

Nintendo

CGB-ASNE-USA

GAME BOY[®] color

THE SMURFS' NIGHTMARE



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY[®]
color

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THE SMURFS' NIGHTMARE

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STORY

Gargamel has smurfed them again! It was a haunting night with a full moon when Gargamel cast an evil spell over the entire Smurf village. Now all its inhabitants find themselves trapped in their worst of nightmares. Only Hefty Smurf is unaffected because he was out smurfing in the woods when the spell was cast. Searching through Papa Smurf's laboratory, he finds a potion that allows him entry into the dreams of the other Smurfs. It's the beginning of a long voyage, deep into the heart of their nightmares...each one stranger than the last! The Smurfs' fate lies in your hands, so get smurfing with your Game Boy Color right away!



CONTROLS



CONTROL PAD

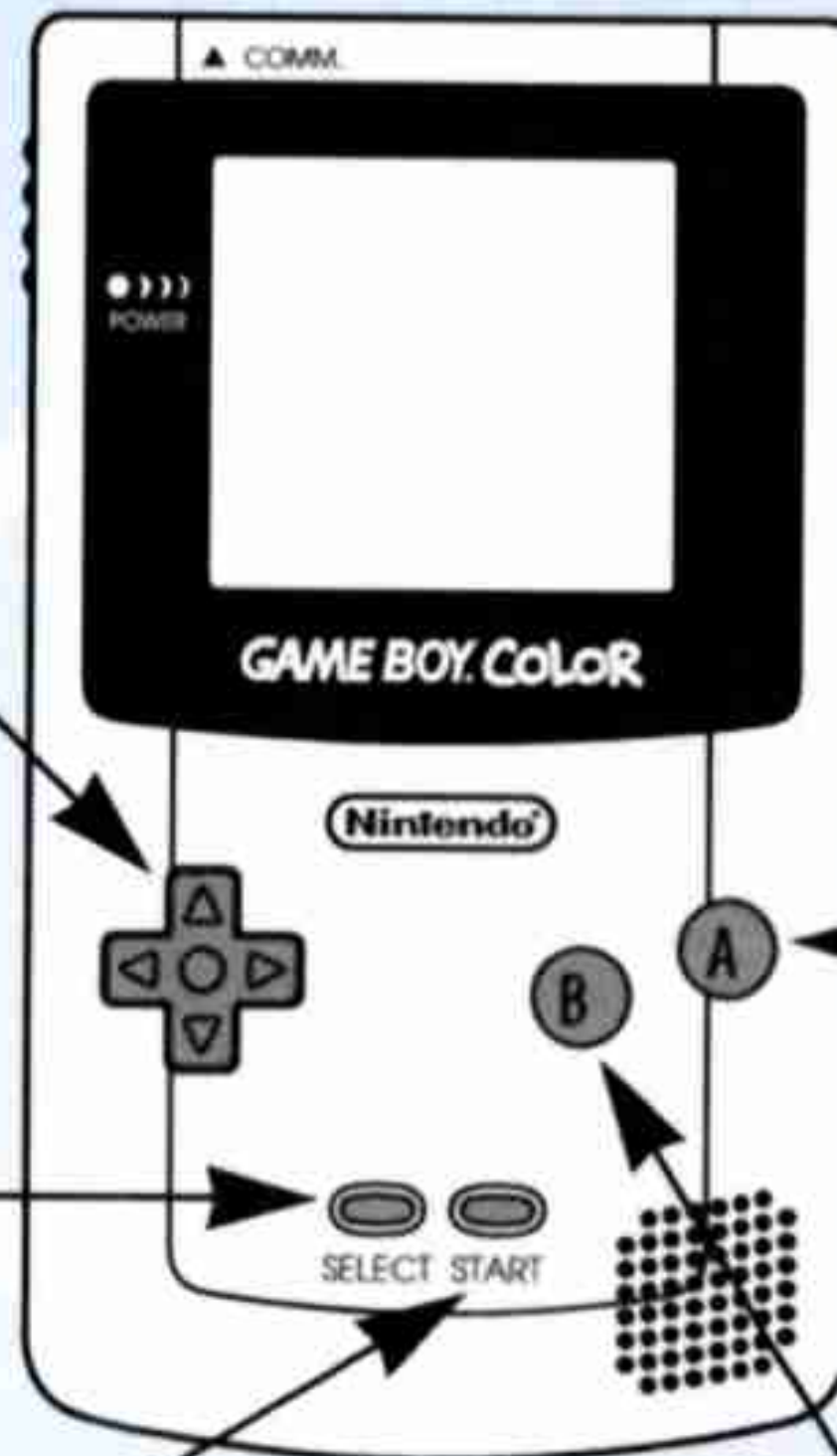
- Move the character
- Change an option.

SELECT BUTTON

- Move the cursor in a menu screen

START BUTTON

- Start a game
- Confirm options
- Pause ON/OFF



A BUTTON

- In a level:
Special action
(example: operate a lever)
- In the village:
Open a door, give an object or read a notice.

B BUTTON

- Jump



OPTIONS

When it comes to video games, are you a "Papa Smurf" or just an apprentice? Whatever your skill level, use the options menu to smurf the following options:

- **Difficulty level:** Choose Easy or Hard
- **Music:** With music (ON) or without music (OFF).
- **Password:** Enter a code to avoid starting a game from the beginning.

To change an option: Move the cursor with the Select Button. Change the setting with either the A Button or B Button.

PASSWORD



At the end of some stages you will be given a password made up of 3 faces.

This allows you to restart a game at the point where the password was given to you.



To enter a password: Select "Password" from the Options Menu. Using Left/Right on the Control Pad, choose the face you want to change. Then, select the character by pressing Up or Down on the Control Pad. Enter the password by pressing the Start Button.



BONUSES

Your journey will be littered with evil spirits and extraordinary encounters, plus other varied bonuses.



• THE SMALL RASPBERRY JUICE FLASK

You will find these flasks in all the levels. Each time you smurf one, you get 1 energy point.



• THE BIG HEARTS

Finding one of these hidden flasks adds one heart permanently to the energy bar and increases your chances of survival. For example, smurfing one of these bonuses when the energy bar has 4 hearts, a 5th heart is added.



• THE NETTLE JUICE BOTTLE

Nettle juice is a potion that strengthens a Smurf, making him invincible for a few seconds.



• THE FREEZING POTION

These flasks contain a potion, which immobilizes all enemies around you for a few seconds. Take advantage of this to smurf all nearby bonuses.



• THE SARSAPARILLA LEAVES

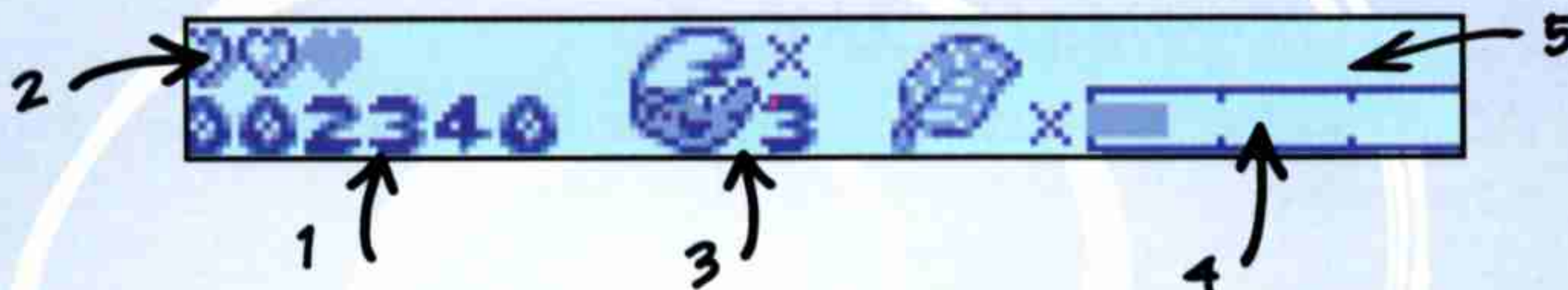
Picking up the sarsaparilla leaves throughout the game will reward you in two ways:

- The height and length of a Smurf's jump depends on the number of sarsaparilla leaves you have picked up. The more leaves you pick up, the higher and farther the Smurf will jump!
- Collecting more than 40 sarsaparilla leaves in a level will give you access to a special bonus stage!



SCORE BAR

If you want to be a good player, keep an eye on the score bar. It displays lots of important information.



1- THE SCORE

To increase your score, smurf as many enemies and pick up as many bonuses as possible! Good scores reward an extra game life.

2- THE ENERGY BAR

This is made up of 4 hearts and displays your energy points. When all energy hearts are gone and you get hit, you lose one game life.

3- THE SMURF'S HEAD

The number displayed to the right of the Smurf's head displays the number of remaining game lives.



4- THE SARSAPARILLA GAUGE

This gauge displays how many sarsaparilla leaves you have picked up. A full gauge will give the Smurf maximum jumping height and distance.

- 0 to 15 leaves = normal jump
- 16 to 31 = 1.5 x normal jump
- More than 31 leaves = 2 x normal jump

5- THE OXYGEN GAUGE

During the Bottomless Well stage, this gauge appears above the sarsaparilla gauge. It displays the Smurf's oxygen supply, and it slowly decreases in time. The Smurf can obtain more oxygen by opening packages.



HOW TO USE CONTROLS



- **WALK**
Press Left or Right on the Control Pad.

- **SMURF AN ENEMY**
Jump on the head of an enemy.



- **SWIM**
Press Left/Right on the Control Pad. To swim upwards, press the B Button.



- **JUMP**
Press the B Button once for a normal jump. If you have collected enough sarsaparilla leaves, press the B Button twice or three times to jump higher and farther.

- **OPEN A PACKAGE**
Place yourself below a package and jump up to open it.



- **DUCK DOWN**
Press Down on the Control Pad.



- **PUSH**
Place yourself next to the object you want to move. Press Left/Right on the Control Pad.



- **OPERATE A LEVER**
Use the A Button.
- **FLY IN A SOAP BUBBLE**
To move the bubble containing the Smurf, use the Control Pad.



- **FLY WITH WINGS**
Use the Control Pad to control your direction.

- **TO TAKE OFF WITH THE ROCKET**
Quickly tap the A Button. When you release the A button, the rocket will fall to the ground.





- **BONUS STAGES**

In this stage, the Smurf can refill his Raspberry Juice and increase the number of game lives by opening packages. To open a package, punch it using the B Button.

Don't stand still when the packages tumble down towards the Smurf! A super-bonus is there for the taking if you open them all...but watch out, some packages are booby-trapped!



SPECIAL STAGES



- THE RABBIT RIDE

In this level, Hefty Smurf rides a rabbit. Make the rabbit run slower or faster by pressing Left/Right on the Control Pad. To jump over an obstacle, press the B Button.





SPECIAL STAGES

- THE BOTTOMLESS WELL

Here Hefty Smurf has to swim underwater. To move Left/Right, use the Control Pad. To swim upwards, press the B Button.

- THE FLOOD WAVE

Look out! A dam has given way and a giant wave is chasing Smurf. Use the bonus springs and press Left/Right on the Control Pad to escape!



SPECIAL STAGES



- THE MOLE'S BURROW

Hefty Smurf finds himself on the back of a mole moving in an underground tunnel. Control the mole's speed by using Left/Right on the Control Pad. To jump over an obstacle, press the B Button.





HINTS AND TIPS

To enter any of the houses in the village, you must have the correct key. You'll also need to find objects to have access to certain stages: a carrot for the Rabbit Ride, a rope for the Bottomless Well, a hammer for the Flood Wave and a pair of glasses for the Mole's Burrow. You must find these objects during your voyages within the "Smurfs Nightmare". To do this, sometimes you'll need to solve a little puzzle to get objects. Here's a few clues that might help you:

- The Dangerous Kitchen: Jump on the strawberries in the correct order to get the carrot.
- The Library of Fear: Place the pawns on the right squares to unhook the rope.
- The Mysterious Planet: Break the rock with the rocket to make the hammer appear.

- The Haunted Manor: Operate the levers to release the pair of glasses.
- The Workbench Gone Mad. Trigger the hook at the right time to recover the key.
- The Laboratory of Hell: Jump on the test tubes to find the magic flask.

If you need other tips, remember to look at the notices spread throughout the Village...





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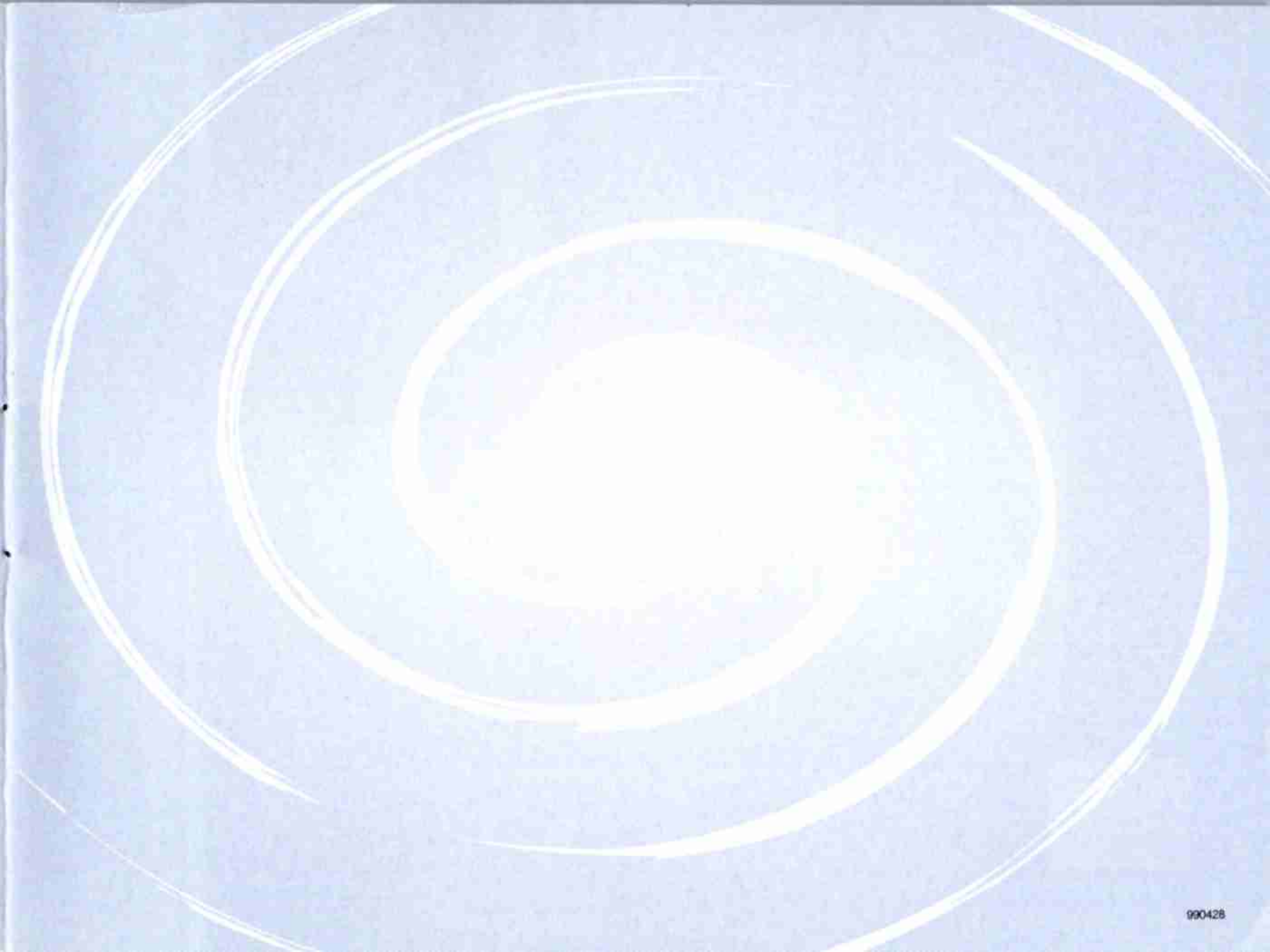
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