

Cliffhanger FAQ/Walkthrough Final

by Seth0708

Updated on Sep 30, 2004

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Walkthrough

by Seth0708

Introduction

Back in 1994, Columbia/TriStar released an action film titled Cliffhanger. The film starred Sylvester Stallone and John Lithgow and even garnered two Oscar nominations (go figure). Hoping to cash in on the film, a number of video games were produced. The walkthrough covers the Super Nintendo version of the game, and I cannot guarantee that any of the information here crosses over to other versions of the game. You'll find maps of the levels here, along with an enemy appearance guide. The maps are divided up as screens, but this is somewhat misleading. For the purposes of this game, a 'screen' is defined as the extremities you can move without killing any of the enemies present. Thus a 'screen' could be as small as one screen on your television, or as large as three. As for the enemy lists, not all the enemies are necessarily present at once on the screen; several of them may appear after you've killed some of their friends. The story follows the movie closely, but if hadn't seen the film you probably would have no idea what was going on. I've included all the text from the game at the beginning of each level it appears in. Gameplay itself is more reminiscent of Golden Axe then Final Fight and is for one- or two-players (via a code).

Controls

Block - (X)
Dash - (-> -> or <- <-)
Jump - (A)
Kick - (B)
Punch - (Y)
Shot Gun - (X, while you have a gun)
Sweeping Kick - (L or R)
Throw - (X, while you have an item)

Stage 1-1

Radio: Please help, we're stranded. We were hiking and lost our bearings!
Jessie: The winds are too strong to get a chopper up there. You'll have to rescue them on foot!

Gabe and Hall, veteran rescue climbers, are summoned to help the stranded hikers but unexpectedly a plane crash.

Gabe: What happened to the hikers?

Hal: I don't know... Let's go find out.

Travers: We've lost three metal boxes in the plane crash.

Qualen: You know, suits, pants, socks, 100 million dollars... the usual stuff.

Travers: You two have the expertise to help us get them back. Shall we get started? The lights on this tracking device show exactly where the money is.

Qualen: Recognize these locations? Or should I jar your memory?

Travers: Get the money.

Qualen: The faster you find the bags, boys, the bigger the finder's fee.

Gabe: Right... All the bullets we can eat! I need to get that money to save

Hal. I just hope I can get to it before they do.

Map:

[4][5]

[1][2][3][6][7][8][9][10][11][12]

Screen 1

-Enemies: Green Knife Man x1 / Green Ponytail Man x2

-Hazards: none

Screen 2

-Enemies: Green Knife Man x1

-Hazards: none

Screen 3

-Enemies: Green Knife Man x1 / Green Ponytail Man x1

-Hazards: none

Screen 4

-Enemies: Green Knife Man x1 / Green Ponytail Man x1

-Hazards: none

Screen 5

-Enemies: none

-Hazards: none

Screen 6

-Enemies: Green Knife Man x1 / Green Ponytail Man x1

-Hazards: none

Screen 7

-Enemies: Green Knife Man x1

-Hazards: Pit

Screen 8

-Enemies: Green Knife Man x1 / Green Ponytail Man x1 / Red Ponytail Man x1

-Hazards: none

Screen 9

-Enemies: Green Knife Man x1

-Hazards: Pit

Screen 10

-Enemies: Green Knife Man x1 / Red Knife Man x1 / Green Ponytail Man x1

-Hazards: Pit

Screen 11

-Enemies: Green Knife Man x1 / Red Knife Man x1 / Green Ponytail Man x1

-Hazards: none

Screen 12

-Enemies: none

-Hazards: none

Stage 1-2

Map:

[3][4]

[2]

[1]

Screen 1

-Enemies: none

-Hazards: none

Screen 2

-Enemies: Green Rifle Man x2

-Hazards: Cliff

Screen 3

-Enemies: Green Knife Man x1 / Green Ponytail Man x1

-Hazards: Cliff

Screen 4

-Enemies: none

-Hazards: none

Stage 1-3

Map:

[1]

Screen 1

-Enemies: none

-Hazards: Avalanche

Stage 2-1

Gabe: Qualen? I've got the first case of money and I'm going for the second one. You better not lay a finger on Hal or you can kiss your money good bye.

Hal: Don't come down, Gabe! They're after you!

Map:

[1][2][3][4][5]

Screen 1

-Enemies: Green Bald Man x1 / Green Uzi Man x1

-Hazards: none

Screen 2

-Enemies: Green Bald Man x1 / Green Knife Man x1 / Green Ponytail Man x1

-Hazards: none

Screen 3

-Enemies: Blue Knife Man x2 / Green Knife Man x2
-Hazards: Water

Screen 4

-Enemies: Green Bald Man x1 / Green Knife Man x1
-Hazards: none

Screen 5

-Enemies: none
-Hazards: Logs / Water

Stage 2-2

Map:

[1] [2] [3] [4] [5] [6] [7] [8] [9] [B]

Screen 1

-Enemies: Green Bald Man x1 / Blue Knife Man x1 / Green Knife Man x2
-Hazards: Water

Screen 2

-Enemies: Green Bald Man x1 / Green Knife Man x1 / Green Ponytail Man x1
-Hazards: Logs / Water

Screen 3

-Enemies: none
-Hazards: Water

Screen 4

-Enemies: Blue Knife Man x1 / Green Knife Man x1
-Hazards: Pit

Screen 5

-Enemies: Green Bald Man x1 / Blue Knife Man x2 / Green Knife Man x1
-Hazards: Water

Screen 6

-Enemies: Blue Knife Man x1 / Green Knife Man x1
-Hazards: Pit

Screen 7

-Enemies: Green Bald Man x1 / Blue Knife Man x2 / Green Knife Man x1
 Blue Ponytail Man x1
-Hazards: Water

Screen 8

-Enemies: Green Knife Man x1 / Green Uzi Man x1
-Hazards: none

Screen 9

-Enemies: none
-Hazards: Logs / Water

Screen B

-Enemies: none
-Hazards: none
-Boss: Heldon

Before facing Heldon, make sure you pick up the uzi dropped by the Uzi Man on the previous screen. Having this item makes this battle

a lot easier. Heldon attacks in one of three ways; either he jumps at you, backhands you, or charges you. He's got quite a range for all of his attacks, so you have to watch out. At the beginning of the battle, unload your uzi on him. This should bring him down most of the way, allowing you to move in and pummel him the rest of the way down. When he moves to either charge or jump at you, simply move up or down to dodge. He should fall in no time.

Stage 3-1

Gabe: Hey Qualen! I've got your second case of money. That makes about 60 million dollars. Hal better be perfectly safe, or else!

The storm's getting worse. I better get to Douglas Cabin!

Jessie: Frank, I'm getting worried. The storm is getting stronger and stronger.

Frank: Do you think something is wrong?

Jessie: I don't know. Drop me off at Douglas Cabin. Gabe and Hal have to go there to escape the cold. I'll wait for them in the cabin. Come back for me later.

Frank: Copy, Jessie. Over and out.

Map:

[1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11]

Screen 1

-Enemies: Green Bald Man x1 / Yellow Uzi Man x1

-Hazards: none

Screen 2

-Enemies: Green Knife Man x1 / Green Ponytail Man x1

Yellow Ponytail Man x1

-Hazards: none

Screen 3

-Enemies: none

-Hazards: Broken Bridge

Screen 4

-Enemies: Green Heldon x1 / Green Ponytail Man x1

-Hazards: none

Screen 5

-Enemies: Green Heldon x1 / Green Knife Man x1

-Hazards: none

Screen 6

-Enemies: none

-Hazards: Falling Debris / Pit

Screen 7

-Enemies: none

-Hazards: Large Pit

Screen 8

-Enemies: Green Heldon x1

-Hazards: none

Screen 9

-Enemies: none

-Hazards: Falling Debris / Pit

Screen 10

-Enemies: none

-Hazards: Falling Debris / Rope Pit

Screen 11

-Enemies: none

-Hazards: none

Stage 3-2

Map:

[6][5]

[4]

[3]

[2]

[1]

Screen 1

-Enemies: none

-Hazards: none

Screen 2

-Enemies: none

-Hazards: Falling Debris

Screen 3

-Enemies: none

-Hazards: Falling Debris

Screen 4

-Enemies: none

-Hazards: Falling Debris

Screen 5

-Enemies: none

-Hazards: none

Screen 6

-Enemies: none

-Hazards: none

Stage 3-3

Map:

[1][2][3][4][5][6][7][8][9][B]

Screen 1

-Enemies: none

-Hazards: none

Screen 2

-Enemies: Green Heldon x1 / Green Knife Man x1

-Hazards: none

Screen 3

-Enemies: Red Heldon x1

-Hazards: none

Screen 4

-Enemies: none

-Hazards: Falling Debris / Falling Ledges / Pit

Screen 5

-Enemies: none

-Hazards: Falling Ledges / Large Pit

Screen 6

-Enemies: none

-Hazards: Falling Debris / Rope Pit

Screen 7

-Enemies: none

-Hazards: Falling Ledges / Pit

Screen 8

-Enemies: Green Knife Man x1

-Hazards: Broken Bridge

Screen 9

-Enemies: Green Knife Man x1

-Hazards: Broken Bridge

Screen B

-Enemies: none

-Hazards: none

-Boss: Delmar & Kynette

This guys aren't that tough. Basically Delmar and Kynette are nothing more than stronger versions of the Bald Man. They block, punch, kick, and occaissionally jump kick you. Fight them like you would any other enemy duo. If you have a knife, this fight is much easier as they won't be able to block your slashes.

Stage 4-1

Gabe: What are you doing here!?

Jessie: Looking for you. Gabe, you're frozen!

Gabe: I'm all right. You gotta get out of here. You've got to go back now!

Jessie: But where's Hal? What's going on?

Gabe: The distress call was a fake. A bunch of fugitives crashed their plane and they're using Hal to find their lost cash. Once they find the money, he's in danger... That's why I have to get the money first.

Jessie: I'll go tell Frank.

Map:

[1] [2] [3] [4] [5] [6] [7] [8]

Screen 1

-Enemies: Blue Heldon x1 / Green Knife Man x1

-Hazards: none

Screen 2

-Enemies: Blue Delmar x1 / Green Ponytail Man x1

-Hazards: none

Screen 3

-Enemies: none
-Hazards: Large Water

Screen 4

-Enemies: none
-Hazards: Moving Ice / Water

Screen 5

-Enemies: none
-Hazards: Large Water / Moving Ice

Screen 6

-Enemies: Blue Delmar x2
-Hazards: Water

Screen 7

-Enemies: Blue Delmar x1
-Hazards: Large Water / Moving Ice

Screen 8

-Enemies: none
-Hazards: none

Stage 4-2

Map:

[6]
[5]
[4]
[3]
[2]
[1]

Screen 1

-Enemies: none
-Hazards: none

Screen 2

-Enemies: none
-Hazards: Falling Debris

Screen 3

-Enemies: none
-Hazards: Falling Debris

Screen 4

-Enemies: none
-Hazards: Falling Debris

Screen 5

-Enemies: none
-Hazards: Falling Debris

Screen 6

-Enemies: none
-Hazards: none

Stage 4-3

Map:

[1][2][3][4][5][6][7]

Screen 1

-Enemies: none
-Hazards: Cliff

Screen 2

-Enemies: Green Bald Man x1 / Blue Delmar x1
-Hazards: Water

Screen 3

-Enemies: none
-Hazards: Logs / Water

Screen 4

-Enemies: none
-Hazards: Logs / Water

Screen 5

-Enemies: Blue Delmar x1 / Green Ponytail Man x1
-Hazards: none

Screen 6

-Enemies: none
-Hazards: Logs / Water

Screen 7

-Enemies: none
-Hazards: Large Pit

Stage 4-4

Map:

[9][8][7][6][5][4][3][2][1]

Screen 1

-Enemies: none
-Hazards: Large Pit / Stallactites

Screen 2

-Enemies: none
-Hazards: Large Pit / Stallactites

Screen 3

-Enemies: none
-Hazards: Bats / Pit / Stallactites

Screen 4

-Enemies: none
-Hazards: Bats / Pit / Stallactites

Screen 5

-Enemies: none
-Hazards: Large Pit / Stallactites

Screen 6

-Enemies: none
-Hazards: Bats / Large Pit / Stallactites

Screen 7

-Enemies: none
-Hazards: Bats / Large Pit / Stallactites

Screen 8

-Enemies: none
-Hazards: Pit / Stallactites

Screen 9

-Enemies: none
-Hazards: Bat Chase

Stage 5-1

Qualen: Gabe, have you found all the money?

Gabe: Yes.

Qualen: Good, because I've just picked up somebody you might be interested
in. I think you owe me 100 million dollars in helicopter fare.

Gabe: Meet me at the top of the Bitkar Laddar...

Map:

[B-]
[18]
[17]
[16]
[15]
[14]
[13]
[12]
[11]
[10]
[09]
[08]
[07]
[06]
[05]
[04]
[03]
[02]
[01]

Screen 1

-Enemies: Blue Ponytail Man x1 / Green Ponytail Man x1
-Hazards: Cliff

Screen 2

-Enemies: Green Rifle Man x1
-Hazards: Cliff

Screen 3

-Enemies: Green Knife Man x1 / Blue Uzi Man x1
-Hazards: Cliff

Screen 4

-Enemies: Green Rifle Man x2
-Hazards: Cliff

Screen 5

-Enemies: Green Bald Man x1 / Green Knife Man x1

-Hazards: Cliff

Screen 6

-Enemies: Brown Heldon x1

-Hazards: Cliff

Screen 7

-Enemies: Blue Heldon x1

-Hazards: Cliff

Screen 8

-Enemies: Green Rifle Man x1

-Hazards: Cliff

Screen 9

-Enemies: Blue Delmar x2

-Hazards: Cliff

Screen 10

-Enemies: Green Rifle Man x2

-Hazards: Cliff

Screen 11

-Enemies: Green Heldon x1

-Hazards: Cliff

Screen 12

-Enemies: none

-Hazards: Cliff

Screen 13

-Enemies: Black Delmar x1 / Blue Delmar x1

-Hazards: Cliff

Screen 14

-Enemies: Green Rifle Man x2

-Hazards: Cliff

Screen 15

-Enemies: Green Heldon x1

-Hazards: Cliff

Screen 16

-Enemies: Green Rifle Man x1

-Hazards: Cliff

Screen 17

-Enemies: Black Delmar x1 / Green Heldon x1

-Hazards: Cliff

Screen 18

-Enemies: Green Rifle Man x2

-Hazards: Cliff

Screen B

-Enemies: none

-Hazards: Cliff

-Boss: Ryan

If you have a knife, Ryan is extremely easy. Simply slash away and he will literally walk right into it over and over. He does this because if you don't have a knife, he grapples and pummles you to death. This means you pretty much have to make it through the entire stage without losing a single life, a difficult but not impossible task. Quite frankly, I'm not sure how you could make it all the way to the top without a knife!

Stage 6-1

Gabe: I've got your luggage! Give me Jessie!

Qualen: Throw up the money first!

Gabe: When she's safe!

Qualen lowers Jessie from his chopper.

Qualen: Let me have it!

Gabe: Don't you want to count it?

Gabe throws the money case into the chopper blades.

Map:

[1][2][3][B]

Screen 1

-Enemies: none

-Hazards: none

Screen 2

-Enemies: Green Heldon x1 / Yellow Heldon x1

-Hazards: none

Screen 3

-Enemies: none

-Hazards: none

Screen B

-Enemies: none

-Hazards: none

-Boss: Travers

Travers is by far the hardest boss you've faced thus far, which is ironic because he only has one attack. Travers will stand on the far left and fire his uzi continuously, and that includes when you are attacking him. He fires in one of three directions; straight ahead or to the upper or lower left. He will move up and down so that he can always have you right in front of him. Luckily once you get him down to about two-thirds of his health he will switch tacts and come at you with punches and jump kicks. From here on out he fights like a normal enemy, meaning he can be defeated like one.

Stage 6-2

Map:

[B]

Screen B

-Enemies: Blue Delmar x1 / Green Ponytail Man x1 / Green Heldon x1
Green Ryan x1 / Green Uzi Man x1

-Hazards: Cliff / Falling Debris

-Boss: Chopper

That's right, you have to take down Qualen's chopper! You begin by climbing downward and descending the face of the cliff. Qualen will then fly in in his chopper, armed with a rifle. He'll fire at you as you make your way downward. Eventually someone else in the chopper will begin throwing dynamite at you. The resulting explosions will cause debris to fall. Make your way downwards, avoiding all of this. Eventually you will land on a ledge. From here you need to attack the chopper directly, all the while regular enemies are jumping from the chopper to the ground to fight you. (The Enemy List above is done in the order that the enemies jump out of the chopper.)

Stage 7-1

Gabe: I'm going after Qualen.

Jessie: Don't do it Gabe! He's dangerous!

Gabe: I have to. I can't let him get away. Come on Qualen... one last challenge!

Map:

[B]

Screen B

-Enemies: none

-Hazards: none

-Boss: Qualen

You've made it to the final boss, and surprisingly he's not as hard as the last two bosses. Qualen is armed with a knife, He uses this weapon to either jump and slash at you, to make three quick slashes as he moves either forward or back, or to cut wide arcs around him. No matter how much damage you deal, Qualen can neither be deprived of his knife nor knocked down. Therefore the best strategy is to jump kick him, then follow it with three quick punches. He will counter with a slash. This will result in you dealing four hits to each of his, which should give you the victory if you can avoid his other attacks.

The End

Gabe, exhausted, climbs back to Jessie.

Hal: Gabe, do you think you could have put a little less effort into that climb? I thought you were in shape!

Gabe: I guess I'm just falling apart!

Jessie: I don't mind. I'm great with repair work.

Jessie kisses Gabe.

Enemy Data

This section describes the behavior of the various enemies you will encounter throughout Cliffhanger. Bosses are listed at the end in the order they appear in the game. Bosses also sometimes appear as regular enemies, albeit in a weakened form.

Bald Man

-The Bald Man is one of the tougher basic enemies. His health is generally high and his attacks do a decent amount of damage. Mostly the Bald Man will move towards you, then grab and throw you when he's close

enough. He also will block a lot of your hits, making him even more annoying.

Knife Man

-The Knife Man wields a small knife with which he slashes at you with. He will also throw knives at you, his range covering the screen. He may drop a knife if you defeat him, allowing you to pick it up.

Ponytail Man

-The Ponytail Man is your most basic foe. He kicks and punches, but that is about it.

Rifle Man

-The Rifle Man is usually found on small ledges in climbing sections of a stage. He aims in your general direction, then fires three volleys. He pauses between each set of three, giving you time to either move past him or move towards him for an attack.

Uzi Man

-The Uzi Man possess an uzi, which he fires at you in short bursts. He deals a lot of damage with each shot, but if you kill him he'll usually drop an uzi for you to use.

Heldon

-The boss of Stage 2-2. Heldon attacks in one of three ways; either he jumps at you, backhands you, or charges you. He's got quite a range for all of his attacks, so you have to watch out. Reappears frequently as a regular enemy after that. In some cliff levels, Heldon will throw rocks at you as you climb.

Delmar

-One of the bosses of Stage 3-3. Delmar fights just like the Bald Man. He is paired with Kynette when you fight him in Stage 3-3. When Delmar reappears as a regular enemy, he gains an attack whereas he throws exploding powder at you.

Kynette

-One of the bosses of Stage 3-3. Kynette fights just like the Bald Man. He is paired with Delmar when you fight him in Stage 3-3.

Ryan

-Boss of Stage 5-1. Ryan is a grappler who will pummel you senseless unless you have a weapon, preferably a knife. When armed, you can take down Ryan no sweat.

Travers

-Boss of Stage 6-1. Travers will stand on the far left and fire his uzi continuously, and that includes when you are attacking him. He fires in one of three directions; straight ahead or to the upper or lower left. He will move up and down so that he can always have you right in front of him. After losing a third of his health he will come at you with fists and jump kicks, making him nothing more than a glorified Ponytail Man at that point.

Chopper

-Boss of Stage 6-2. The battle takes place down a cliff face, you armed with your wits and Qualen with his chopper and rifle. If that wasn't bad enough, you also have to deal with falling debris and dynamite. Once you climb downwards far enough and reach the ledge, regular enemies will begin jumping out of the chopper. While this is occurring, the

chopper will try and hit you. You have to deal damage to the chopper itself in order to harm it.

Qualen

-Final boss. Qualen fights with a knife. He uses this weapon to either jump and slash at you, to make three quick slashes as he moves either forward or back, or to cut wide arcs around him. No matter how much damage you do, Qualen can neither be knocked down nor deprived of his knife. Defeat him and you win the game.

Walker

-Player 2 in Versus Mode (see Versus Mode below). Plays identically to Gabe.

Hazard Data

Here we have an explanation of the various hazards you will face in Cliffhanger.

Avalanche

-In some stages you have to outrun an avalanche. The avalanche takes up the back of the screen, following you throughout the level. If it touches you, you're dead.

Bats

-In caves, bats fly in packs across the screen. They knock you to the ground and cause damage if you touch them. They cannot be hurt. The Bat Chase is just like the avalanche, only this time you're being chased by bats.

Broken Bridge

-Most of the bridges you cross have both holes in them and weak spots that become holes the instant you step on them. Be careful.

Cliff

-Some levels require you to climb upwards. If while you're climbing you get shot (i.e. by a Rifle Man), you will fall and die. Usually you have to get shot twice in a row to fall, but sometimes it only takes one hit.

Falling Debris

-Falling debris is simply something that falls from above the screen and damages you if you get hit.

Falling Ledges

-Sometimes when you are jumping from ledge to ledge over a pit, a ledge you have recently landed on will fall out from under you.

Logs

-In some levels it is necessary to jump on the backs of speeding logs to make it further in the stage. Logs speed downward, off the screen. They are then replaced by another log that speeds downward.

Moving Ice

-In levels where you have to jump across the ice, some of the ice platforms float back and forth in the water. Missing them results in your death.

Pit

-Falling down a pit will result in your death. A large pit means you have

to dash and jump to get across it.

Rope Pit

-Some pits require you to use a rope to cross, instead of jumping from ledge to ledge.

Stalactites

-In caves, stalactites will sometimes fall from the ceiling unto your head.

Water

-Falling in the water will also result in your death. A large body of water means you have to dash and jump to get across.

Versus Mode

There is a secret versus mode for Cliffhanger. To access it, input this code on the title screen with the second controller five times:

B, Up, Down, Up, Down, Left, Right, A

Then simply press Start. You are now in a two-player versus mode, whereas Player 1 and Player 2 can duke it out one-on-one. There is no sound made on the title screen, so don't worry about that. Controls are identical to one-player mode. Once the battle is done, it will just reload again.

Game Genie Codes

----- Infinite Lives

-3C8B-1D69

Start each life with a knife

-336F-1D69

Don't lose knife when you throw it

-DDC2-CDA5

Closing

Cliffhanger is (c) Columbia/TriStar and Sony Imagesoft

Final Fight is (c) Capcom

Golden Axe is (c) Sega