

GAMEBOY ADVANCE

AN AMERICAN TAIL

AGB-AFGE-USA

FIEVEL'S GOLD RUSH

INSTRUCTION BOOKLET



WALT DISNEY
ENTERTAINMENT

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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 black outs triggered by light flashes, 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
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms 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 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.



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

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The Tale

The rush is on! Fievel™ just got exciting news in a letter from his friend Wylie Burp™. Wylie has struck gold with a mine just outside Gold Dust Gulch. The trouble is that evil Cat Malone™ is after Wylie and will do anything to get his claws on that map, the mine, and anyone who stands in his way! Luckily, before Cat got him, clever 'ol Wylie tore the map into four pieces and sent each piece to a different friend all over the country – and the first piece went to Fievel!

As Fievel, you must race west and piece together the map before Cat Malone's henchman can. There are six locations in the game, and at the end of each one, you'll find a secret password and maybe a piece of the map. The map will lead you to the mine, the password will allow you to restart the game from this point the next time you play. It's a wild and exciting cross-country quest, but Wylie and his gold are waiting. Just watch your tail!

Getting Started

Thank you for purchasing
An American Tail™: Fievel's Gold Rush™

1. Before inserting the Game Pak, make sure that your Nintendo Game Boy® Advance is switched off. The Game Pak may be damaged if inserted while your Nintendo Game Boy® Advance system is on.
2. Insert *An American Tail: Fievel's Gold Rush* Game Pak in the slot located on the top of your Nintendo Game Boy® Advance system.
3. Turn ON the POWER switch, which is located on the bottom left side of your Nintendo Game Boy® Advance system.
4. The Nintendo logo screen and licensing screen should appear, followed by the *An American Tail: Fievel's Gold Rush* introduction screen. If there are any problems, please repeat steps 1 and 2.
5. Press START and begin the game!



On-Screen Information



Jump on or throw your hat at enemies to get rid of them. But be careful! Not all enemies are easily outsmarted. If an enemy touches you, you will lose an energy heart. If you lose all your energy hearts, you will lose a life.

The Controller

L BUTTON

Look left

R BUTTON

Look right

A BUTTON

Throw hat

B BUTTON

Jump

GAME BOY

Nintendo®

GAME BOY ADVANCE

CONTROL PAD

Press ← or → to Run left or right.

↑ Keep pressed to look UP.
Press ↓ to duck. Keep pressed to look down.

When released the view will return to normal.

START

Pause and restart the game.

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Options & Password



OPTIONS

In this menu, you can adjust game settings or enter passwords. With the Control Pad, move up or down to highlight the desired option, then move the control pad left or right to adjust the setting. Press the A BUTTON to enter a sub-menu. Press the B BUTTON to cancel changes and/or return to the main menu.



PASSWORD

Six-symbol passwords are given when you successfully complete a world. While in the options screen, you may press the A BUTTON to enter the password sub-menu. With the Control Pad, move up or down to change the symbol, then press the A BUTTON to enter it. Press the B BUTTON to cancel and return to the options menu.

Character Descriptions



FIEVEL MOUSEKOWITZ

Must find all four pieces of the map to save Wylie and the gold mine.



WYLIE BURP

Found a gold mine, but is being chased by the evil Cat Malone.



CAT MALONE

Chasing Wylie to get to the map, the gold mine, and Fievel.
He's the last and baddest boss in the game.

Locations

Red dots mark Fievel's location on the map as he continues his quest cross country.



NEW YORK CITY

Make your way through alleys, rooftops, and rain gutters, all the while looking out for barrel-throwing rats, hot chimney fires, and enemies in hard hats. Rewards are everywhere, so be sure to search high and low.



THE SEWERS

It's dark, slippery, and scary down here. Ledges crumble beneath your feet, steam shoots from rusty pipes, angry cats hide in trashcans. Avoid the slime and follow the underground rivers to the train station.



THE TRAIN

The train's moving fast, and it's tough just to stay on board. Cat Malone's henchmen are everywhere. From the tops of cattle cars to the evil engineer, you and Fievel will find terror on the tracks!



CRYSTAL RIVER

Biting mosquitoes, leaping dogfish, a riverboat full of tail-snapping gators. Oh my! If action floats your boat, the engine room will give you the works!



GOLD DUST GULCH

It's a dangerous desert full of treacherous tumbleweeds and Cat Malone's men. Use ropes and arrows to reach new heights, and make sure you get that extra life...you're going to need it.



THE GOLD MINE

If you can get past the spitting spiders and Malone's meanest men, a wild mine-cart ride awaits. You're almost to Wylie and the gold, but Cat Malone just might have something to say about that!

Items

There are collectable items scattered throughout the game that will assist Fievel in his adventure.

GOLD BAR



There are 100 gold bars scattered throughout each level. Collect all 100 in a level and receive an extra life.

EXTRA ENERGY



Each enemy Fievel outsmarts leaves behind a small energy heart. Quickly pick it up before it falls off the screen and fill an energy container.

EXTRA LIFE



On each level, there is at least one extra life to be found. Try looking for it where you would least expect it to be.

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Notes & Passwords

A large white rectangular area with horizontal red dotted lines, intended for writing notes or passwords.

Notes & Passwords

A large rectangular area with a white background and a red dotted border, intended for writing notes or passwords.

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A large white rectangular area with horizontal red dotted lines, intended for writing notes or passwords.

Credits

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