

Nintendo
GAME BOY®

DMG-HW-USA



INSTRUCTION BOOKLET



HUDSON HAWK

TM

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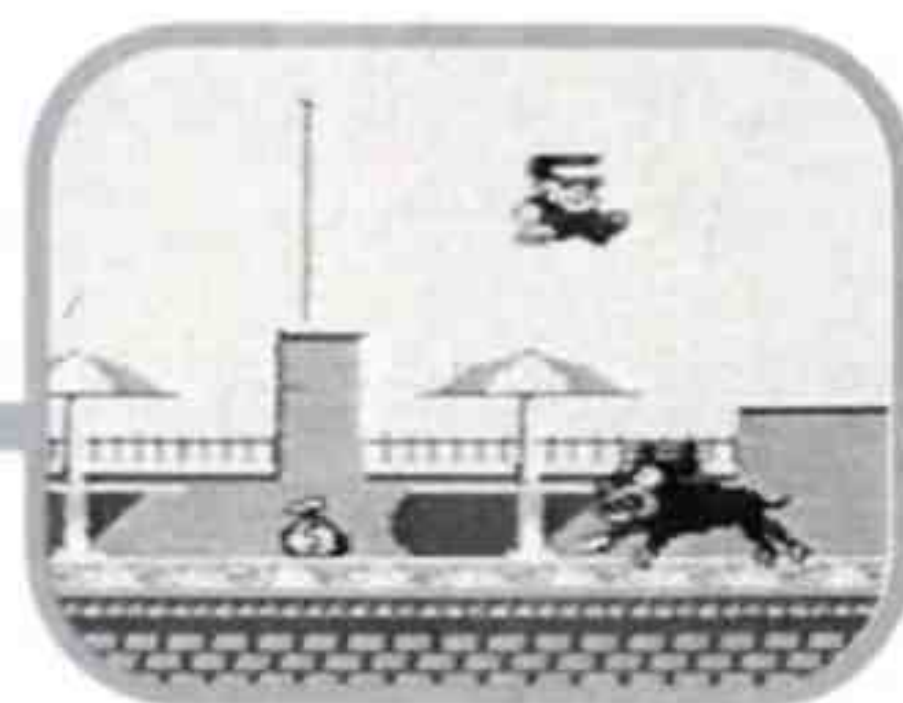
THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR
THIS SEAL WHEN BUYING GAMES
AND ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY WITH
YOUR GAME BOY SYSTEM.

PRECAUTIONS

1. If you play for long periods of time, take a 10 to 15 minute break every hour or so.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol or other such solvents.
5. Store the Game Pak in its protective case when not in use.

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1. INTRODUCTION

Eddie Hawkins, a.k.a. The Hudson Hawk, has the reputation of being the best cat burglar in the world, but he's decided to go straight. Unfortunately, Darwin and Minerva Mayflower have other plans. They are rebuilding Leonardo da Vinci's Alchemy Project, a machine that can make gold! Good for them but disastrous for the world's economy. They need Hawk's help, and they'll hurt his best friend unless he gives it to them.

The Mayflowers order Hawk to steal two priceless works by Leonardo da Vinci. One is located in Rutherford's, the heavily guarded auction house. The other rests in the vaults of the Vatican! Quite a challenge...even for the Hawk!

We need you to help the Hawk, first, to save his friend, and second, because if Hawk can find where the gold machine is, maybe he can steal its key component and save the entire world from financial ruin...!

2. HOW TO USE THE CONTROLLER

Control Pad

LEFT:	Move left
RIGHT:	Move right
UP:	Climb up (ladders & ropes) Stand up (after crawling) Go through door (when standing in front of one)
DOWN:	Climb down (ladders & ropes) Get on hands and knees (to crawl) Drop down (from end of rope)

START Button:

Push to begin game or mission

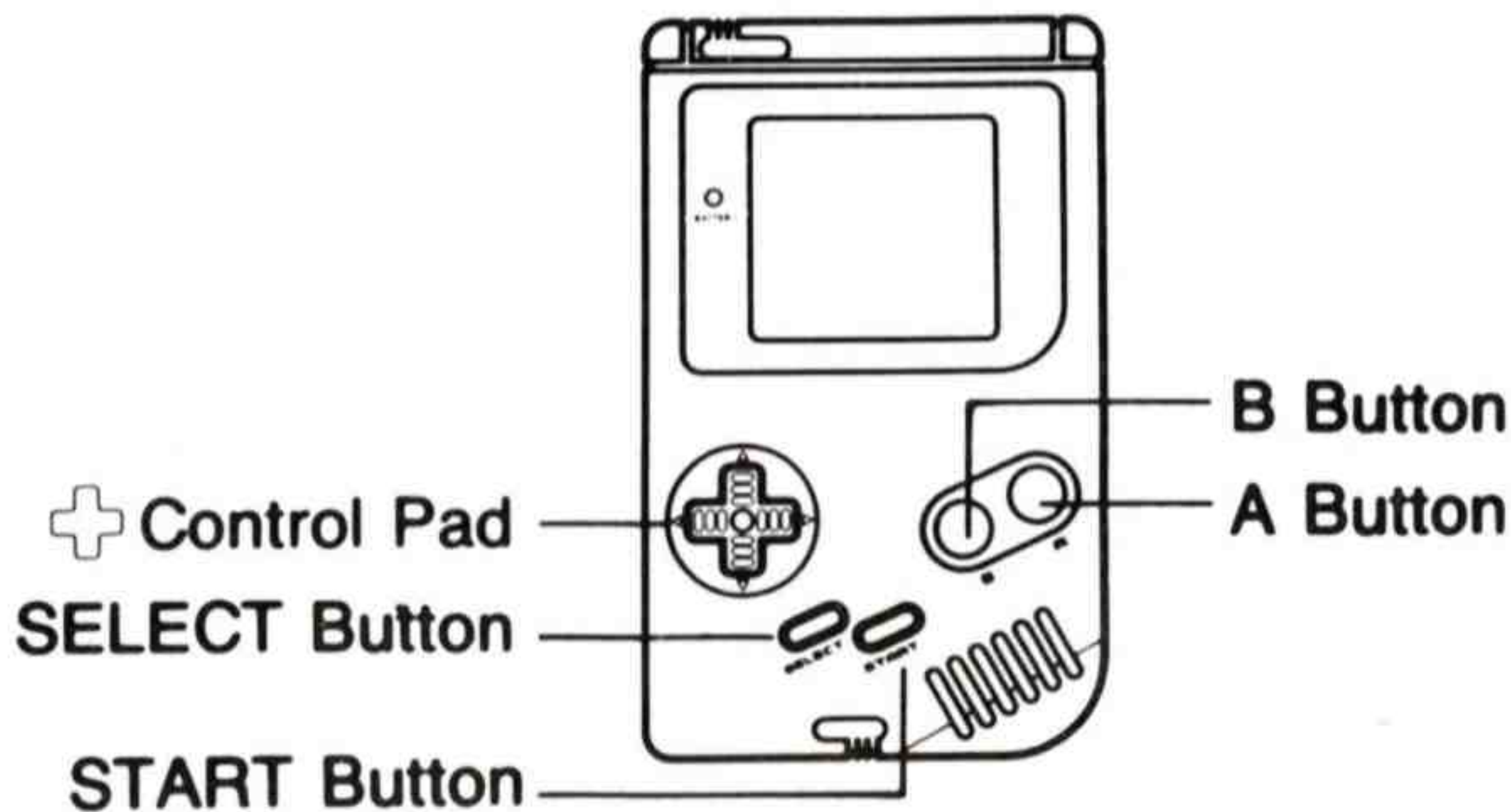
Push to pause game and show Status Screen

A Button:

Jump

B Button:

Throw / Hit



3. PLAYING THE GAME

Getting Started

Insert the Game Pak into the Game Boy unit in the direction indicated and turn on the power. Nintendo, Sony Imagesoft, and Hudson Hawk title screens will appear.

Next, an animated screen appears that tells you to press START. BEFORE pressing start, you can turn the music and/or the sound effects off. Press SELECT to choose MUSIC & FX (both on; the normal setting), MUSIC ONLY, FX ONLY, or SILENCE. The current setting is displayed at the bottom of the screen.

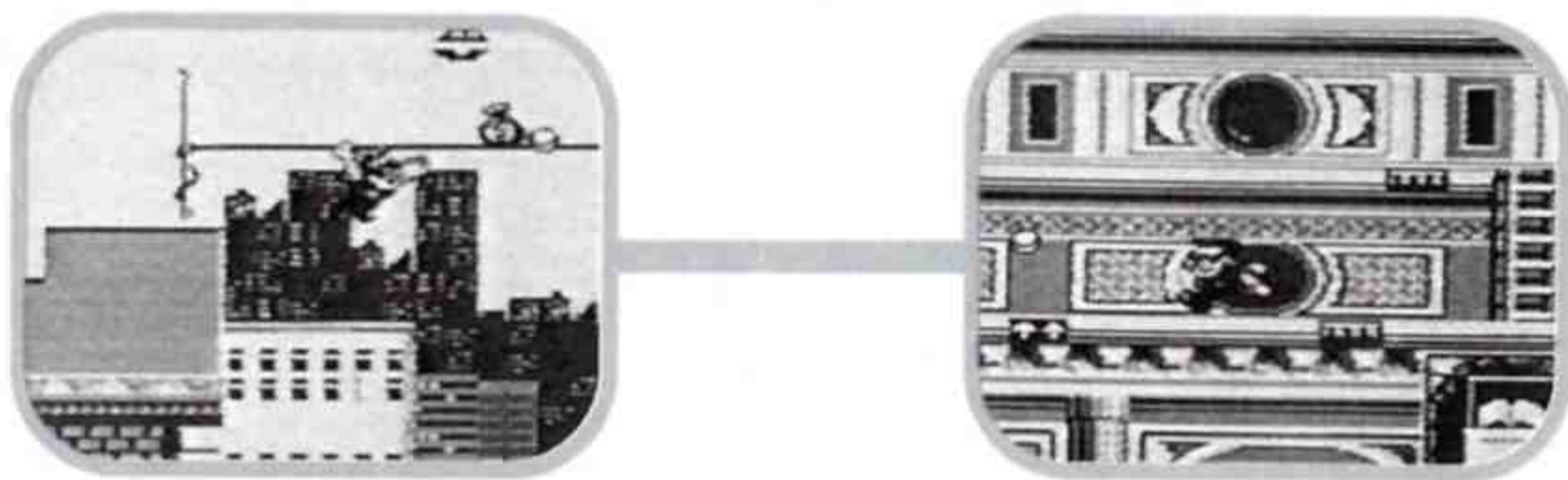
To see the top scores so far, DO NOT press START. After a few moments, the top ten scores will scroll through the window on this screen.

The game consists of three missions. At the beginning of each mission you will be told where you are and what the object is you have to steal. Press START to begin play on each mission.

Controlling Hawk

You control Hawk as he makes his way through each mission. Press the Control Pad left or right to run. Press down, then left or right to crawl. This is useful for getting through tight passages, to duck bullets, or to slither under electric eyes. Press up to stand again.

Press the A Button to jump. You can run and jump at the same time. Some enemies and obstacles can be jumped over, sometimes using another object — a crate or chair, for instance — to launch from. You can also use jump to climb objects and ledges, and to grasp the ends of ropes and ladders that are just out of reach.



To climb a ladder or a rope that is hanging vertically, press the Control Pad up or down. To swing hand-over-hand along a rope or pipe that is horizontal, press the Control Pad left or right.

Platform lifts can move you and objects vertically. Stand on platform and press the Control Pad up or down.

You can go through certain openings – doors, windows, ventilation screens – by pressing the Control Pad up when standing in front of them. Some doors are locked, though, and you can't go through. Getting in the elevator will automatically take you to another floor.

Status Screen

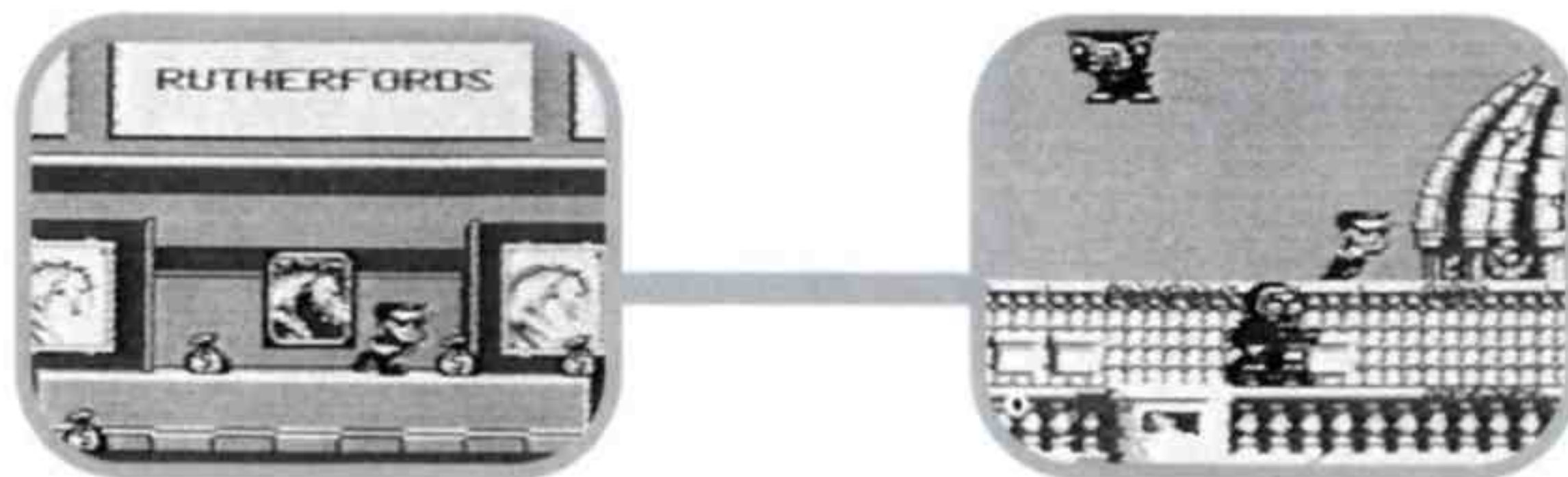
You begin the game with five lives and an energy level of eight. Enemies and enemy devices you encounter can zap your energy, or zap a life. To pause the game and see how you're doing, press START. The Status Screen is displayed:

ENERGY, From 1 to 8 hearts. If your energy drops to zero, you lose a life. When you continue with a new life, your energy level starts again at 8.

SCORE, Measured in dollars. Money bags are located throughout the game; touching one knocks it off the screen and adds to your score. Defeating enemies and completing tasks also add to your score.

LIVES — You start with 5 lives. Drop to zero and the game is over.

Press **START** to continue the game, or **SELECT** to quit. You can also press the A or B Button to turn the music and/or sound effects off and on. The current setting is displayed.



Defenses

Hawk has two defenses: softballs and his fists. Press the B Button to throw or hit. A softball in the lower left corner of the screen means pressing the B Button will throw; otherwise, pressing the B Button will cause Hawk to punch. Once a thrown softball hits an enemy or rolls off the screen, you can throw another one. If a softball hits an obstacle and stays on screen, you have to pick it up before throwing again.

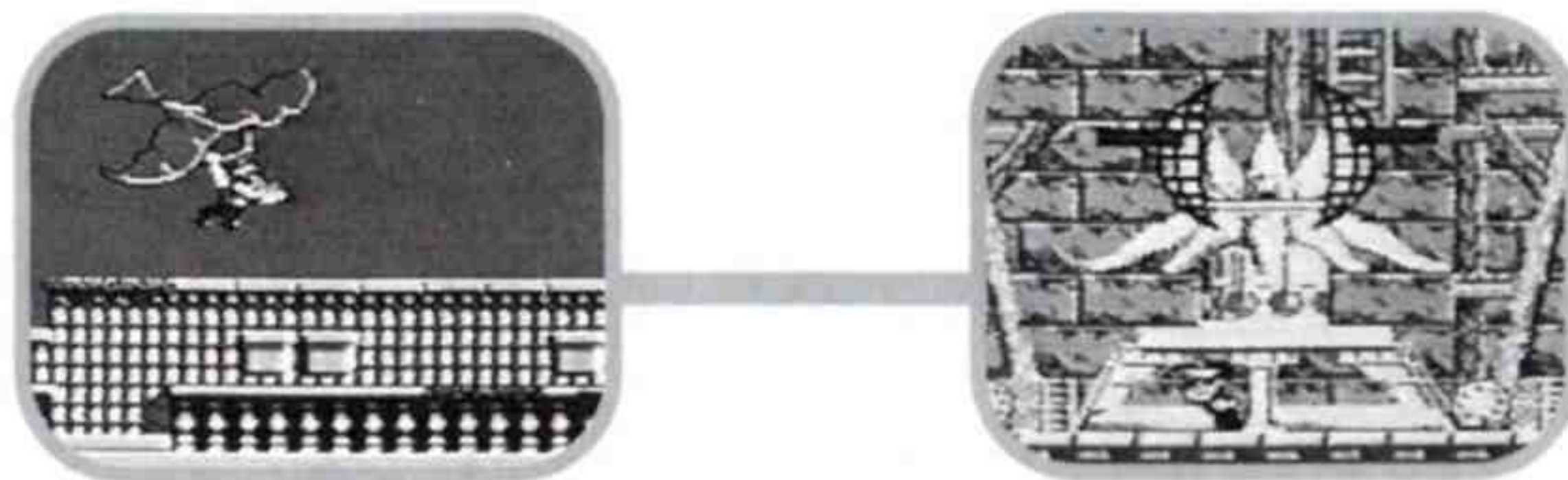
Most enemies can be knocked off the screen by hitting them with one or more softballs or punches.

Softballs and punches can also turn off switches. Switches are found in the vicinity of some electrical obstacles and will momentarily shut them off.

Enemies and Enemy Devices

Hawk will encounter many enemies and enemy devices. Some of these merely get in the way, others are harmful or deadly. The harmful ones zap energy – the deadly ones zap lives and set you back in the game!

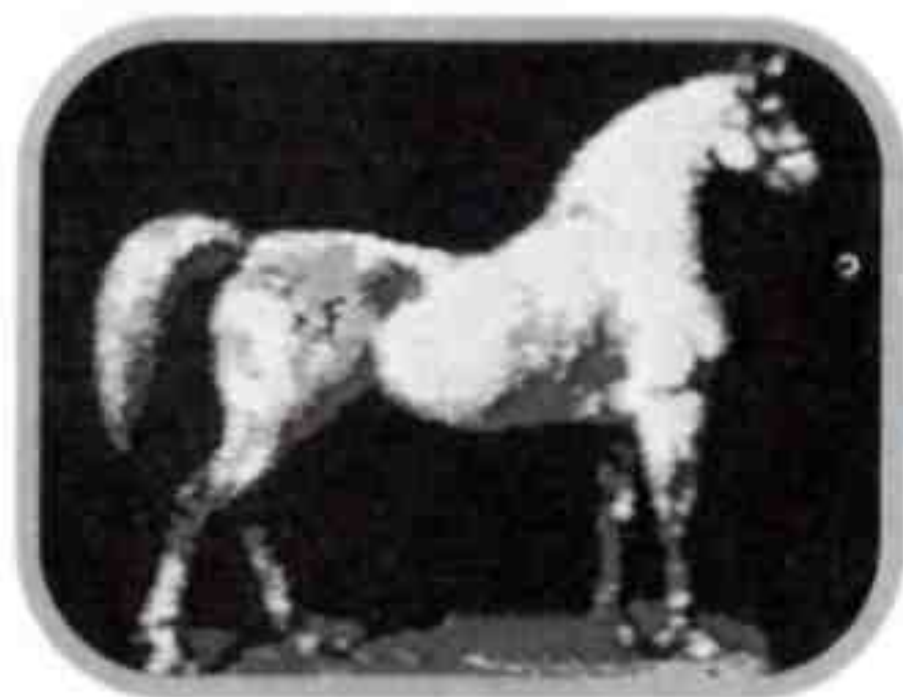
And watch where you step! Electric eyes and pressure-sensitive floor panels set off alarms and increase the danger! Be prepared to jump or crawl past these devices!



4. END OF GAME

If you end the game with a high score, you'll be invited to enter your initials on the Top Ten list. Compete with yourself or friends!

Any initials you enter are for the current play session only – new scores and initials are not saved once the power is turned off.



5. HINTS FOR WINNING THE GAME

- When moving forward, keep tossing a softball ahead of you – you might knock out enemies before you see them. Sometimes by the time you see them, it's too late!
- The Rutherford's safe is hidden behind a painting.
- A switch may not control the obstacle you see on screen. After hitting a switch, you may have to look around for what it turned off.

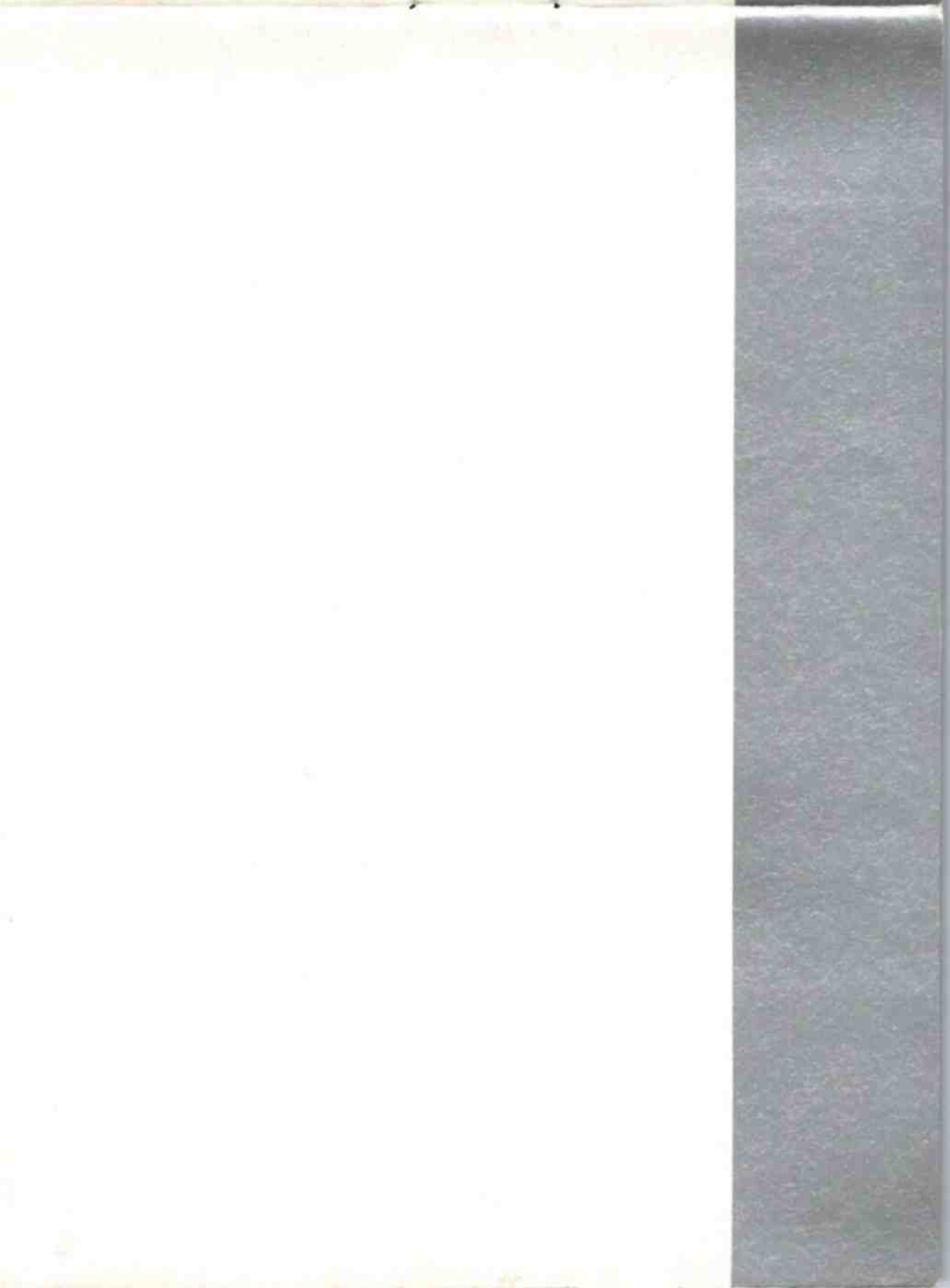
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