark, you can increase the brightness and improve visibility by changing the Gamma correction setting from within Display.

## Music and Sound

You can control the volume of the music and sound effects by selecting [Options], [Sound]. You can set each of them to a level that suits your fancy. If you set the sound or music to be on and still don't hear anything, make sure you have the Extreme Rock Climbing CD in your CD-ROM drive. Also, make sure your speakers are plugged in, turned on, and the volume is turned up.

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## 9. The "Climb Bar"

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When you size up your first hold, you will be faced with the interface used for climbing in Extreme Rock Climbing, the Climb Bar. The Climb Bar determines how much energy you expend for each climb as well as the overall accuracy of the maneuver. The Climb Bar employs a three-click method.

**Click #1** This click starts the bar moving up. The gradual shading determines the amount of energy you will use for the climb, green is less while red is more. The higher the Climb Bar goes up, the more energy you will use for the climb.

**Click #2** The second click sets the energy level for the move and sends the Climb Bar back down again. If the bar reaches the top, it will automatically start back down and you will use 100% of your energy.

**Click #3** The final click determines the overall accuracy of the climb. Your goal is to stop the bar in the landing zone while coming as close as possible to the "sweet spot". The "sweet spot" is the thin black line in the center of the landing zone.

If you miss the landing zone (the green area on each side of the "sweet spot"), you will fall from the hand hold. The closer to the "sweet spot", the better and more accurate the move will be. The size of the landing zone is determined by the difficulty of each climb. Easier climbs will have a larger landing zone while more difficult climbs will have a smaller landing zone.

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## 10. Credits

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Programmers:

Joe Wilcox, Steve "Stevie-boy" Schwarz, Dave Richardson, Dan Royer, Carlos Cuello

Menu art:

Ken (Pyro) Woodruff

Character models and animations:

Brian (Evil Bastard) Collins, Roger Tweedie

Character textures:

Todd Pickens

World Textures:

Crista Forest

Map Assembly:

Jeff Miner, V. Andre Lowe

Special thanks to:

Holly O'Dell, Stacey Sickler, Dave's mom, Jim Wilcox, Kureen Daniels, Sonic burgers, God and the savior Jesus Christ, and Bill Gates for providing us with a stable platform for development.