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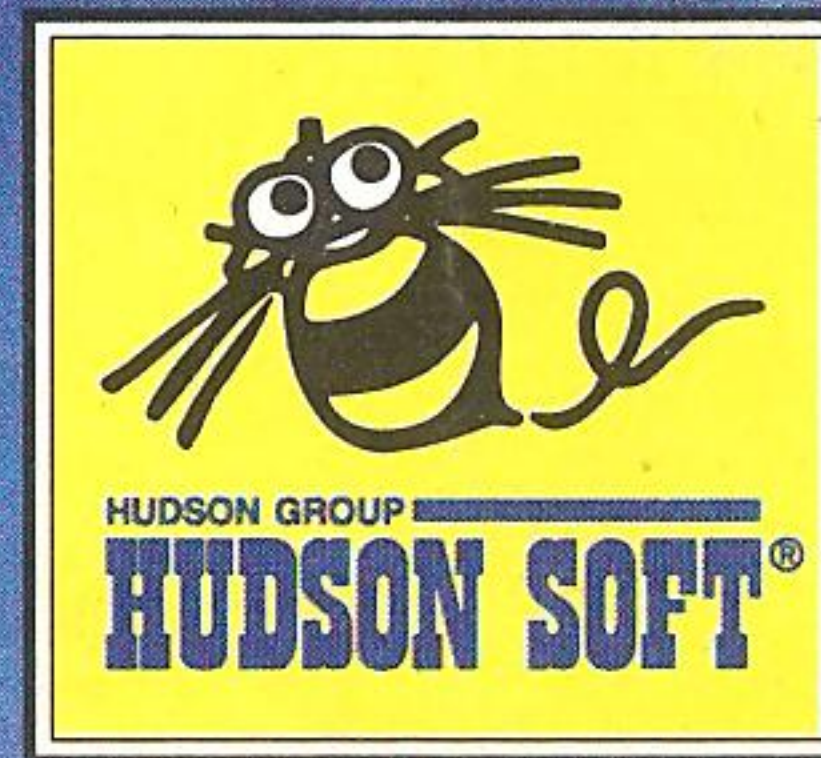
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Nintendo

GAME BOY™

DMG-C6-UKV



**INSTRUCTION
BOOKLET**





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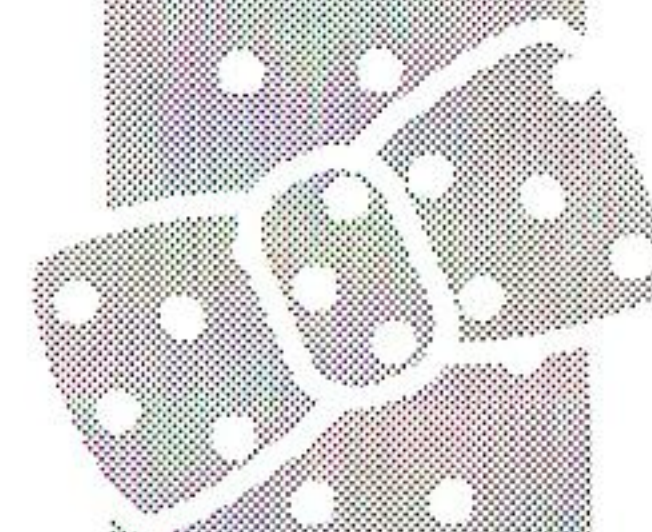
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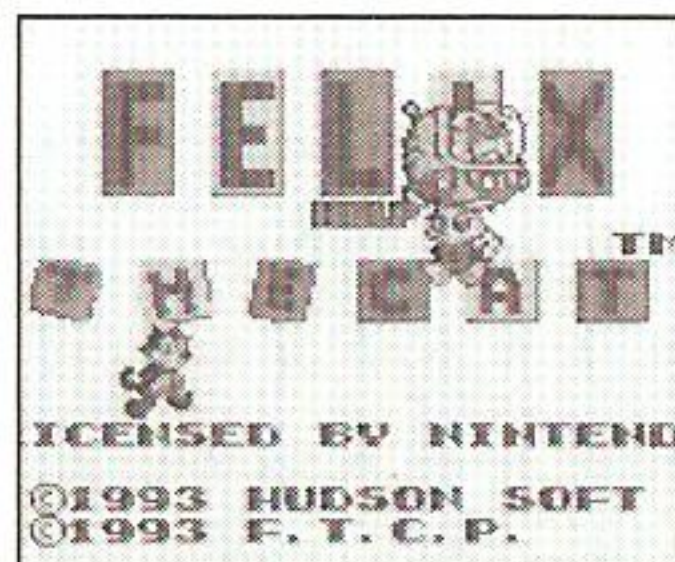
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GAME STORY



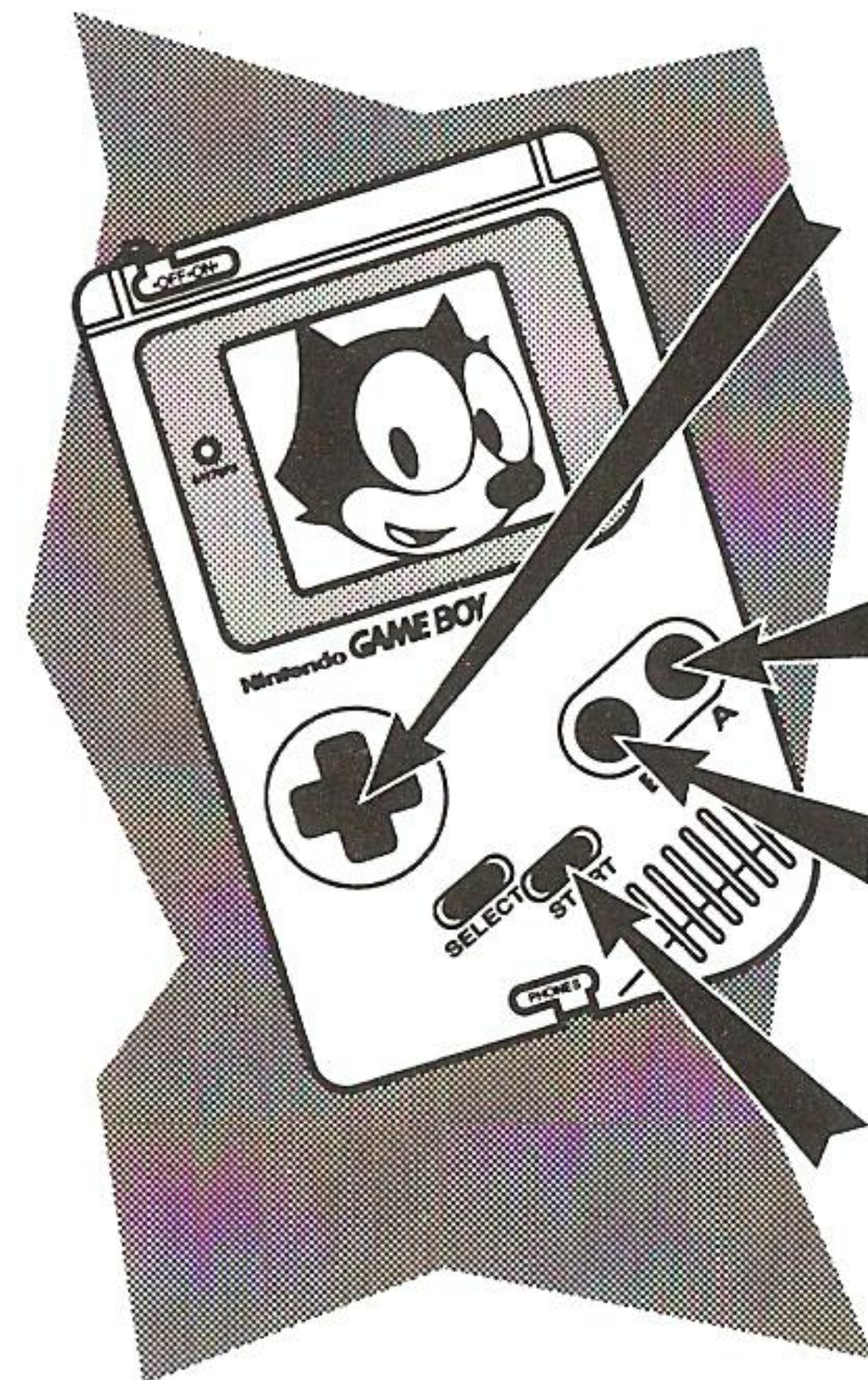
The sly Professor has captured Kitty and has taken her far, away ! He wants the incredible Magic Bag of Tricks from Felix. Felix can't rescue his girlfriend, who knows what the Professor will do ? Luckily, Felix still has the Magic Bag. You must use the awesome powers of this item to the fullest if you want to rescue Kitty and save the day.

GETTING STARTED

Insert the Felix the Cat cartridge into your Game Boy and turn the power on. Push the "Start" button to begin the game. A small score panel appears at the bottom of the game screen. The scores shown (in order from left to right) are : Game score, number of lives, number of Felix tokens you have collected and the time remaining for that level. A line of hearts appears when Felix collects his first special item. If the hearts are not replenished before they disappear, he loses his special item.



CONTROLLING FELIX



Control Pad :

- Left :** Moves Felix to the left.
- Right :** Moves Felix to the right.
- Up :** When jumping, it allows Felix to jump higher.
- Down :** Makes Felix crouch down.

A Button :

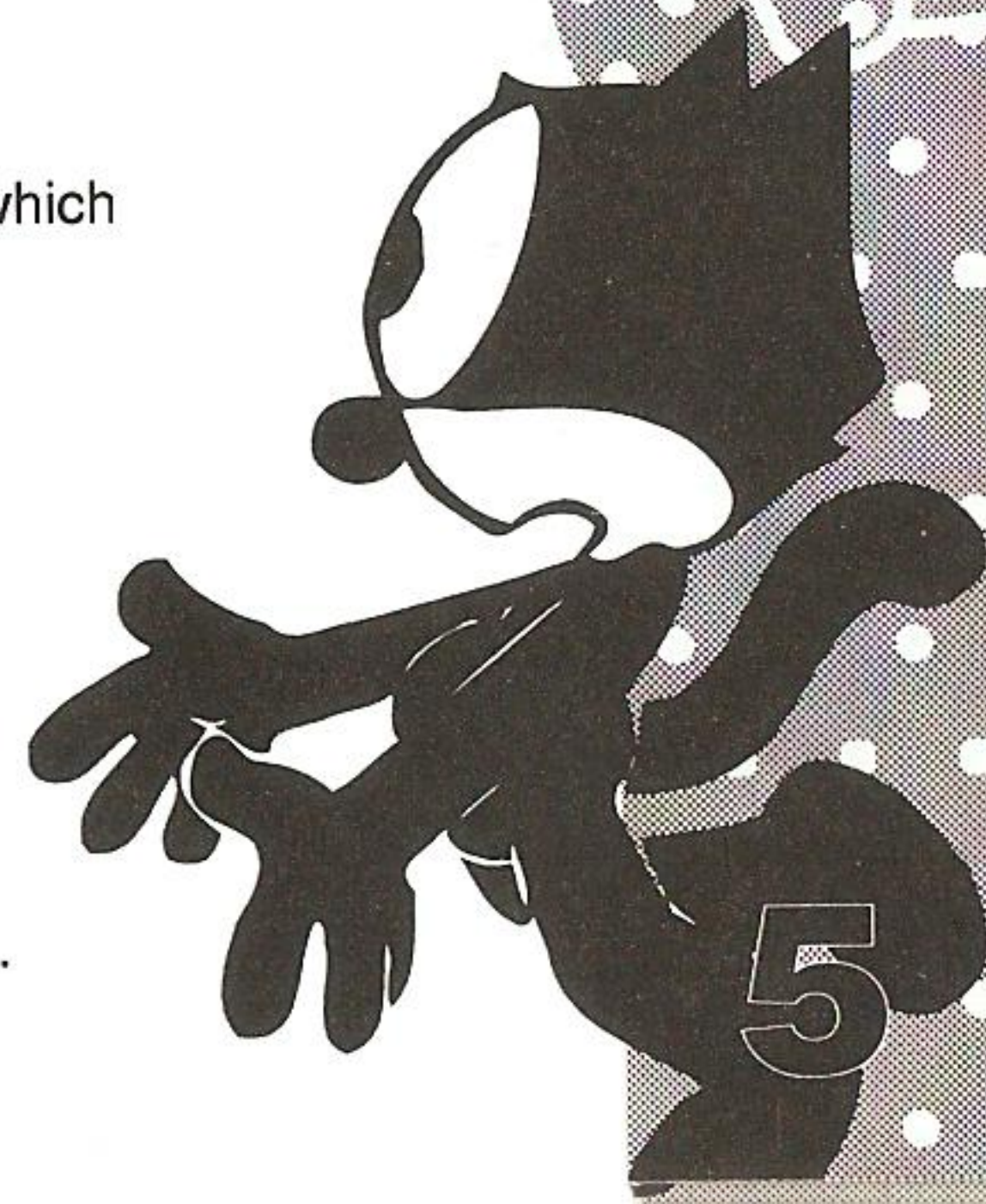
Jump, Swim or Fly, depending on which area Felix is in.

B Button :

Use Magic Item. Felix has a variety of items that he can use in each area of the game. Press the B Button to activate the item.

Start Button :

Start, Continue or Pause the game.





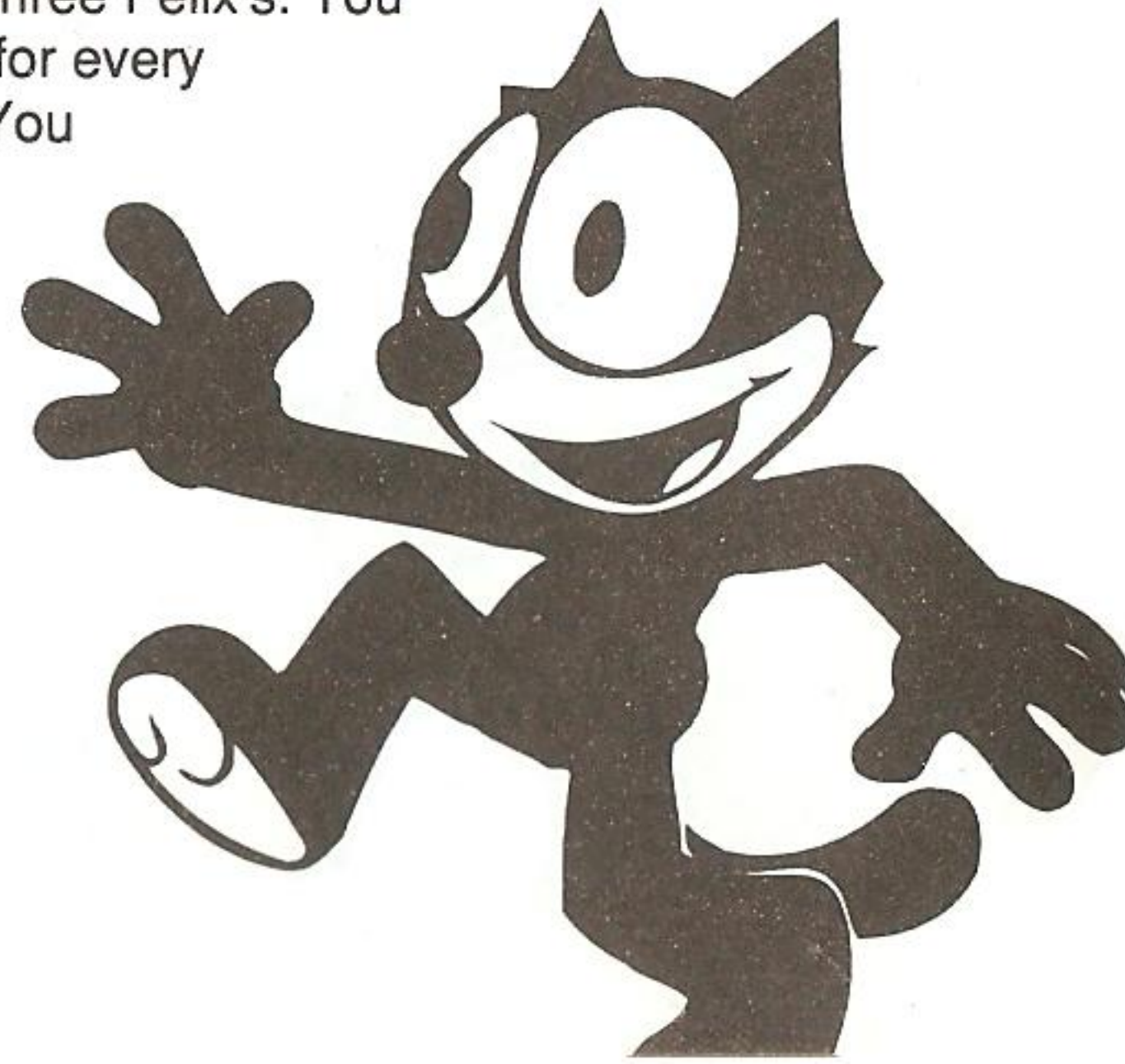
PLAYING THE GAME

As Felix, you must travel throughout the world (and even further) to defeat the Professor's allies and rescue Kitty. You must use items from the magic bag to get rid of the various enemy creatures you will encounter on your way.

LIVES :

You begin the game with three Felix's. You will receive an extra Felix for every 50,000 points you score. You will lose a Felix if :

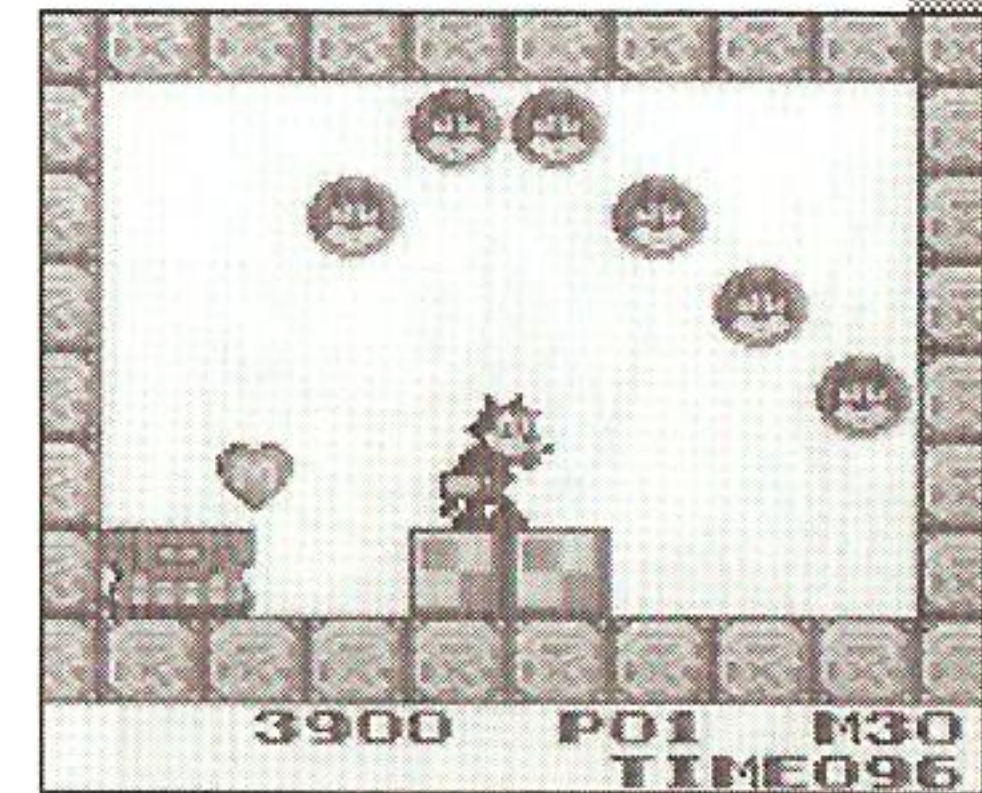
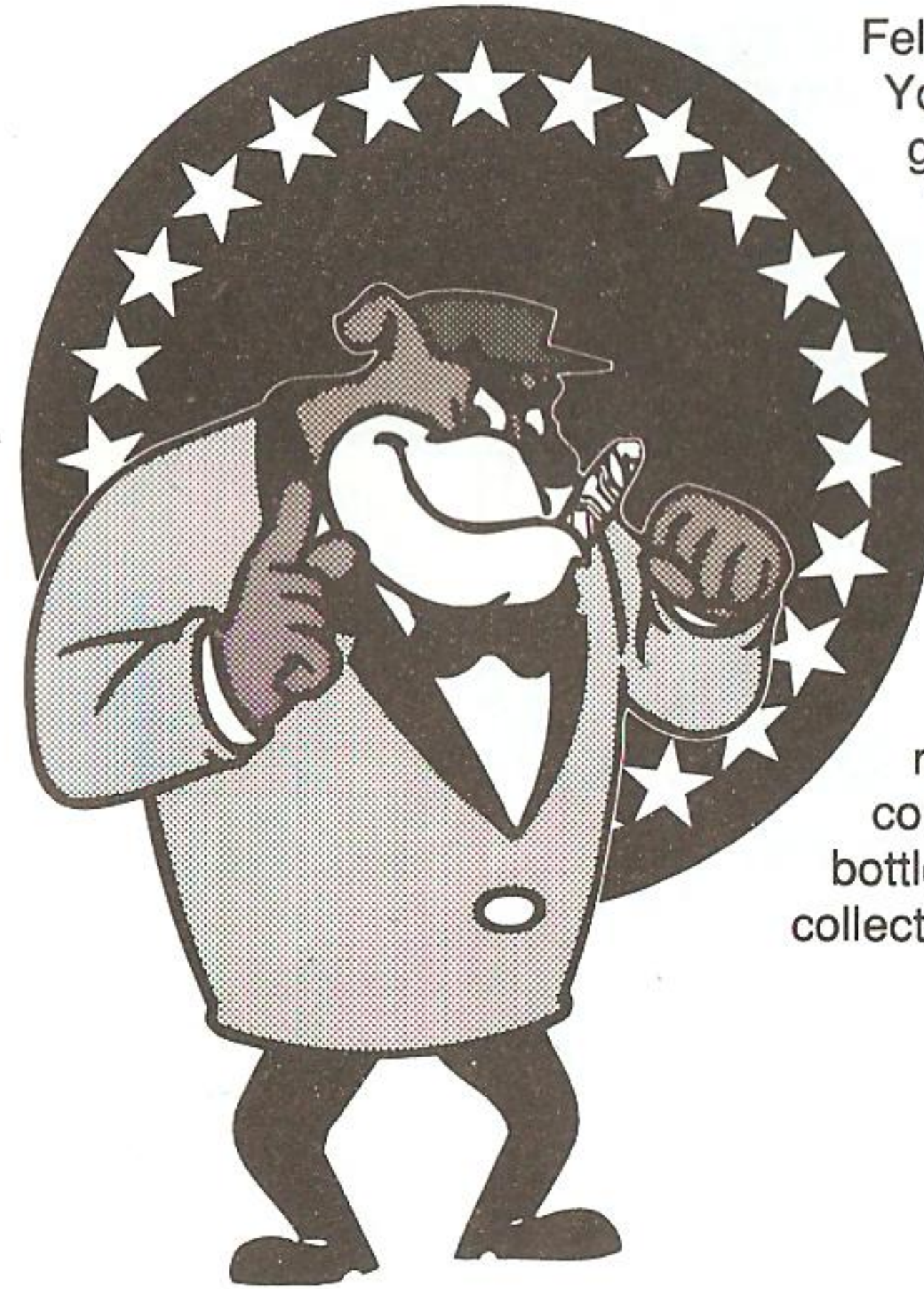
- 1) You touch an enemy creature without having any extra magic items.
- 2) You fall off of the screen.
- 3) You run out of time.



MAGIC ITEMS

Felix uses Items from his Magic Bag as weapons. You start the game with one magic item, a punching glove. To gain Magic Items, you must collect Felix tokens that are found throughout the game. For every 10 Felix tokens you collect, a heart from Kitty will appear. If you catch the heart, you will gain a Magic Item.

Magic Items only last for a limited time. To check the status of your Magic Item, look at the line of hearts. If the hearts run out, you will lose your Magic Item. To keep from running out of hearts, collect milk bottles. A milk bottle appears when you collect five Felix tokens.





AREAS AND STAGES

There are five areas in the game and two rounds in each area. To clear a round, you must exit the screen at the end of the round. To clear the area, you must defeat the boss.



BONUS STAGES

There are hidden Magic Bags throughout the game. If you find one, stand on top of it and press Down on the Control Pad. You will enter a bonus stage. To exit a bonus stage, get on top of the Magic Bag and press

Down again. If there is more than one Magic Bag, take your pick ! Different bags will lead you to different places !



ENEMY CHARACTERS



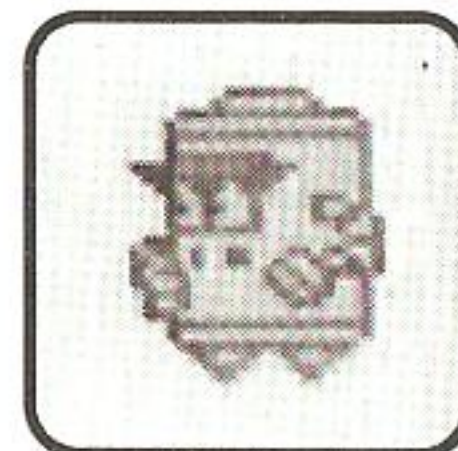
Poindexter

The Professor's young ally. He's always there to thwart Felix.



Rock Bottom

This canine creep may not be bright, but he packs a wallop !



Master Cylinder

A mad machine out to stop our heroic feline.



Gulpo, King of the Blobs

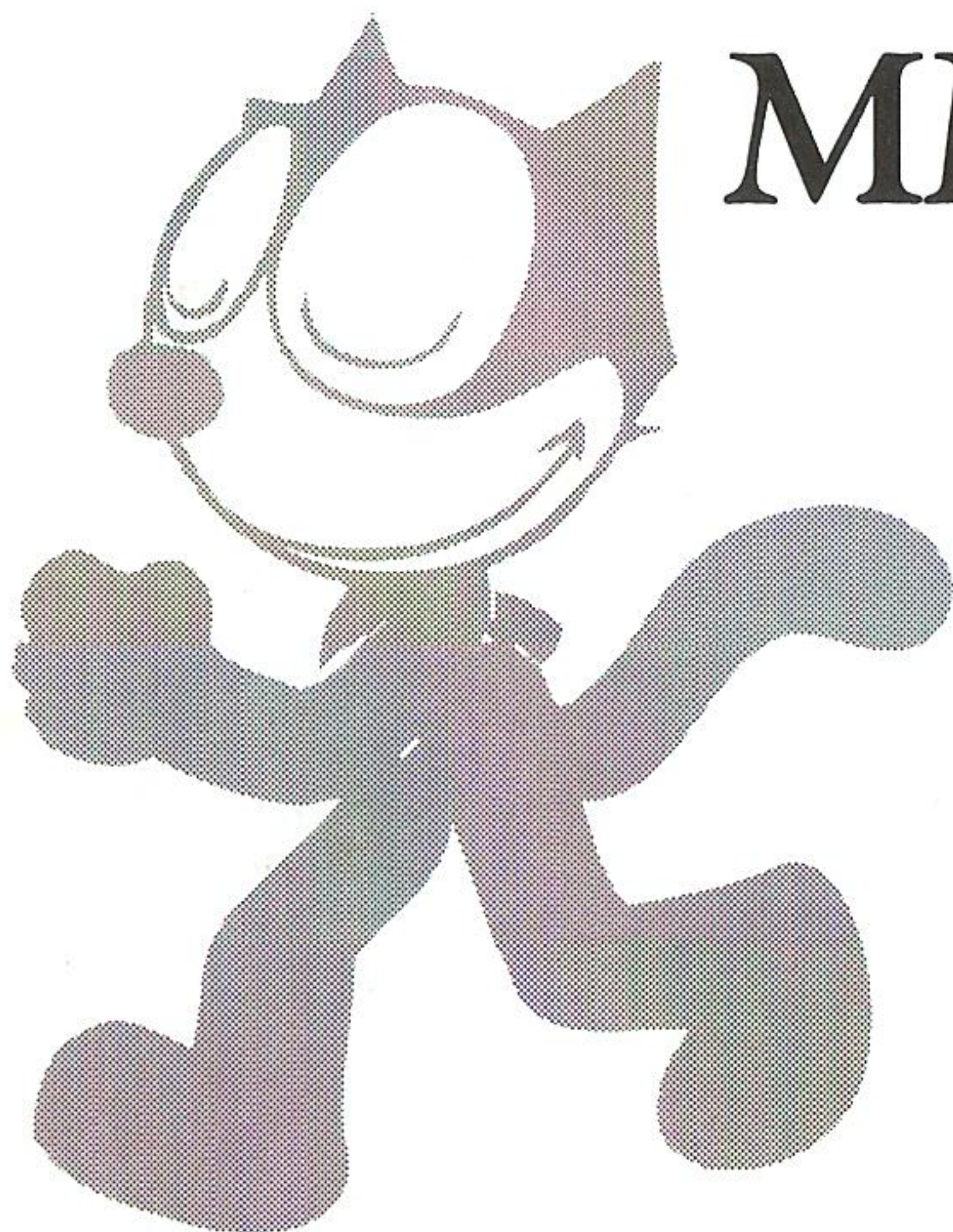
This underwater nemesis blasts out dangerous bubbles !



The Professor

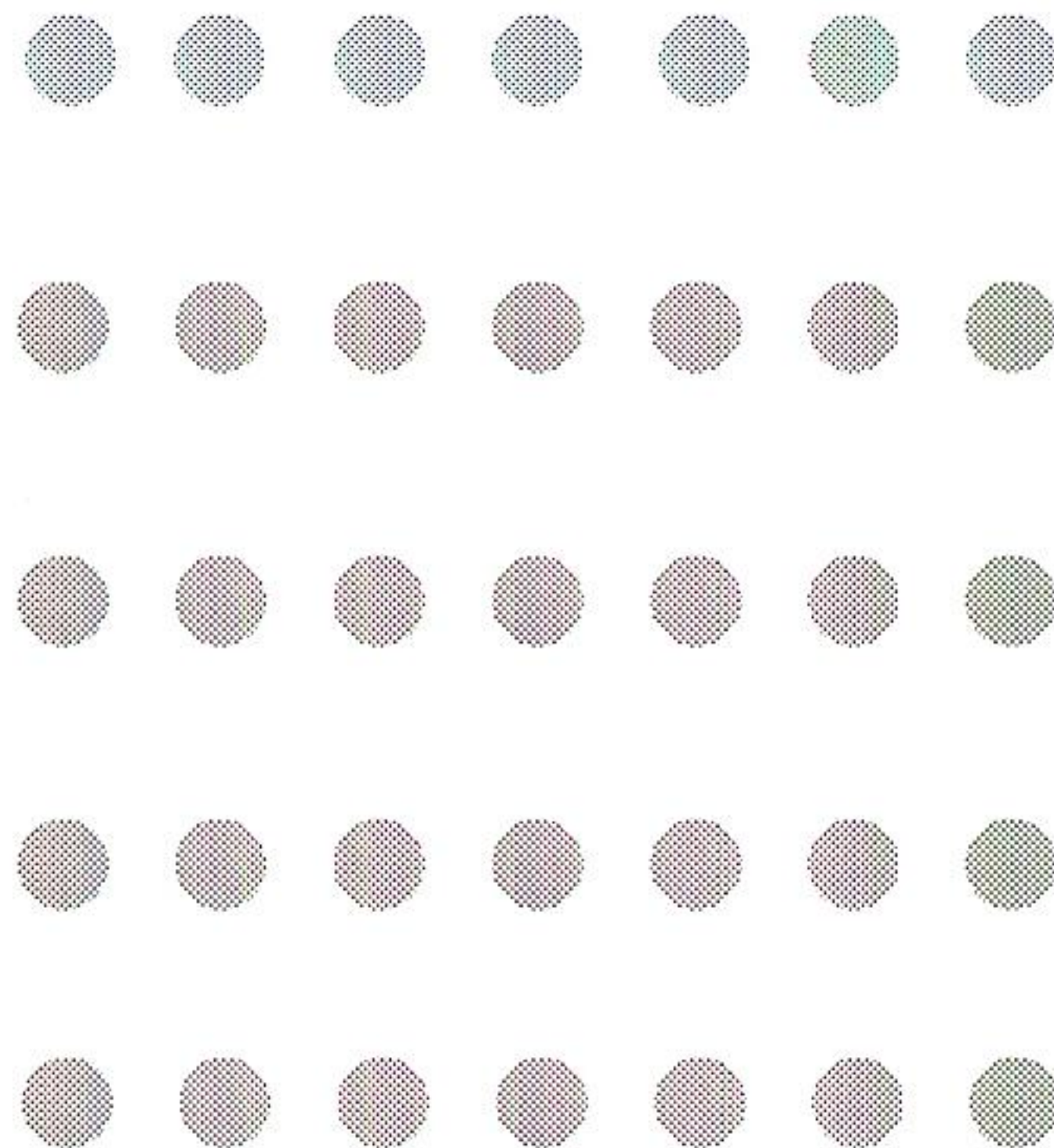
Felix's oldest and most dangerous foe. If he can't ransom Kitty for the magic bag of tricks, he'll try to destroy them all.





MEMO

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COLUMBIA TRISTAR HOME VIDEO UK ("COLUMBIA") warrants to the original consumer purchaser that the Super Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, COLUMBIA will repair or replace the defective Pak, at its option, free of charge.

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353-1-568-941

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