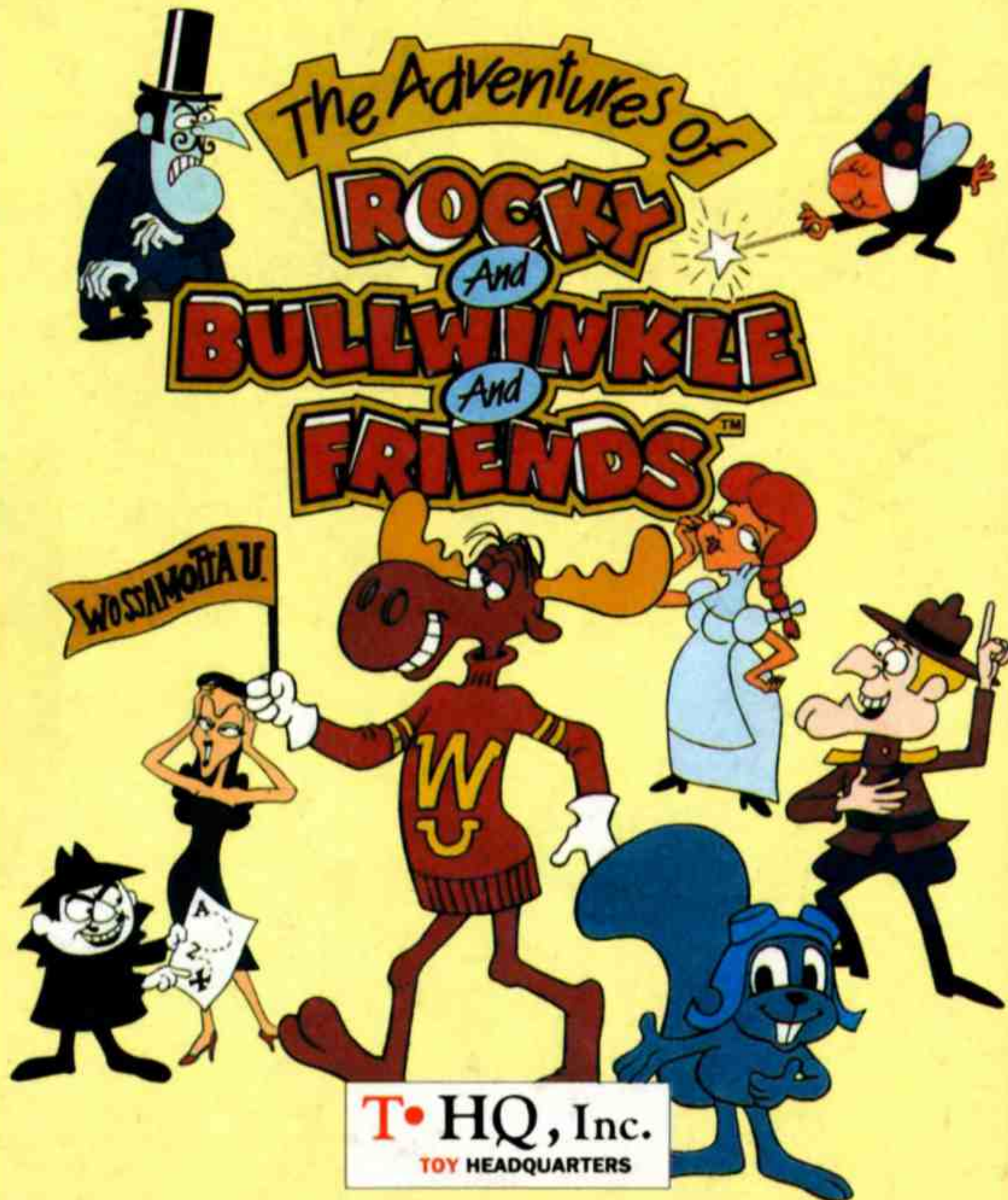


Nintendo®

GAME BOY®

DMG-RY-USA



T•HQ, Inc.
TOY HEADQUARTERS

INSTRUCTION BOOKLET



INTRODUCTION

Thank you for purchasing **The Adventures of Rocky & Bullwinkle** for the Game Boy handheld system. We hope you enjoy many hours of heroic action and hilarious adventure as you take the role of the world's most famous moose and squirrel.

As our intrepid heroes, you're out to rescue the stolen treasures from the Rocky and Bullwinkle Museum. Hmmmm . . . could those infamous no-goodniks from Pottsylvania be up to their old tricks? Stay tuned for "Return of the Jet-eyed" or "Whatever Happened to Kirwood Derby?"

T•HQ, Inc.
TOY HEADQUARTERS

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SAFETY PRECAUTIONS



Follow the suggestions below to keep your Game Boy and Game Pak in top operating condition:

1. Always make sure the Game Boy's power is off before inserting or removing the Game Pak.
2. Don't try to take your Game Pak apart.
3. Keep your Game Pak safe from direct sunlight, high heat, and extreme cold. Don't bend it, crush it, or let it get wet. Store it in its protective package at room temperature when you are not using it.
4. If your Game Pak gets dusty, clean it with a soft, dry cloth. Never use thinners, solvents, benzene, alcohol, or other strong cleaning agents which can damage the Game Pak.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.





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DATELINE: FROSTBITE FALLS, MINNESOTA

Our story begins with the celebrated opening of the Rocky & Bullwinkle Museum in beautiful downtown Frostbite Falls. In attendance are the curator of the exhibit, Captain Peter “Wrong-way” Peachfuzz and a crack squad of security guards.

Unfortunately, two of the guards have foreign-sounding accents and nasty smiles. Why, it’s those Pottsyvannian no-goodniks themselves, Boris Badenov and Natasha Fatale! They’re out for the fabled treasures that Rocky and Bullwinkle have collected through their many adventures.

Sure enough, right under our heroes’ very noses (muzzles?), the loot disappears! This looks like a job for . . . ahem. Oh, press the Start button and you’ll see!





SO START ALREADY!

Put the Rocky & Bullwinkle game pak in your Game Boy and turn it on. After the title screens advance, you'll see the story unfold. If you're in a big hurry, just press the Start Button to move into the first level of action, excitement and a well-harassed moose.

Yes, Bullwinkle searches the streets, rooftops and alleyways of Frostbite Falls for the first missing treasure. Not that Boris and Natasha won't do everything in their power to thwart him . . .

Dodge bombs, knives and killer poodles as you run to the rescue of not only a valuable artifact, but a bound and gagged squirrel too!



BUT WAIT . . . THERE'S MORE!

After (if) you succeed in rescuing Rocky, it's his turn to do the same for Bullwinkle. Only this time - on the Moon! Rocky uses his incredible leaping ability on the surface of the moon to locate his tall yet dim-witted buddy from the clutches of Fearless Leader!

Spelunk into hidden caves and craters seeking the elusive treasure and an acorn or two. Hurry, though, before Bullwinkle is used as a launchpad for the Pottsylvaniaan Space Fleet!

Look out for moon-men Cloyd and Gidney with their scrooch guns, giant metal-munching moon-mice, and other squirrel-sized dilemmas just waiting for you!

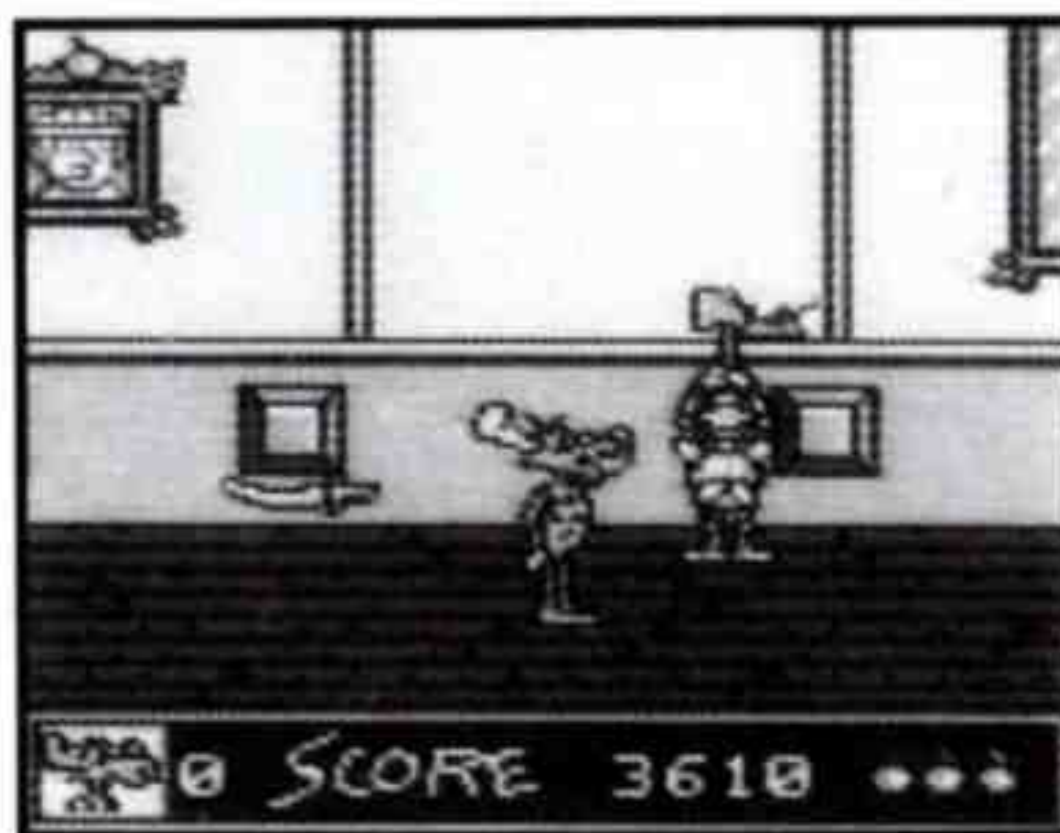


AND NOW FOR THE BAD NEWS . . .

Should you advance to the next and final area of game play, you will find that you're back to moosedom. Yes, Bullwinkle returns for an all-out assault on the dreaded Abominable Manor!

Rocky is at the mercy of Fearless Leader (you want to talk about abominable manners . . .), and it's up to Bullwinkle to save the day. Save the game, for that matter - this is the final test of your skills!

Good luck, and may the farce be with you!



WHAT MOVES YOU?



The directions for the characters' movements are recorded below. Not that you need us to tell a seasoned gamer like you how to move Rocky and Bullwinkle, but we thought it was important enough to jot it down for the *other* players out there.

CONTROL PAD FUNCTIONS

Left/Right

Moves characters left or right. Moves selection arrow in those directions during the Fortune Telling Lady mini-game (we'll get to it).

Up

Moves Moon elevator up while Rocky is on it. Begins Fortune Telling Lady mini-game when character is standing in front of it (and has at least one token).

Down

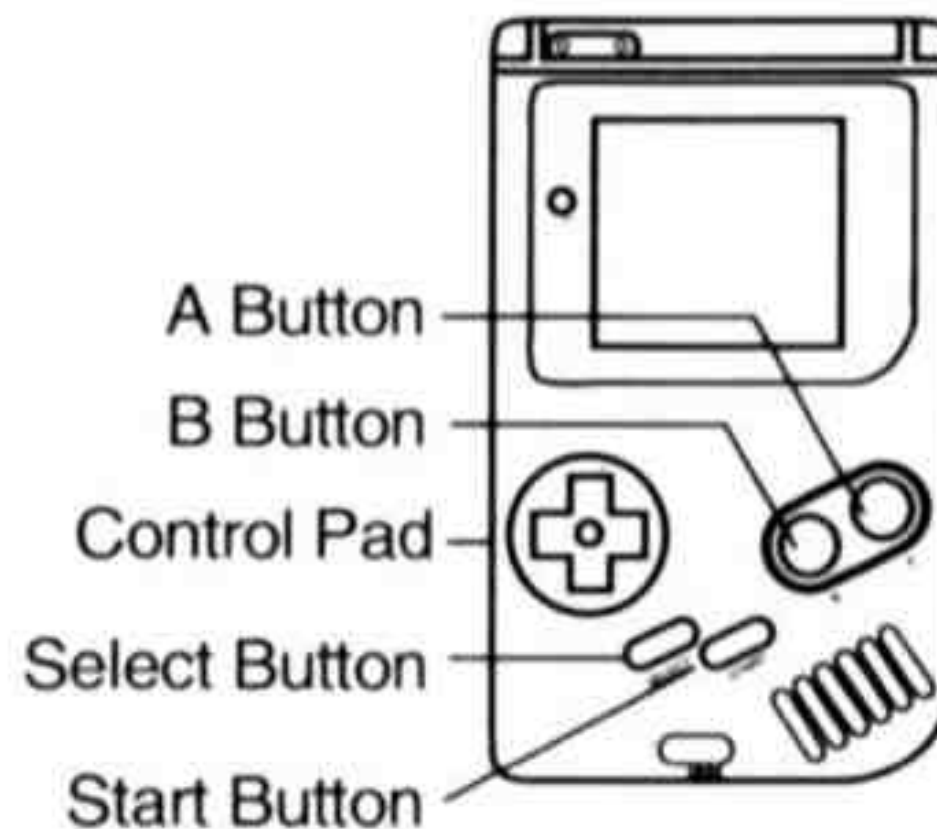
Makes Bullwinkle "duck" down. Also moves the moon elevator down while Rocky is on it.





WHAT MOVES YOU? (cont.)

- Start Button** Pauses/unpauses during game play. Bypasses the cinema and text sequences.
- A Button** Advances the text phrases during the cinema sequences. Used to make characters **JUMP**. Begins Fortune Telling Lady mini-game. Discards unwanted cards during Fortune Telling Lady mini-game.
- B Button** Makes Bullwinkle do his head-butt antler attack. Makes Rocky do his tail-spin attack. Deals new cards during the Fortune Telling Lady mini-game.



THE FUN STUFF

Collect the items and icons listed below to make your journey a little bit easier. Okay, a lot easier.

Mooseberry	Gives Bullwinkle one energy unit.
Acorn	Gives Rocky one energy unit.
Bullwinkle's face	Gives Bullwinkle one extra life.
Rocky's face	Gives Rocky one extra life.
Coin	Allows player to begin Fortune Telling Lady mini-game.



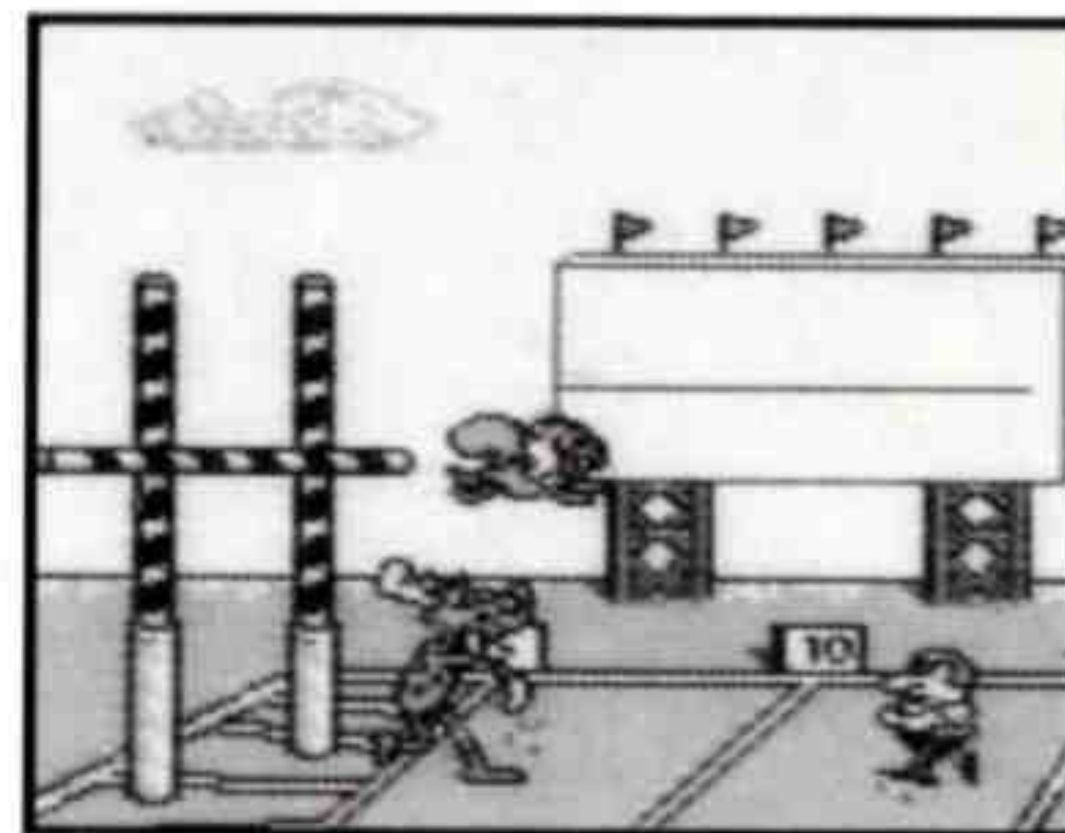


THE MINI-GAMES

If you've been paying attention during the last few pages, you probably noticed a few references to the Fortune Telling Lady mini-game. This is one of two mini-games that is found throughout the adventures of Rocky and Bullwinkle.

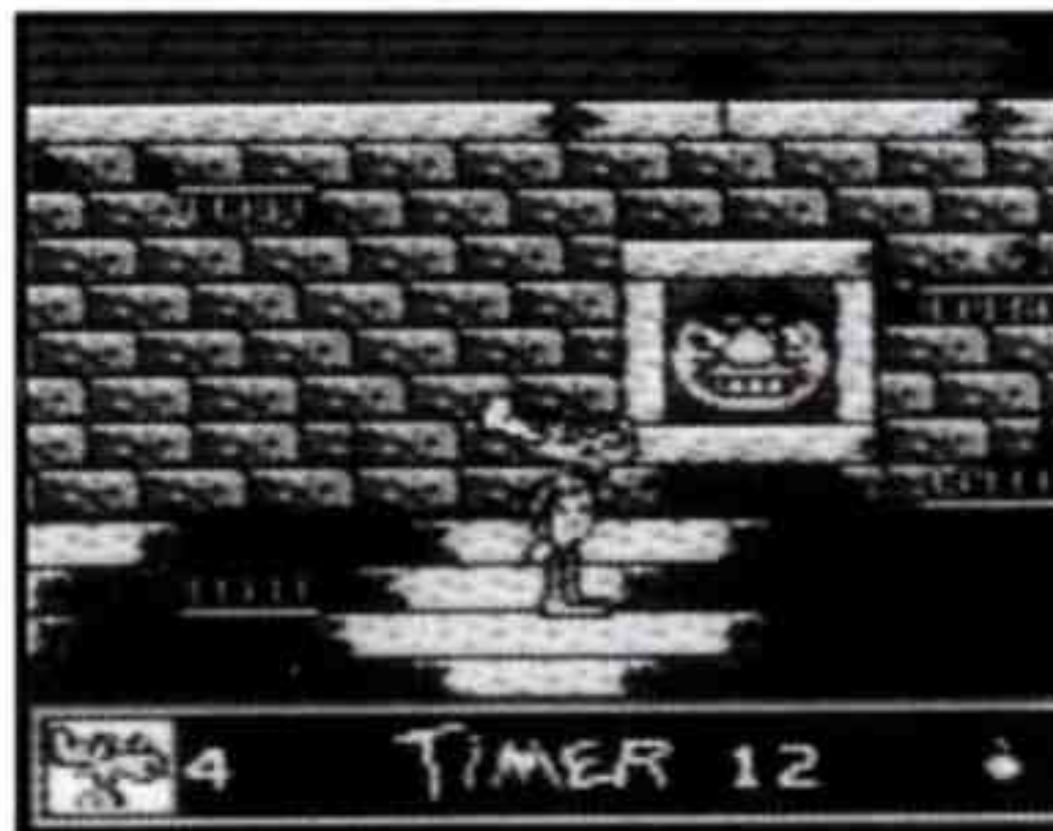
As mentioned earlier, you must have found at least one coin to try your luck with the little lady. If you collect three (3) or more similar cards in this game, you'll gain limited invulnerability. Don't go gonzo here; you can still plummet into a bottomless pit and ruin your day.

The other mini-game is a touchdown try at the famed stadium of Wassamotta University. Here, Bullwinkle throws Rocket J. Squirrel and then must race down the field to catch him for a touchdown (and an extra life). To do this he must jump over the small defenders and head-butt the big ugly ones.



NOTES ON GAME PLAY

- Many things in Frostbite Falls are capable of supporting the weight of a full grown moose. For instance, window sills, garbage cans and the tops of telephone poles among other things. Look everywhere you'd think a diabolical mind would hide a perfectly good squirrel.
- When on the Moon, making repeated jumps (without moving left or right) will make you JUMP HIGHER each time!
- Look for familiar faces in the crowd. We hope you notice a few old friends of the moose and squirrel.





WARRANTY INFORMATION

90 DAY LIMITED WARRANTY:

T•HQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, T•HQ, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the T•HQ, Inc. Consumer Service Department of the problem requiring warranty service by calling (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday thru Friday.
3. If the T•HQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

T•HQ, Inc.
Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302
(818) 591-1310

This warranty shall not apply if the PAK has been damaged by negligence, accident, unrea-

sonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90 day warranty period, you may contact the T•HQ, Consumer Service Department at the phone number noted. If the T•HQ, service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to T•HQ, Inc. enclosing a check or money order for \$10.00 payable to T•HQ, Inc. T•HQ Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refundable.

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