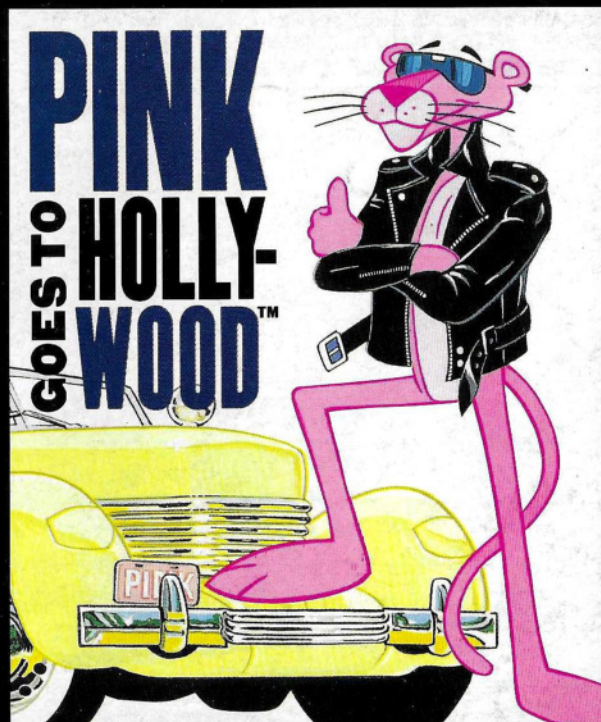




INSTRUCTION BOOKLET



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SUPER NINTENDOTM
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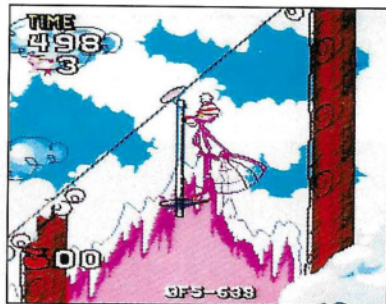


TALL, PINK AND HANDSOME!

Everyone dreams of being a movie star, especially Pink Panther. He's just hit Hollywood, on his way to audition for an important role that will put his name in lights!

On his first day at MGM, Pink Panther manages to wreck a scene starring the hot-tempered Inspector Clouseau. Not one to take injury lightly, Clouseau sets off on a hunt to foil Pink's chances at stardom!

The ever-resourceful panther races around the backlot, bombarded by rowdy cowboy boots, nutty squirrels and too-ripe turkey stuffing. He fights back with a bug sprayer full of "pink" and handy gadgets from his Bag of Tricks. He creates chaos on every movie set he dives into, from *Pinkinhood* to *Pink Chill* to *Cat on a Hot Pink Roof*. But will his big break ever come?



SETTING UP

- 1 Set up your Super NES system, and make sure the **Power** switch on the Control Deck is turned OFF.
- 2 Plug a controller into socket #1.
- 3 Load the ***Pink Goes to Hollywood*** Game Pak into the top of the Control Deck. Push it all the way down.
- 4 Turn on your TV and slide the **Power** switch on the Control Deck to the ON position.
- 5 Hello, Hollywood! Here comes Pink Panther!

Note: Slide the **Reset** switch forward to start the game over.

GETTING STARTED

First, get a big bowl of popcorn. Then get ready for a day at the movies with the Pink Panther!

When you turn on the game, you can watch Pink Panther cruise through three different game demos. Each demo shows a special piece of "stage business" Pink Panther can do to wallop his enemies or move around.

Follow these steps when you're ready to play:

- 1 Press the **Start** button on the controller to get to the Title screen.
- 2 Press **Start** again to see the Main Menu.
- 3 Press **Start** to begin Pink Panther's movie career

OR

Press the **Control Pad** down to move the Pink Panther's pawprint to "Options," and press **Start**. You'll go on to the Options screen.

CHOOSING OPTIONS

Are you a beginner or an expert player? Either way, you can use the Options screen to change the game settings and make your game easier or more difficult. You can also adjust the Music setting.

TO DO THIS:

Select an option

Change its setting

PRESS THIS:

Select button or **Control Pad** up/down

Start button (or **A, B, X** or **Y**)

LIVES

Pink Panther's is no ordinary alley cat. He's more of a natty "cat about town." So instead of an ordinary 9 lives, you can start him out with an elegant 3, 4 or 5 lives. The more lives you have, the more chances you have to stay in the game.

EXTRA LIFE

Get a bonus life at every 25,000, 50,000 or 100,000 points. Your score adds up as you polish off the movie extras and stage props that pursue Pink Panther in a single-minded attempt to upstage him and end his career!

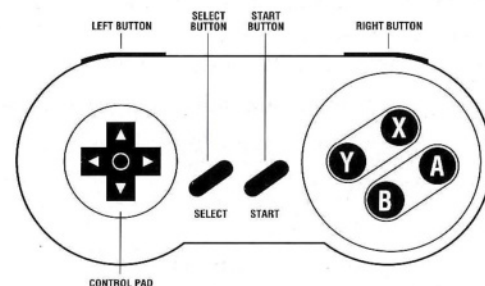
MUSIC

Pink Panther's favorite tune (*The Pink Panther Theme, what else?*) accompanies him everywhere. You can set the music to stereo or monogram to suit your sound system. Or you can turn the music OFF when you need to be quiet.

START

Choose this option and press the **Start** button or **A, B, X** or **Y** to run out to the backlot for the start of Pink Panther's famous escapades.

BUTTON CONTROLS



TO DO THIS:

Move right/left

Run

Duck

Enter a passageway or door

Squirt sprayer

Jump

Climb a cord or rope

Jump off cord or rope

Select different Tokens

Toggle between Token types
and number of Tokens

Drop a Token in a Toll Gate

Select a Trick from the Bag

Use a Trick

Pause/resume game

PRESS THIS:

Control Pad right/left

Control Pad + Y Button

Control Pad down

Control Pad up

A Button

B Button

B Button + Control Pad up to
jump on, then **Control Pad**
up/down

B Button

L Button

R Button

X Button

Select Button

X Button

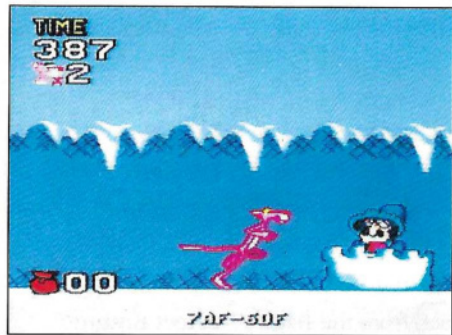
Start Button

THE GREAT PINKSBY

A miniaturised but very cool Pink Panther starts the game, in an oversized house chock-full of secret passageways. You have to find the "back doors" to other movie sets, while avoiding the huge, snarly mice.

Use all Pink Panther's antics and pranks to make it through each scene:

- Jump on surly cast members to "bonk" them away.
- Spray 'em with a squirt of "pink"!
- Shimmy up cords and ropes.
- Find doors that will warp you to other places in the scene.
- Be sure to grab all the Tokens and Tricks hanging in the air and resting on scenery. Pink Panther will need 'em, if he doesn't want to "fade out" for good! Turn to pages 8-9 to find out how to use them.



THE BIG SCREEN

When Pink Panther is in the starring role, he can really ham it up! Keep an eye on the screen counters to see what tricks he might pull next.

TIMER _____

LIVES _____

TRICKS _____

TOKENS _____



TIMER

The director's only giving you a short time to complete each scene. The Timer starts at 300. If it counts down to zero, you're a has-been!

LIVES

If you've got 4 or 5 lives, have a blast! When you're down to 1, don't take chances. Use up your last life and Clouseau gets the starring role!

TRICKS

Pull a gadget from your Bag of Tricks and keep the cast on its toes (see page 8). You'll find Tricks scattered around the scenes. The counter shows how many you have in the Bag.

TOKENS

Collect 5 kinds of Tokens to use at the Toll Gates (see page 9).

Press the **R Button** to switch between seeing the kinds of Tokens you have and how many of each kind you're holding.

PINK PANTHER'S BAG OF TRICKS

Pink Panther is something of a magician, with a Bag of Tricks waiting in the wings. Collect more Tricks wherever you can find them. The Bag of Tricks on the Big Screen keeps count of how many you have.

Press the **Select** button to choose a Trick. Then press the **X Button** and watch Pink pull the Trick out of nowhere. Tricks fend off a flurry of furious foes. They last just long enough to do their job:

- **Stoplight** Freezes foes in their tracks.
- **Jackhammer** Pile-drives enemies away - for good!
- **Fly Swatter** Whaps annoying attackers!
- **Bowling Ball** Knocks 'em over like pins.
- **White Dog** Puts the bite on bad guys.
- **Detonator** They'll get a bang out of this Trick.
- **Sledgehammer** No aspiring star should be without one!



TOKENS & TOLL GATES

The leg bone may be connected to the foot bone, but one stage of a scene isn't always connected to the other. In certain spots, you'll notice that Pink Panther has places to go, but no way to get there. That's when the Tokens and Toll Gates dotting the backdrops come in handy.

You can pick up 5 kinds of Tokens. Each one produces a different effect when you drop it in a Toll Gate (press the **X Button**).

- **Bridge** Lays down a bridge between two stages.
- **Stairs** Builds stairs from a lower stage to a higher one.
- **Hook** Lifts you up on a cargo hook. Jump off when you reach the stage you want.
- **Umbrella** Floats you on an invisible breeze straight up to a higher stage. Jump to get off the umbrella.
- **Magic Carpet** Glides upward. Press the **Control Pad** left/right to steer the carpet. *Bon Voyage!*

The Big Screen shows the Tokens you have. The Token that's blinking is the one you'll use next. Press the **L Button** to select a different Token. Press the **R Button** to see how many Tokens of each kind you have left. (Press the **R Button** again to see the Tokens). Be sure to use up your Tokens, because you don't carry them over from scene to scene.



MOVIE SETS

HONEY, I SHRUNK THE PINK

Explore for the entries to other stages in a giant room. Watch out for megamice and a gigantic Inspector Clouseau!

REFRIGERATOR

Slip through the ice machine into an eerie refrigerator rife with flying olives, bottle caps, lemon slices and other leery leftovers.

STUFFING BATTLE

Go spelunking inside the turkey, peopled by odd cutlery and jittery stuffing balls. Still hungry? Slip past various vegetables, onions and carrots, and watch out for that spiky wishbone!

PINK LEMONADE

Dive into a tall, cool pitcher of lemonade. Dog-paddle through this tasty aquarium, past funny fish and lemon slices. Don't let the current sweep you away, or the sucking straws will dump you at the beginning of the scene.

PINK CHILL

Pink's freezer features a ski-lift, ambushing eskimos and armed snowmen. Clouseau's had his chilly hand in this, for sure. Ride the lift up, then slide all the way down while dodging snowy trees and icicles.

PINKINHOOD

Slip like a bookworm into Sherwood Forest. Pink Panther must navigate a maze of branches, archers, feisty squirrels and a tireless eagle in order to reach the castle and the pitched battle with an armor-clad Clouseau.

CAT ON A HOT PINK ROOF

Jump from roof to roof and even into the clouds. Watch out for slashing lightning, spitting cats and Charles Lindbergh Clouseau.

PINK BEARD

Ahoy, matey! Pink Panther turns purple underwater as he gasps for air while avoiding jellyfish, crabs and sharks. He never liked seafood! On board the ship, pirates and crabs scuttle Pink's attempts to climb the mast and escape!

JUNGLE PINK

Pink Panther lands in the middle of a rainforest, washed by powerful waterfalls and packed with dinosaurs, chimps and alligators. Memorize the maps to figure out where the hut doors lead.

PINK RANGER

Pink Panther moseys into everybody's favorite western, complete with plank sidewalks, scruffy cowboy boots and tumblin' tumbleweeds. If you climb high enough, you can jump on the flying cows. In the gold mine, Pink whirls away on an ore cart through a maze of underground tunnels! The Sasparilla Saloon is a wild and woolly world of hurtling bottles and dancing chairs.

POLTER PINK

Menacing trees, ghosts and candelabras make this haunted house a hoot! Step into the Rogues' Gallery for a fearful fright . . . er, fight! You can only reach this scary scene by finishing the earlier levels.

PINKENSTEIN

Take one of the arches to the recesses of the castle, where Frankenstein wannabes and bellicose bats hound the long-suffering Pink Panther. The acrobatic panther must ride the platforms through a vertical maze to escape the bubbling vats of ooze!

SAFE ROOMS

There are ways to get to special secret rooms where falling safes burst open, spilling out power-ups and other goodies. Can you figure out how to get there?

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