

Nintendo

GAME BOY[®]

DMG-ASIE-USA



SMALL SOLDIERS

TM



TM

INSTRUCTION BOOKLET

DREAMWORKS

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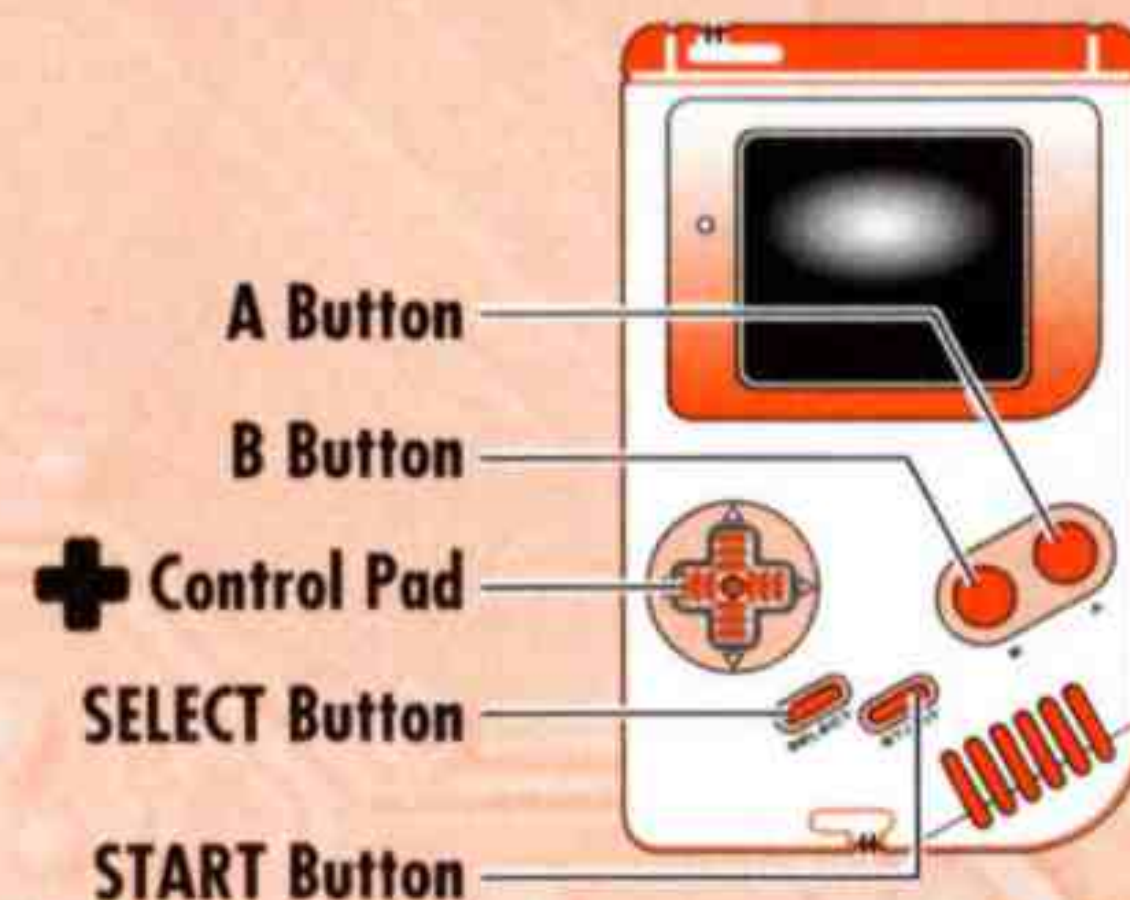
Insaniac™

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setup

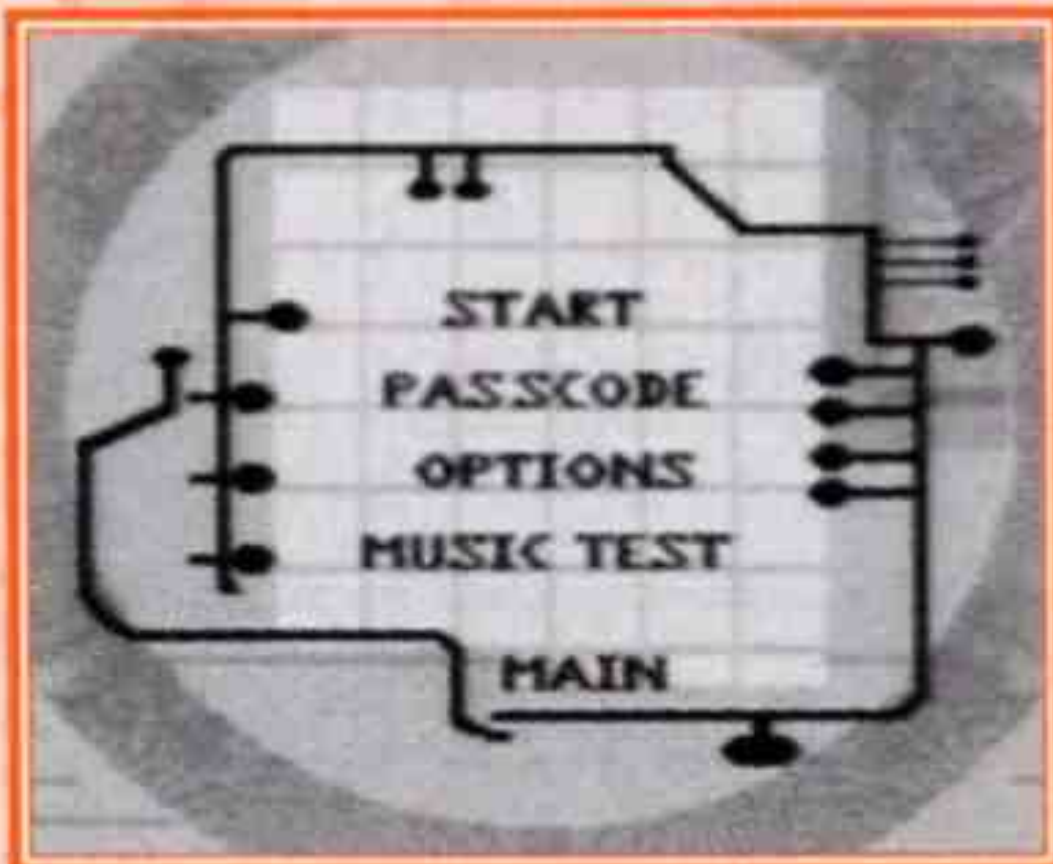
1. Turn OFF the power switch on you Nintendo Game Boy. Never insert or remove a Game Pak when the power is on.
2. Insert the **SMALL SOLDIERS** Game Pak into the slot on the back of the Game Boy. Press the Game Pak firmly to lock it in place.
3. Turn ON the power switch. The Nintendo logo should appear. (If you don't see it, your Game Pak may not be firmly inserted in the Game Boy. Begin again at step 1.)



controls

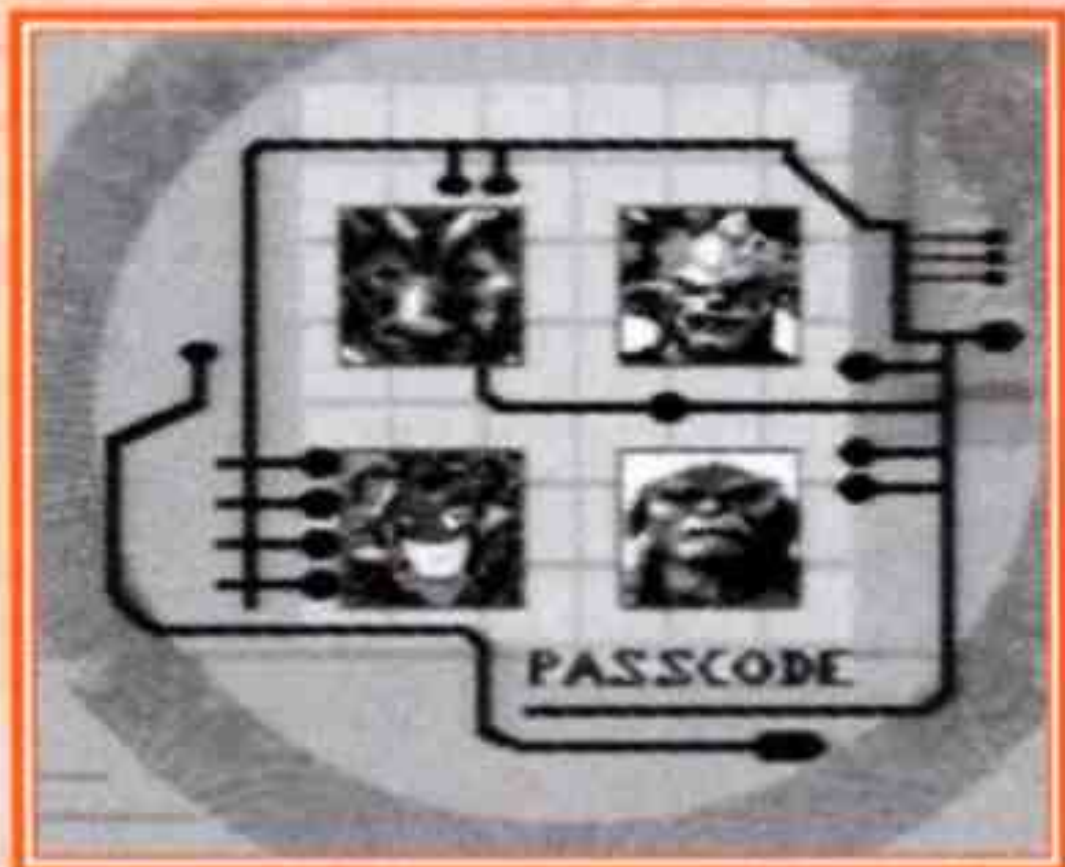
Control Pad left/right	Walk left/right.
Control Pad up	Climb up. Flip switches on/off.
Control Pad down	Duck.
A Button	Fire arrows.
A Button + Control Pad left/right	Run left/right.
B Button	Jump.
B Button + Control Pad left/right	Jump left/right. Grab onto ledge while jumping.
A Button + Control Pad left/right + B Button	Running Jump.
Start Button	Pause; resume.

main menu



starting the game

When the Main Menu appears, press the **Control Pad up/down** to highlight START and press any button to begin the game.



receiving passcodes

After completing certain levels in the game, you will receive a passcode. The passcode will consist of four **SMALL SOLDIERS** pictures. Remember the characters (or write them down) so you can use the passcode later to start a game from that level on.

passcode start

Use your passcodes to start the game at higher levels. On the Main Menu, use the **Control Pad** to highlight PASSCODE and press the **A Button**. Press the **Control Pad left/right** to select a picture, and **up/down** to change the picture to enter your passcode. Press the **Start Button** to begin the game at that level.

sound

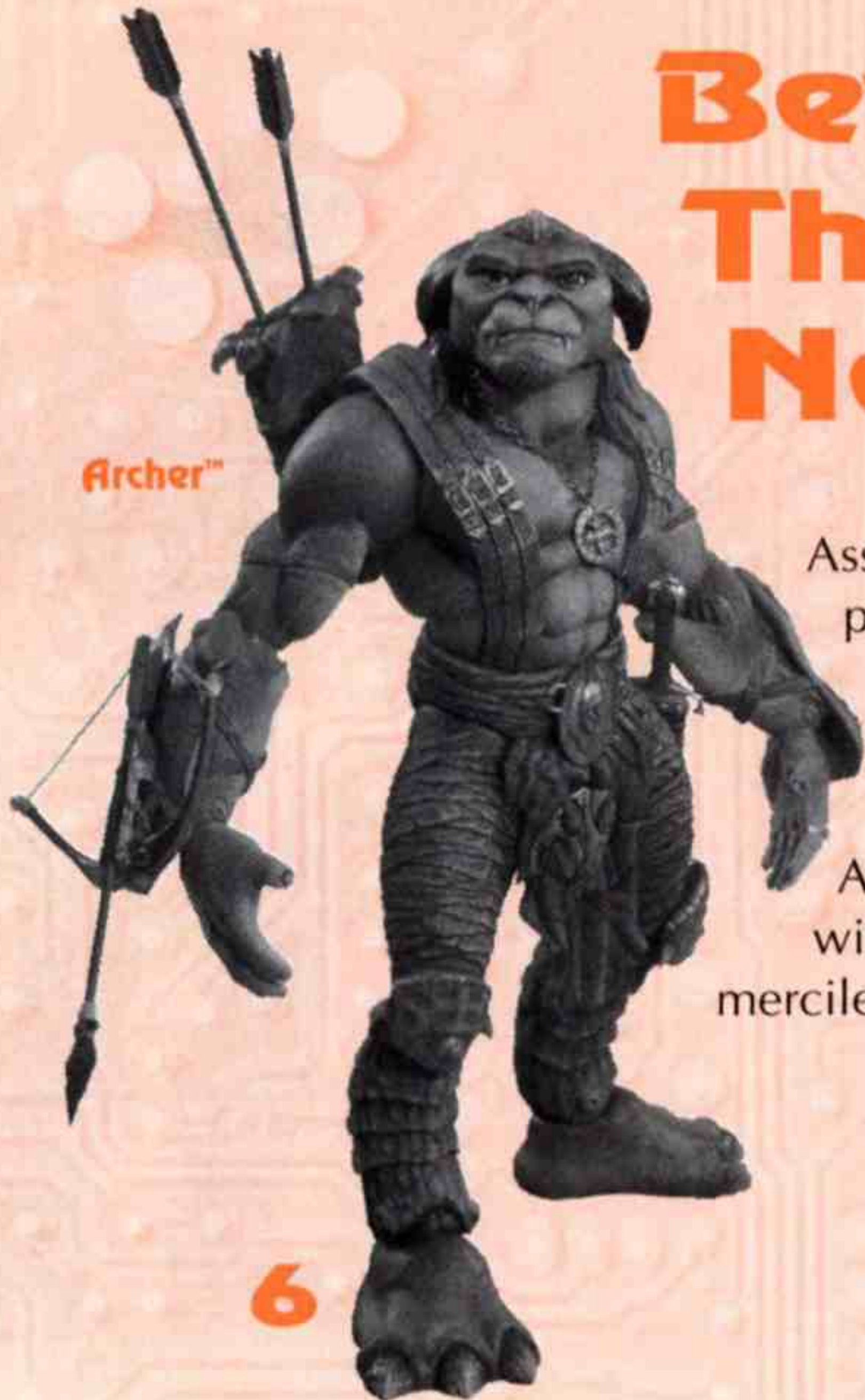
On the Main Menu, highlight OPTIONS and then press the **Control Pad left/right** to turn the sound and/or music ON or OFF.

Link Static™



Beware! There Will Be No Mercy.

Archer™



Assume the role of Archer, noble leader of the peaceful Gorgonites. After coming under attack of Chip Hazard and the Commando Elite, you must escape and return to your fellow Gorgonites as their leader.

After finding your loyal Gorgonites, join up with your human friend Alan to combat the merciless Commando Elite.

If you defeat the Commando Elite,
Alan will set you and the Gorgonite
forces free.

Once you gain freedom, you and the
Gorgonites can search for the mythical
lost land of Gorgon.

Chip Hazard™



game play



Message Box

Health Meter

Message Box

Displays your location or mission objective.

Health Meter

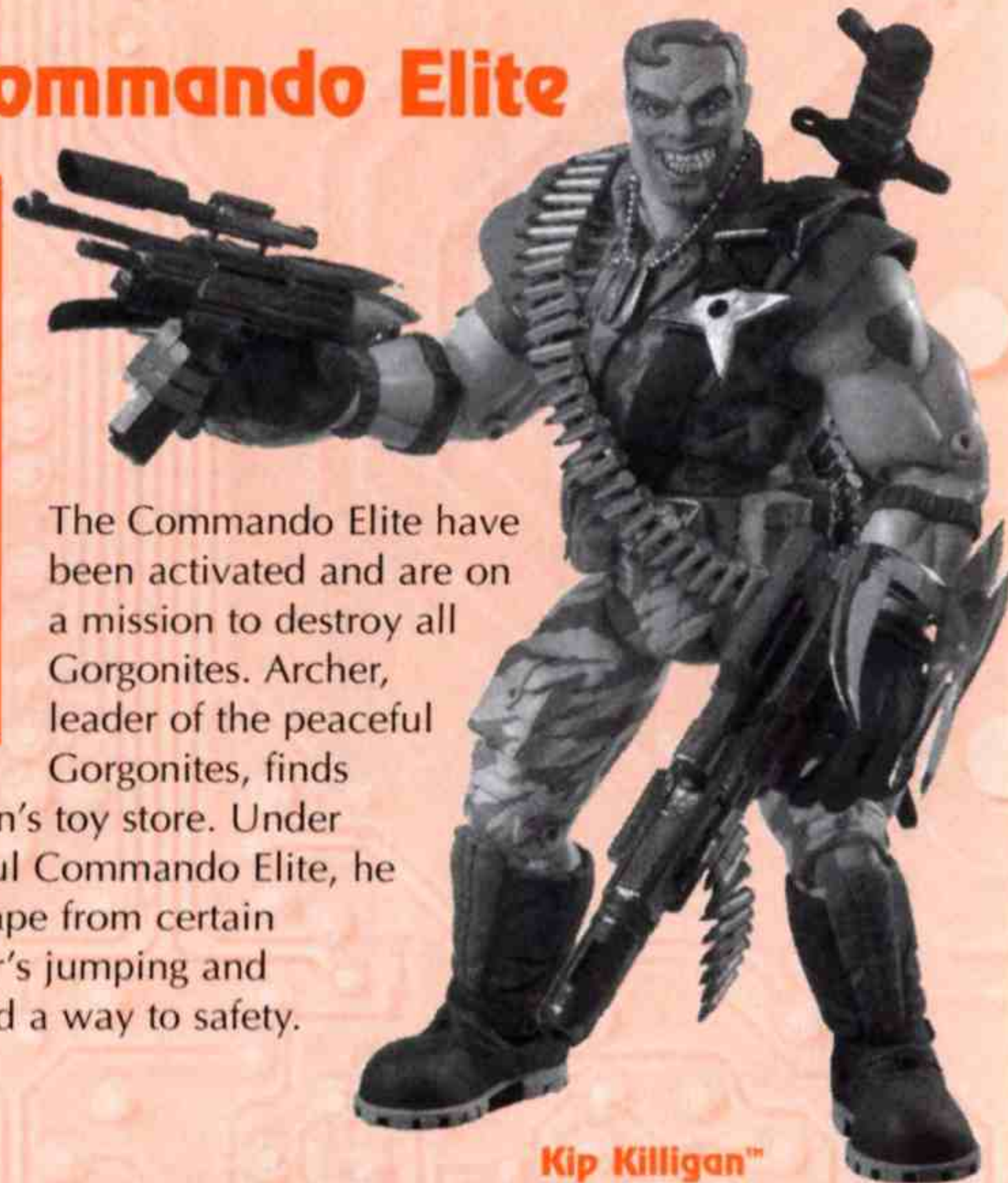
Shows Archer's strength. When the Health Meter is depleted, Archer's mission is over.

Replenish your health by picking up batteries.

escape from the Commando Elite



himself in the back Alan's toy store. Under attack from the powerful Commando Elite, he must find a way to escape from certain destruction! Use Archer's jumping and climbing abilities to find a way to safety.



Kip Killigan™

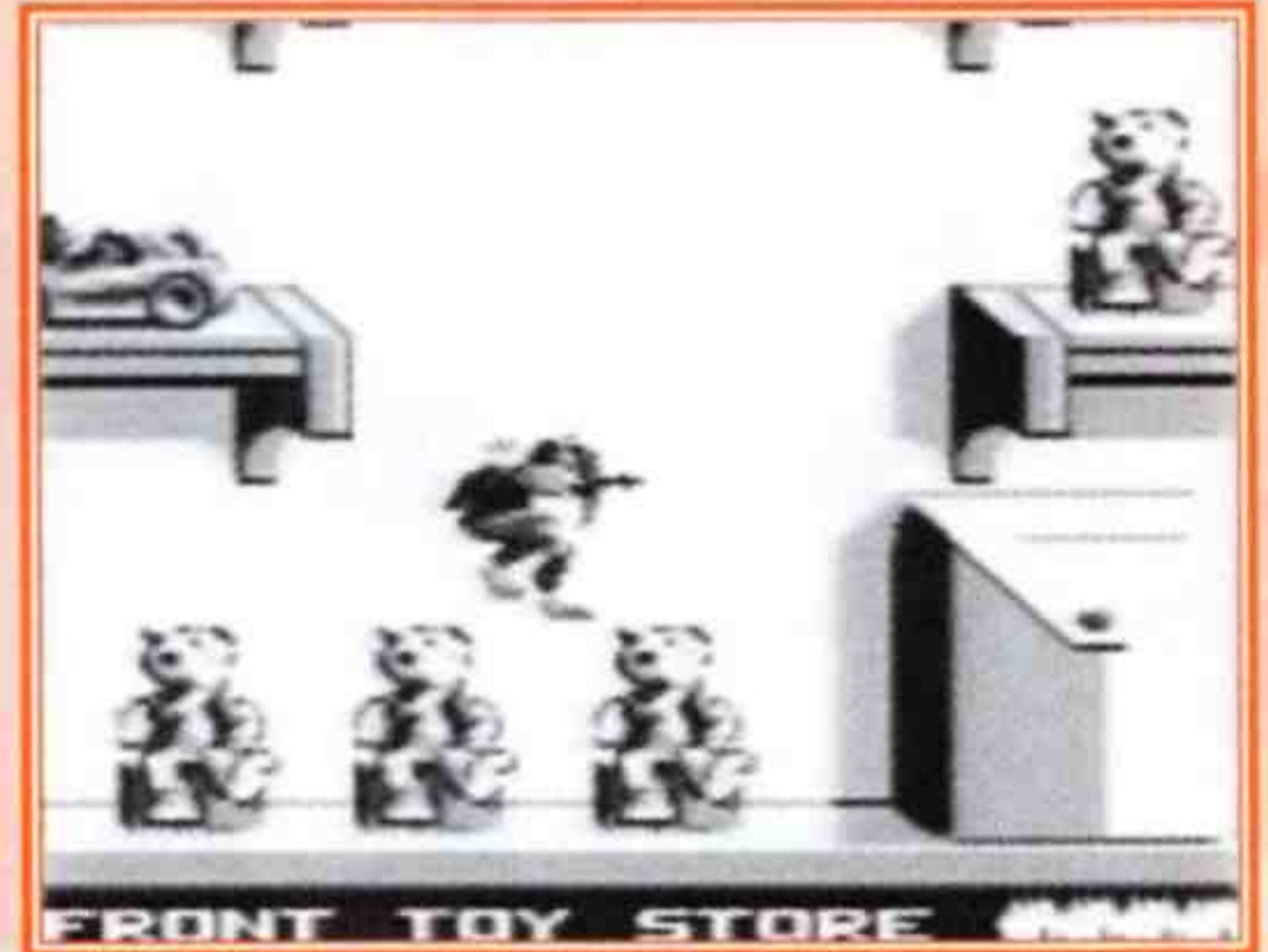
find Alan's backpack



10

Archer is still under attack from the Commando Elite. Guide him through the front of the toy store until he finds Alan's backpack. Doesn't this look like a great place to hide from the

pursuing Commando Elite? Will Archer be safe from Chip Hazard and the Commando Elite?



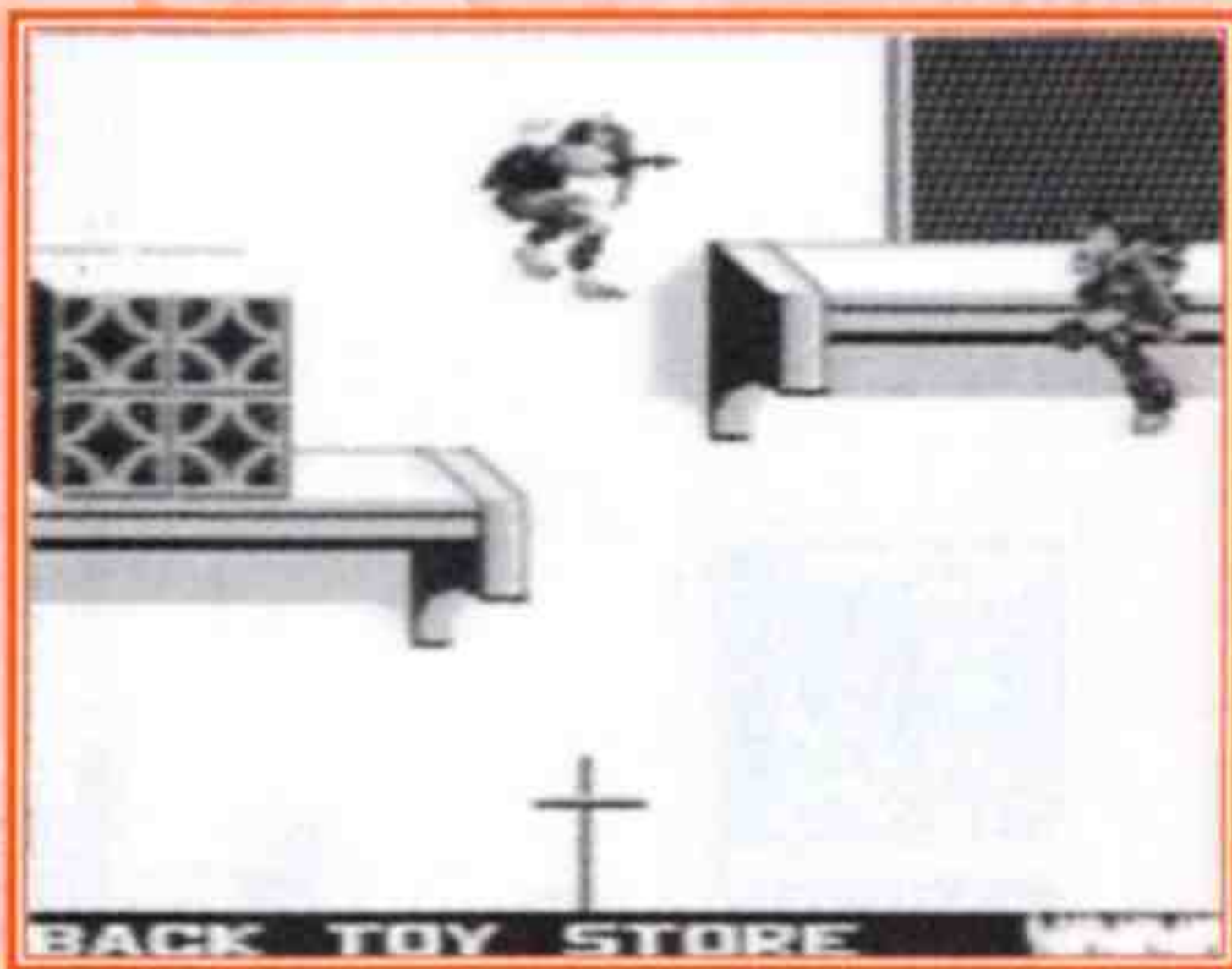
Freakenstein is created

Returning to the toy store, Archer finds parts of a fellow Gorgonite. Now his quest is to find the rest of his fallen comrade. Beware, the Commando Elite have returned! Use all Archer's abilities to avoid the enemy.

Punchit™



find the air vent



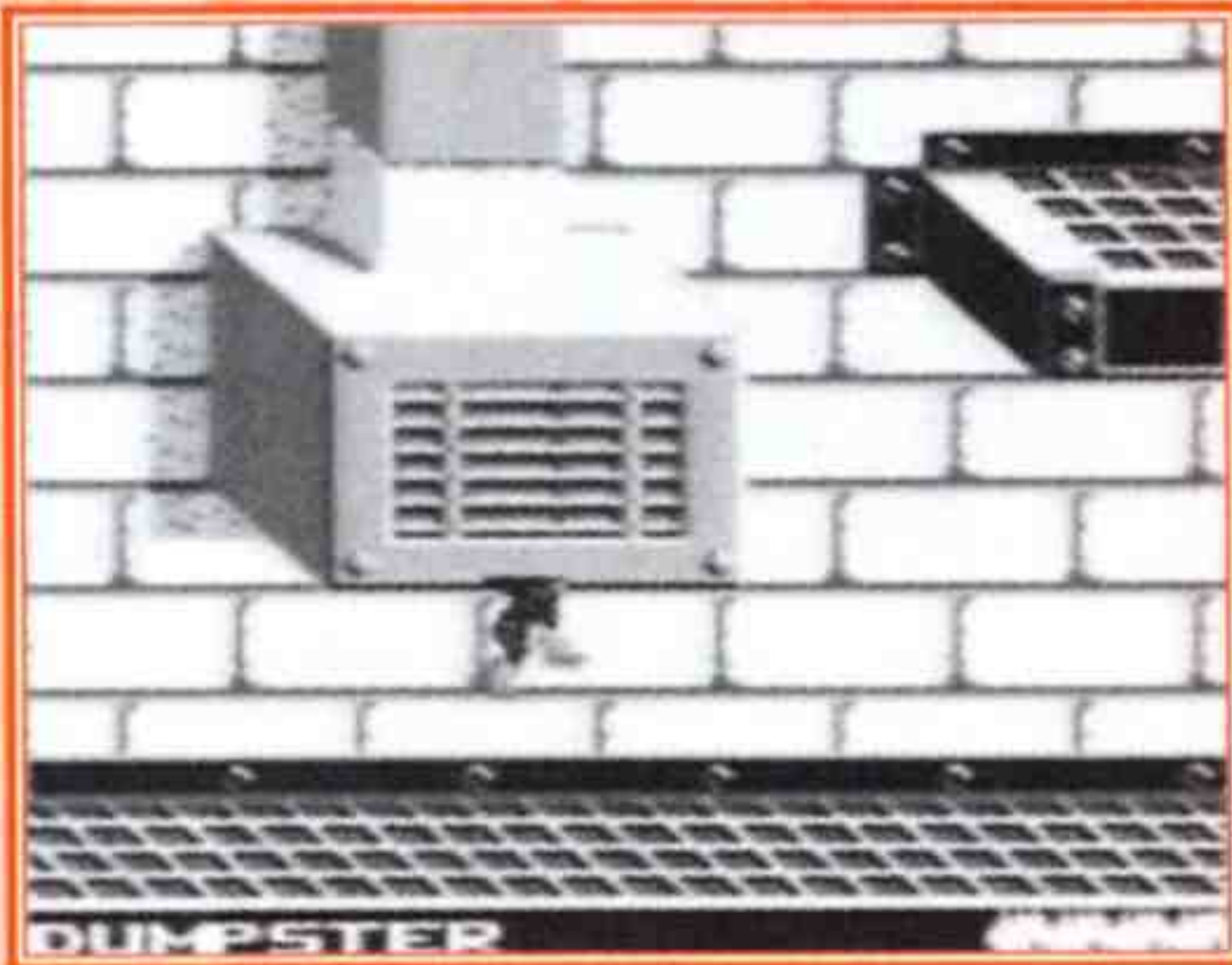
Alan tells Archer that the Gorgonites have escaped through the air vent. Search the toy store for the escape route. Watch out for Chip Hazard!

12



Nick Nitro™

the alley

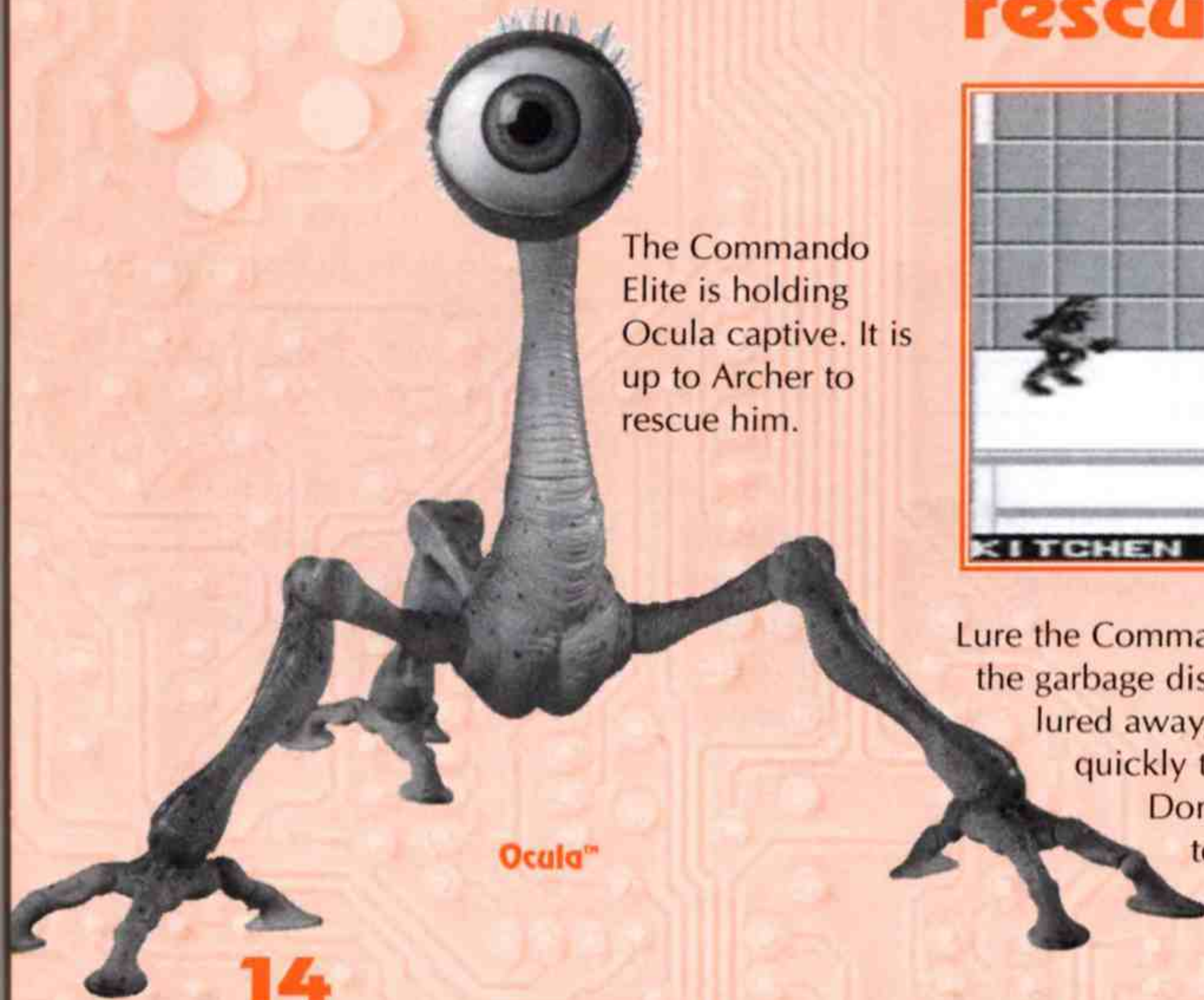


Archer must make his way to ground level where the Gorgonites could be hiding. Use the air vents to speed Archer's journey to the ground. Choose wisely! Going through the wrong vent could put Archer right back where he started.

He must reach the dumpster and find his friends before the trash men take it away. The Gorgonites might be hiding in boxes. Walk up against boxes and press **Control Pad left/right + A Button** to listen for the Gorgonites.

Hint: Listen to the taller boxes.

rescue Ocula

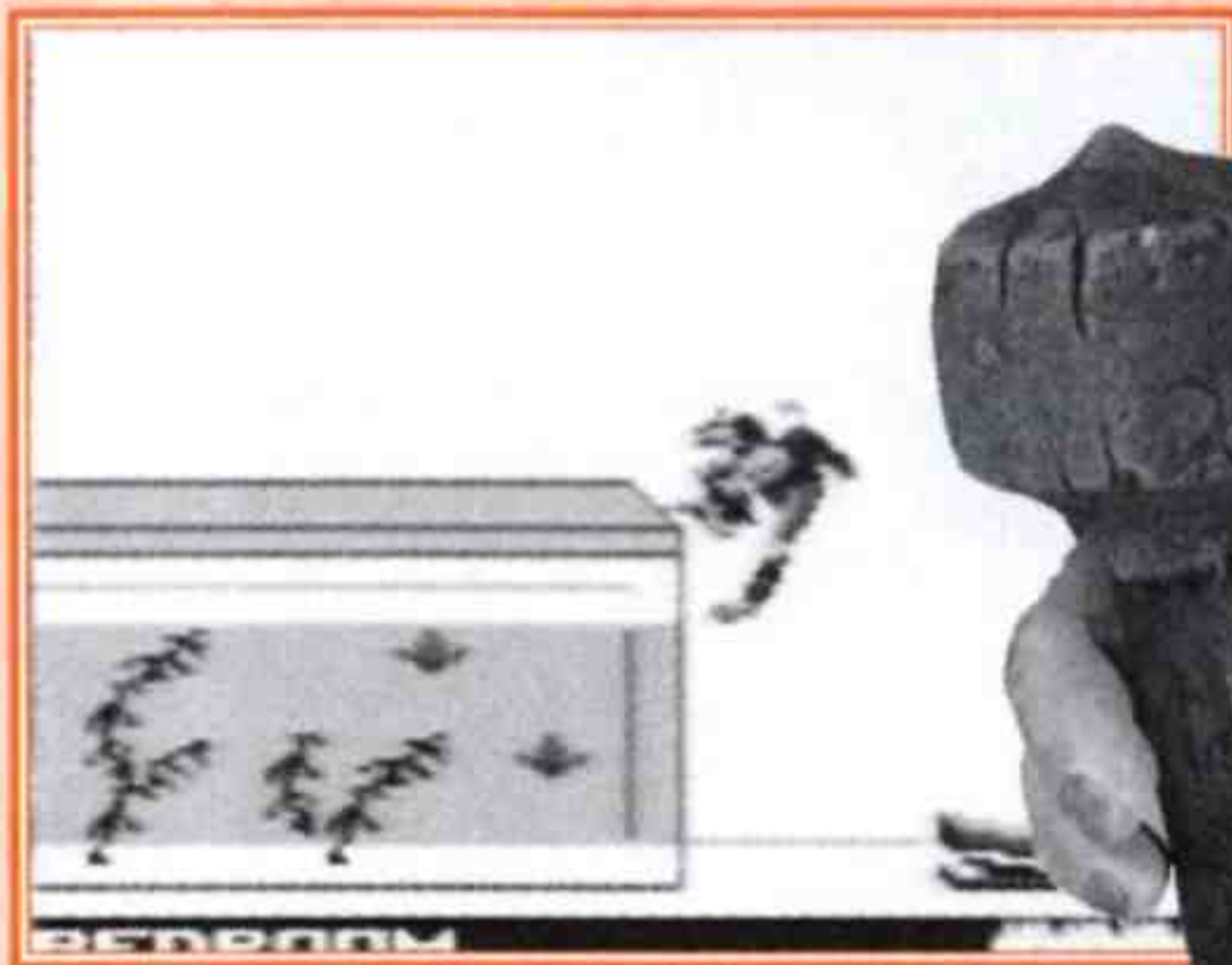


The Commando Elite is holding Ocula captive. It is up to Archer to rescue him.



Lure the Commando Elite away from the garbage disposal. If they can be lured away, rescue Ocula by quickly turning off the toaster. Don't let Ocula be toasted by the Commando Elite!

Alan's room



Archer must make his way to Alan's room. On the way, he will encounter many traps set by the Commando Elite. Avoid the traps, look out for the enemy, and make it safely to Alan's room.

search for the boom box

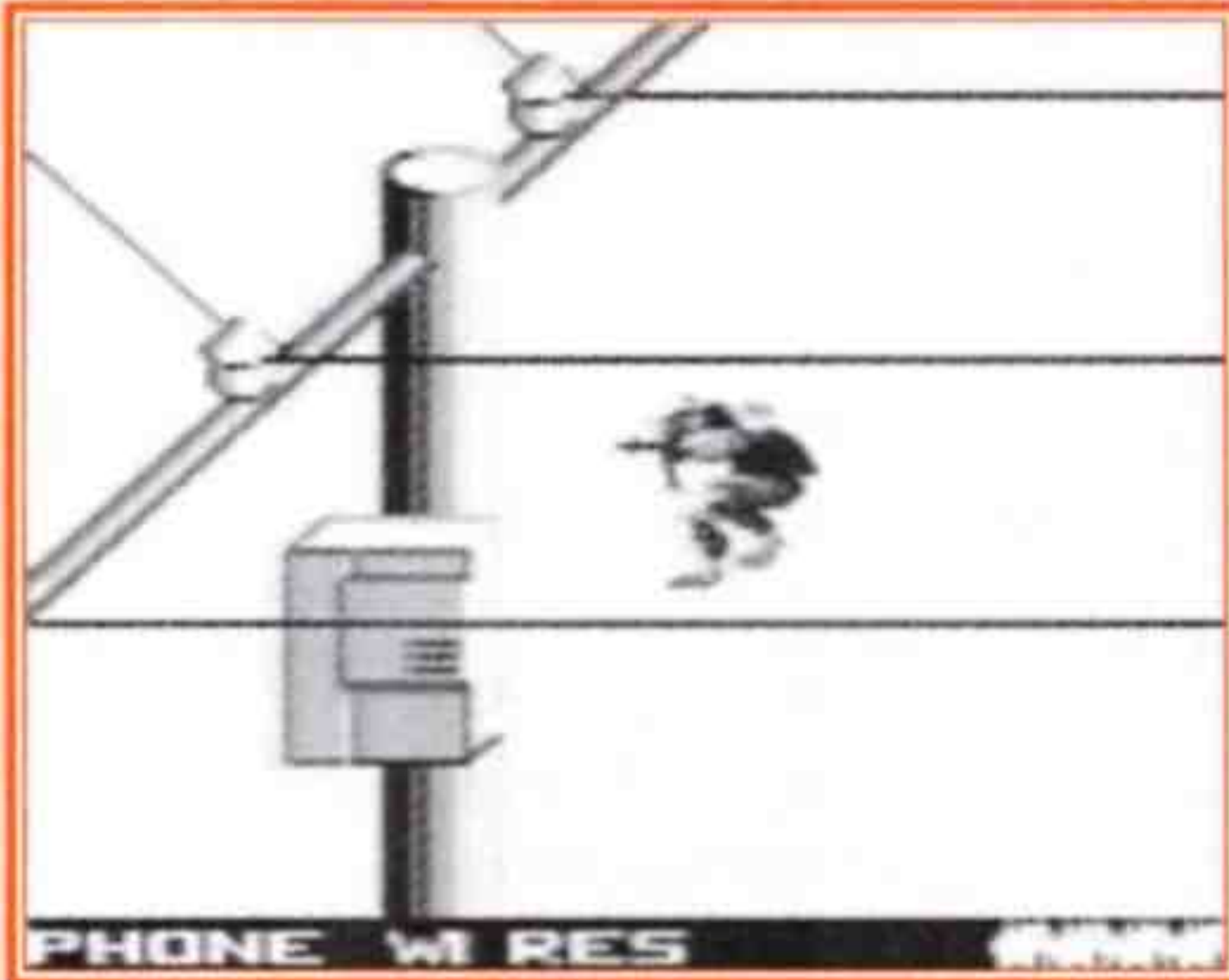


The Gorgonites devised a plan to trick the Commando Elite. To do it, they need to record a message. Search the house for the boom box. Remember, you are being hunted!

Brick Bazooka™



rescue Christy



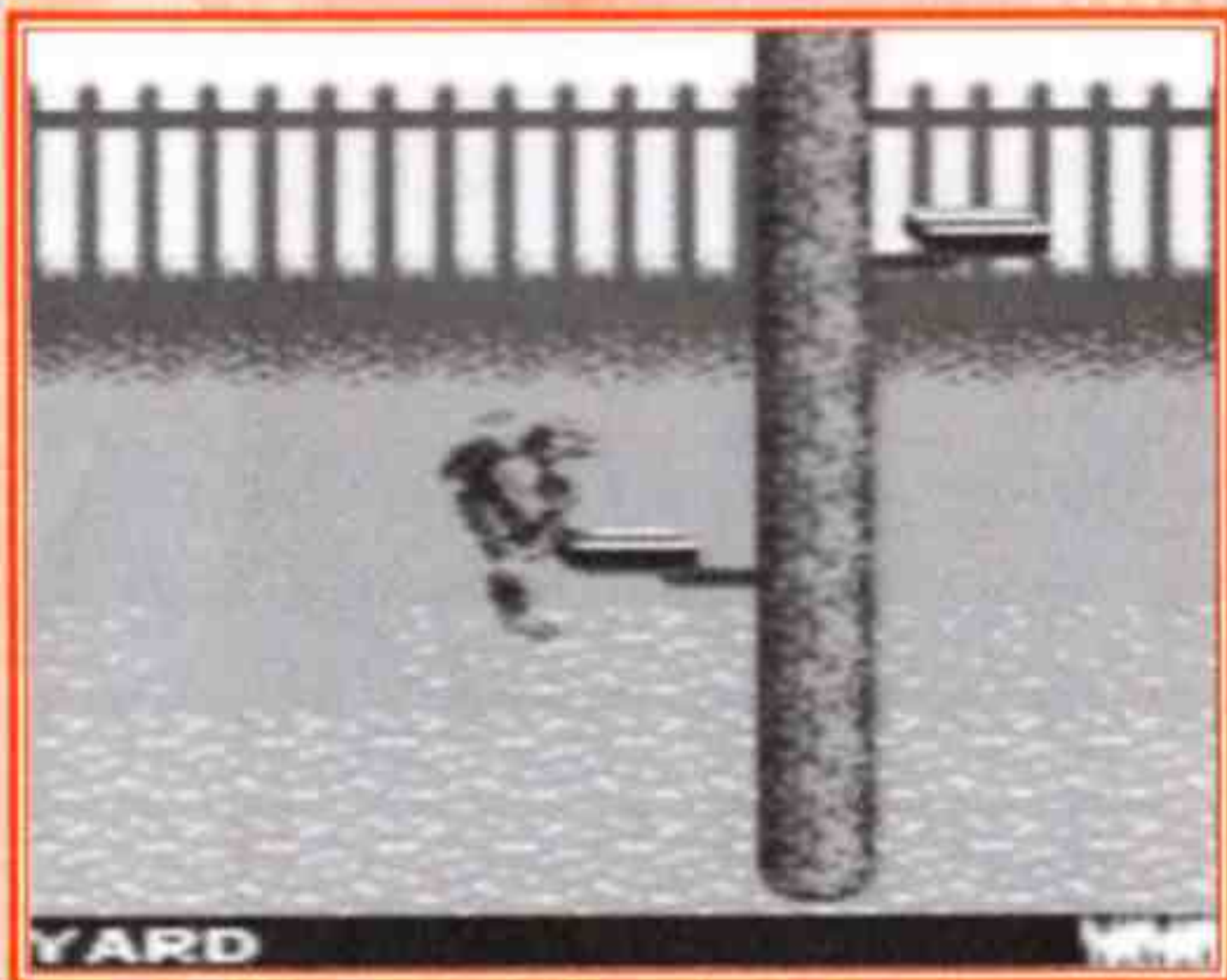
Christy is being held hostage in her room. You must cross the telephone wires from Alan's room to Christy's room to rescue her. At the same time, you must stop the production of Zom-Gwendies, the Commando Elite's special forces.

operation switch-on



Alan has devised a plan to create an electric pulse to shut off the Commando Elite. Race around the house and turn on all the electrical appliances. Turning them all on will create a larger electric pulse that will destroy all the Commando Elite.

final battle



Pursue Chip Hazard through the house and into the garden. When you reach the backyard, race up the telephone pole. At the top, you must battle Chip and cause an electro-magnetic pulse to defeat the Commando Elite.

Can you do it?

Butch Meathook™



using your Super Game Boy adapter

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.

This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the A,B, Start and Select Buttons on your Super NES Controller correspond to the same controls on the Game Boy.

If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction booklet.

WARRANTY

THQ Inc. warrants to the original consumer purchaser that this Game Pak shall be free from defects in materials 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 warranty period, THQ Inc. will repair or replace the Game Pak, at its option, free of charge. To receive this warranty service:

- DO NOT return your defective Game Pak to the retailer.
- Notify the THQ Inc. Customer Service Department of the problem requiring warranty service by calling (818) 225-5167 Mon.-Fri. 9am - 5pm PST.
- If the THQ service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Record this number on the outside packaging of your defective Game Pak, and return your Game 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:

THQ Inc.
Customer Service Department
5016 N. Parkway Calabasas, Suite 100
Calabasas, CA 91302

This warranty shall not apply if the Gam Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

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If the Game Pak develops a problem after the 90-day period, you may contact the THQ inc. Consumer Service Department at the phone number noted. If the THQ Inc. service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Game Pak. Send the defective Game Pak along with \$10.00 freight prepaid, to THQ Inc. THQ Inc. will, at its option, subject to the conditions above, repair the Game Pak or replace it with a new or repaired Game Pak. If a replacement Game Pak is not available, the defective Game Pak will be returned and the \$10.00 payment refunded.

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