

COOL SPOT is also available for the Super NES®



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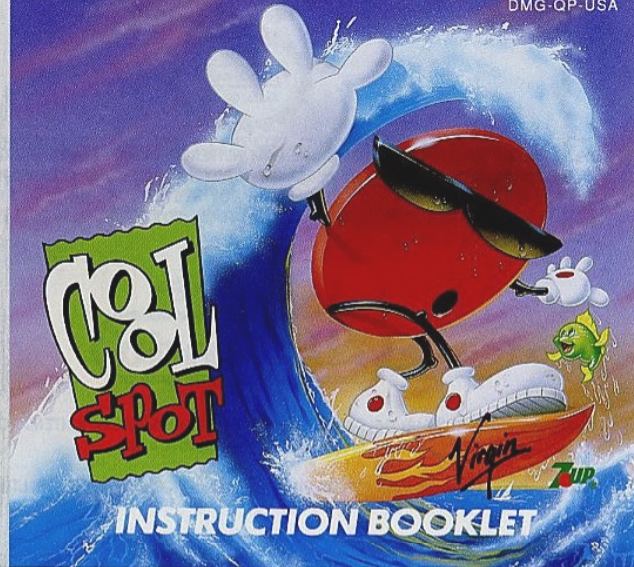
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Nintendo

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TAKE CARE OF YOUR COOL SPOT CARTRIDGE!

When you are not playing COOL SPOT, be sure to keep the game pak in its box to minimize damage.

- * Do not expose the Game Pak to water, dirt or excessive heat or cold. Be sure to completely dry a wet Game Pak before using it.
- * Do not attempt to take the Game Pak apart.
- * Do not bend the Game Pak or subject it to any violent impact.
- * To clean a dirty Game Pak, carefully wipe it with a soft cloth dipped in soapy water. Do not use paraffin, paint thinners, alcohol or any similar solvent.

LET'S GO!

- * With the Power Switch OFF, insert the COOL SPOT Game Pak, its label facing towards you, into the Game Boy and press it down firmly.
- * Push the Power Switch to ON. After a second or so, the Nintendo Screen will

appear. When the COOL SPOT Title Screen is shown you are ready to play COOL SPOT!

- * If the Nintendo Screen or Title Screen doesn't appear, push the Power Switch to OFF. Ensure your Game Boy is set up correctly (do the batteries need replacing?) and the COOL SPOT game pak is properly inserted before pushing the Power Switch to ON again.

AND REMEMBER! Always ensure the Game Boy's Power Switch is set to OFF before inserting or removing the COOL SPOT game pak.



The Nintendo Game Boy

THE STORY SO FAR ...

COOL SPOT has got to move fast to free his SPOT buddies who have been snatched by powers uncool and locked in cages.

Help COOL SPOT collect enough Cool Points to fire his Cool Shots and unleash his buds.

Watch out for the Uncool Characters (a SPOT Shot or two should take care of them) and collect the Cool Counters for Cool Points. But can you collect enough Cool Points to qualify for the Bonus Game?

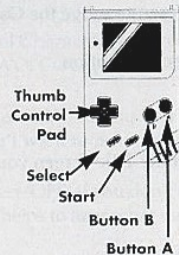
PLAYING COOL SPOT

TAKE CONTROL!

Before you begin to play, take the time to familiarize yourself with the movements and functions of the Game Boy's Buttons.

The Game Boy's Buttons

CONTROL PAD



THE TITLE SCREEN

After the Nintendo Screen and the Virgin Interactive Entertainment Credits have been shown, you will be presented with the COOL SPOT Title Screen. Look, there are two options: 'START' and 'OPTIONS'. The Cool Arrow points to the option to be selected. Notice also the high score of 50,000 points. Are you cool enough to beat it? Note that your high score is lost when the Game Boy is turned OFF.

- * Press the Start Button on the Title Screen to begin play.
- * Press the Control Pad up or down to move the Cool Arrow between the options.
- * Press the A or B Button to select the option.

THE OPTIONS SCREEN

When you select 'OPTIONS' on the Title Screen you will be presented with three new options.

- * Press the Control Pad up or down to move the Cool Arrow between the options.

- * Press the A or B Button to change the highlighted option.

SKILL Life's a game of numbers, dude, and three levels of difficulty determine them. You can choose between 'EASY', 'NORMAL' and 'HARD' to affect the number of Cool Points you need to collect to complete a level, the number of Cool Points you need to qualify for the Bonus Game and the number of points you need to score to earn an extra COOL SPOT character. The Skill setting also determines the number and type of Uncool Characters you will meet in a level, and the possibility of an Uncool Character removed from play leaving behind a Cool Glass (see APPENDIX TWO: COOL COLLECTIBLES on page 23).

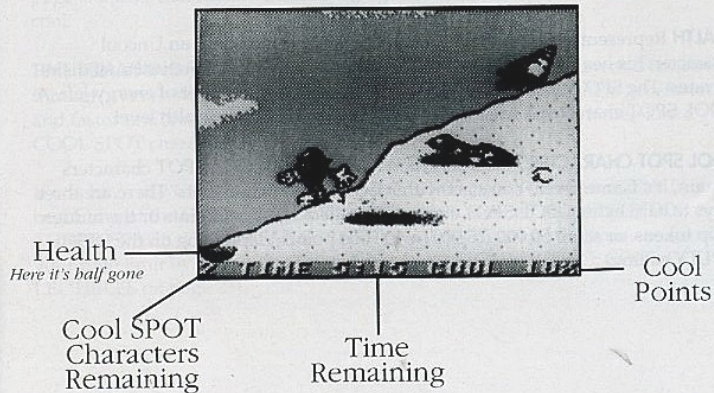
MUSIC The default is 'ON'. Select 'OFF' if you don't want to listen to the music, though quite why you wouldn't want to is a mystery.

EFFECTS The default is 'ON'. Select 'OFF' if you don't want to listen to any noises. This is not a wise move though, as it helps to hear what's around the corner, so to speak.

WHAT YOU CAN EXPECT TO SEE DURING PLAY

Before the quest begins you are shown the number of Cool Points you need to collect to give COOL SPOT the power of Cool Shots. The number of Cool Points you need to collect (30, 60 or 90) depends on the SKILL setting (EASY, NORMAL or HARD). You will qualify for the Bonus Game (see BONUS GAME on page 22) if you collect 75, 85 or 99 Cool Points, depending on the 'SKILL' setting.

All the action happens in the playfield which takes up the best part of the screen. The Status Panel at the bottom of the screen shows everything you need to know about the state of play.



COOL POINTS Every Cool Counter collected increases your Cool Points by a single percentage. Collect 100 percent for an extra COOL SPOT character and 10,000 bonus points. To see your score, pause the game.

HEALTH Represented by this SPOT. If COOL SPOT bumps into an Uncool Character, his health deteriorates a little and the SPOT on the Status Panel disintegrates. The SPOT flashes when COOL SPOT has only one unit of energy left. A COOL SPOT character is lost when you have depleted your health level.

COOL SPOT CHARACTERS REMAINING When no more COOL SPOT characters remain, it's Game Over. You start with 3 COOL SPOT characters. There are three ways to earn extra COOL SPOT characters: collect 100 Cool Points or the hidden 1-Up tokens, or score 50,000, 75,000 or 100,000 points, depending on the DIFFICULTY setting.

YOUR SCORE You score points for removing Uncool Characters from play and acquiring Cool Collectibles (see APPENDIX TWO: COOL COLLECTIBLES on page 23). Live that dream. Chase that high score. Win. Be best. But above all... be cool.

TIME REMAINING That's right, you don't have all the time in the world to stroll through a level. When time is running out, a jingle plays. The jingle gets faster and faster until no more time remains. If the music runs out, you then lose a COOL SPOT character.

If you have any COOL SPOT characters remaining you will resume play from the beginning of the level or the last Restart Flagpole touched (see APPENDIX THREE: SPACIOUS SPECIAL SCENERY on page 25). Note that you can increase your time limit by collecting Stopwatches (see APPENDIX TWO: COOL COLLECTIBLES on page 23).

COOL HAND A Cool Hand always points the way to the cage in which your SPOT friend is being held captive. Should you spot the cage before you have Cool Shots you will see a large Cool Hand pointing back to the level. Now get back there and collect enough Cool Points.

CONTROLLING COOL SPOT



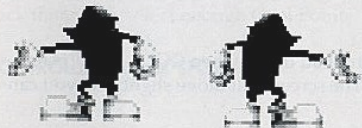
* Press the Control Pad left or right to move COOL SPOT in those directions whether he is on solid ground or in the air. Note that when the Control Pad is held down, COOL SPOT will eventually run along solid ground.



* Press the Control Pad down when COOL SPOT is on solid ground to make him look down. The screen will move slightly so you can spot what is below.



* Press the Control Pad up or down when COOL SPOT is on a rope of any description to make him climb in those directions.



* Press the Control Pad in any direction at any time then press the A Button to make COOL SPOT throw SPOT Shots.

* Press the B Button to make COOL SPOT jump straight up, whether he is on a rope of any description or on solid ground. Note that the longer the B Button is held down, the higher COOL SPOT will jump.

* Press the Control Pad left or right then press the B Button to make COOL SPOT perform a somersault in those directions.



HOLD IT!

* Press the Start Button during play to freeze the action. The screen will darken.

* Press the Start Button to resume play when the action is frozen.

COOL BONUS SCREEN

So you did it - you completed a level. Cool. When the celebrations are over, you will be given a Time Bonus for the time remaining and a Cool Bonus for the number of Cool Points collected during the level.

Look, there's COOL SPOT, hanging around on a Balloon. The Balloon rises as the Bonus points are awarded. The more Bonus points you earned, the higher the Balloon rises. If the Balloon carries COOL SPOT all the way up to the 1-UP token, he collects it and you get an extra COOL SPOT character to play with.

APPENDIX ONE: LEVELS OF COOL

Your quest takes COOL SPOT through eight increasingly testing levels. A signpost is shown before each level (Fig 5). Note that some Uncool Characters are tougher than others and it can take more than a single SPOT Shot to remove them from play.

LEVEL ONE: SHELL SHOCK

Life's a beach, especially when it's full of sand dunes and sand dudes. Look out for Balloons and Bouncy Bubbles - they can help COOL SPOT reach new heights.



DRAGONFLIES Watch out for their shooting stings.



CRABS They hide in holes in the sand, popping up occasionally to exercise their pinchers.



HERMIT CRABS These shy little beggars hide in their shells. Let them have a SPOT Shot when they poke their heads out of their portable homes. But beware: without a shell Hermit Crabs run riot.

LEVEL TWO: PIER PRESSURE

Take a boardwalk along the pier and make the most of the ropes to pass the posts (note that some of them have holes through them).



BEEES Don't they have anything better to do than dive bomb at COOL SPOT?



CRABS They are red not with embarrassment but anger, which is why they nip anything cool nearby.



OYSTERS A noisy noise annoys an oyster which is why they don't open their shells often, but when they do, let them have it with a SPOT Shot.



FISH They spit water.



WORMS Remove them from the ropes before climbing.

LEVEL THREE: IN DA WALL

Use the wiring to climb but don't walk on the barbed wire, nails or tacks.



SPIDERS They creep and crawl along the ceiling before dropping down.



MICE These silly rodents aren't very happy about your intrusion into their domain so they're going to try and nail you with cheeseballs. But you won't let that stop you, right?.

MOUSE TRAPS You can use these to propel COOL SPOT to new heights, but if he jumps on one the wrong way - SNAP!



LEVEL FOUR: WADING AROUND

Use the lily pads, toy boats and rubber ducks to help COOL SPOT get out of the rubber ring full of water. It's a pity COOL SPOT can't swim (that's why he's such a cool surfer - he can't afford to fall in the sea). Outside the ring, toy blimps and rockets suspended from the ceiling make handy platforms. The rockets' spikes don't hurt but they are slippery.



FROGS They live on lily pads and spit water.



BIPLANES When you hear a buzzing overhead, beware, for these Biplanes drop bombs.

LEVEL FIVE: RADICAL RAILS

A far-out version of Snakes & Ladders with a network of slippery slidey slopes and vacuum tubes. It's kind of fortunate there are no Uncool Characters to worry about.

LEVEL SIX: BACK TO THE WALL

Not only are there more Spiders, Mice, Mouse Traps, Barbed Wire, Nails and Tacks to contend with - there are also bouncing Electric Sparks which are sure to shock.

LEVEL SEVEN: DOCK & ROLL

Oh no, not more Bees, Crabs, Worms and Oysters... 'Fraid so!

LEVEL EIGHT: SURF PATROL

Hang on in there, the end is in sight!

THE BONUS GAME

This takes place in a bottle of fizzy pop full of Cool Counters and Bouncy and Blobby Bubbles. Use the Bubbles to help COOL SPOT collect the Cool Counters but more importantly to reach the top of the bottle... where you will find a Cool Letter from the word 'VIRGIN'. Get that Cool Letter - and be sharp about it! (There's a time limit.)

When the Bonus Game is over, COOL SPOT will receive a Cool Bonus for the number of Cool Points acquired. He will then store the Cool Letter. If you have a Cool Letter and lose all your COOL SPOT characters you don't start from the first level - instead you will continue from the level on which you lost your last COOL SPOT character. Note that your score is reset to zero. Beware! Some Bonus Games feature bombs.

APPENDIX TWO: COOL COLLECTIBLES

The following items are found on every level. All Cool Collectibles are most useful, so pick them up when you spot them.

COOL COUNTERS

Each red spinning disc is worth a Cool Point which is represented as a percentage.

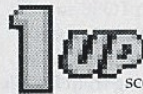
SUPER COOL COUNTERS Seven (count 'em) Cool Points packed into a single disc. You won't spot many, but when you do, don't walk on by.



COOL GLASS Usually left behind by some Uncool Characters removed from play. You want these because a Cool Glass boosts can boost your health.



STOPWATCH An extra 30 seconds of time could spell the difference between success and failure.



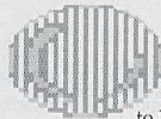
1-UP They are usually hidden behind certain parts of the scenery. An extra COOL SPOT character is yours if you can discover a 1-Up token.

APPENDIX THREE: SPACIOUS SPECIAL SCENERY

COOL SPOT can run and jump on the scenery - he can even jump through some of it. Sometimes though you will spot the following Special Scenery. Take advantage of its most useful nature.



BALLOONS Some of them simply hang in the air, others float around, but all of them are useful. COOL SPOT will grab a Balloon's string when he jumps near it. He can still throw SPOT Shots. COOL SPOT will let go of a Balloon's string when he jumps left or right or is hit by an Uncool Character or its shots.

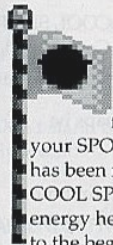


BOUNCY BUBBLES They burst when COOL SPOT shoots them or lands on them. But! When COOL SPOT lands on a Bouncy Bubble he is bounced upwards. Bouncing from Bubble to Bubble is fun AND useful.

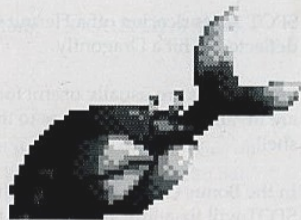
BLOBBY BUBBLES Smaller but better than Bouncy Bubbles. COOL SPOT doesn't jump on to Blobby Bubbles - he jumps inside them. You can then deter-



mine the direction of the Blobby Bubble's movement as it floats upwards, just like you'd control COOL SPOT. Note that after a few seconds COOL SPOT will struggle and break free from the Blobby Bubble. To burst the Blobby Bubble beforehand, jump!



RESTART FLAGPOLE
Touch it and watch the flag rise to show that your SPOT position in the level has been remembered. Now if COOL SPOT were to lose all his energy he wouldn't be returned to the beginning of the level, oh no, he'd instead be placed at the last Restart Flagpole he touched.



APPENDIX FOUR: COOL PLAYING ADVICE

COOL SPOT can throw his SPOT Shots in almost any direction. Use your finger or thumb to roll the Control Pad in a clockwise or counter-clockwise direction and keep pressing the A Button as quickly as possible. And remember: practice makes perfect.

COOL SPOT has the ability to push certain pieces of scenery. When COOL SPOT is standing next to a solid-looking part of the background, press the Control Pad in the direction of the scenery to make him push against it.

SPOT Shots ricochet off a Hermit Crab's shell ... and they might perhaps be deflected to hit a Dragonfly.

Small jumps are usually useful for jumping from one rope to another, but they are invaluable when it comes to throwing SPOT Shots into an Oyster's open shell.

In the Bonus Game, try to jump through Bouncy Bubbles from below as COOL SPOT will fly a little bit higher. And if COOL SPOT jumps out of a Blobby Bubble into a Bouncy Bubble above he will fly way high.

COOL SPOT cannot walk through most walls, but he can throw SPOT Shots through them. Take advantage of this to take out Uncool Characters on the other side.

If you want to get high scores, collect everything, shoot everything and pay no attention to the time.

Don't stand on the tiny tilting toy UFOs for too long - COOL SPOT will get tipped off.

APPENDIX FIVE: A COOL CHALLENGE

So you managed to complete COOL SPOT on all three Skill settings? Nice one. Now try the following challenge and prove just how super cool you can be!

If you can collect all six Cool Letters and THEN complete COOL SPOT on the DIFFICULT Skill setting without ever losing all your COOL SPOT characters you will see a special secret ending!

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