

Nintendo

GAME BOY[®]



DMG-ATZE-USA

INSTRUCTION BOOKLET

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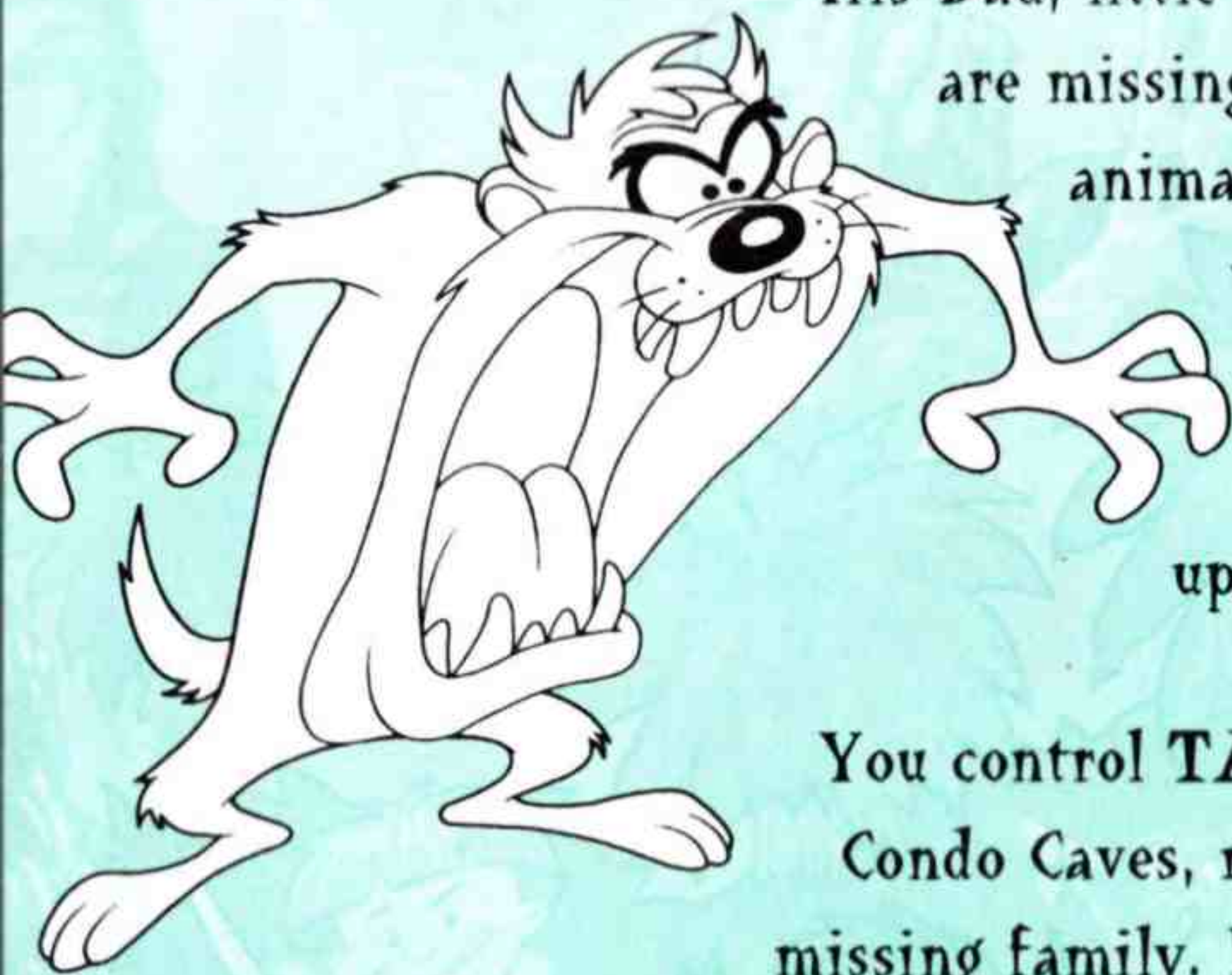
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GRRRR/&%\$!!! WHERE MOMMY?



His Dad, little sister Molly and little brother Jake are missing too! **TAZ**, the ultimate party animal and the wildest and hungriest

teenager in the Outback, has lost his loving family. What's he gonna do?

They've all been kidnapped and it's up to **TAZ** to save them!

You control **TAZ** as he whirls through the jungle, Condo Caves, mines and the desert in search of his missing family. It's not gonna be easy since **TAZ** must battle some really bad dudes to reunite his family.

Gear up for **TAZ-MANIA** and take our hero **TAZ** to the limit in this action-packed game. Avoid hazardous obstacles, sneaky predators and well-armed boss enemies by jumping or Tornado Spinning. But don't forget – "**TAZ** hungry!" **TAZ** has an appetite that just won't quit and he's got to keep up his strength to find his family. So bite off a big chunk – **TAZ-MANIA** is one game you can really sink your teeth into!

GETTING STARTED

1. Turn OFF the power switch on your Nintendo™ Game Boy™. Never insert or remove a Game Pak when the power is on.
2. Insert the **TAZ-MANIA** Game Pak into the slot on the Game Boy. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The Nintendo logo will appear (if you don't see it, begin again at step 1).
4. When the **TAZ-MANIA** screen appears, press the **Start Button** to proceed.

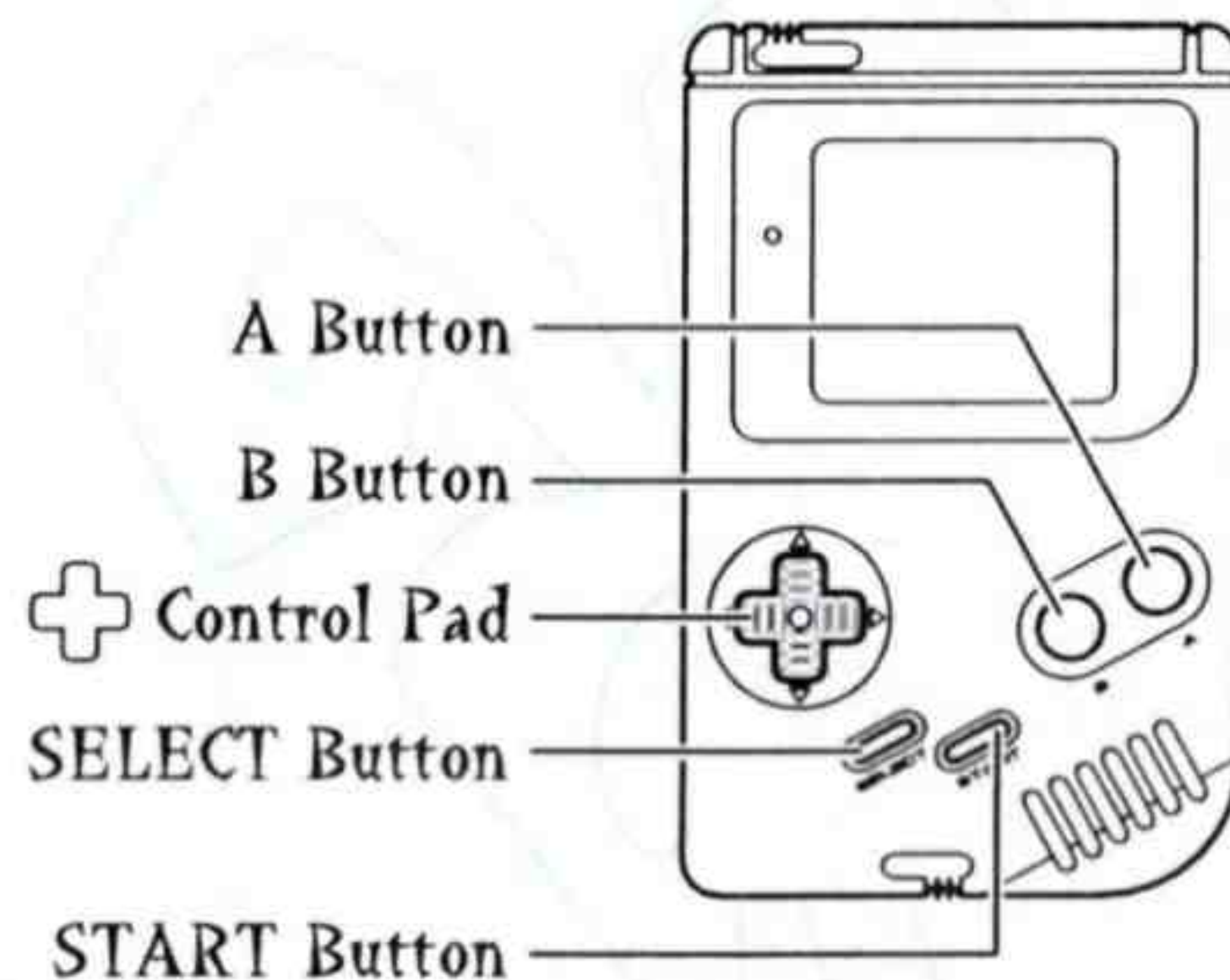


CONTROLS

A Button: Makes **TAZ** jump.

B Button: Makes **TAZ** spin wildly.
When **TAZ** battles Francis X. Bushlad, Axl or Bull Gator, **TAZ** can launch projectiles if he has picked up a Weapon Power-up.

Start Button: Starts the game at the beginning of each level and pauses game at any other time.



GAME SCREEN



1

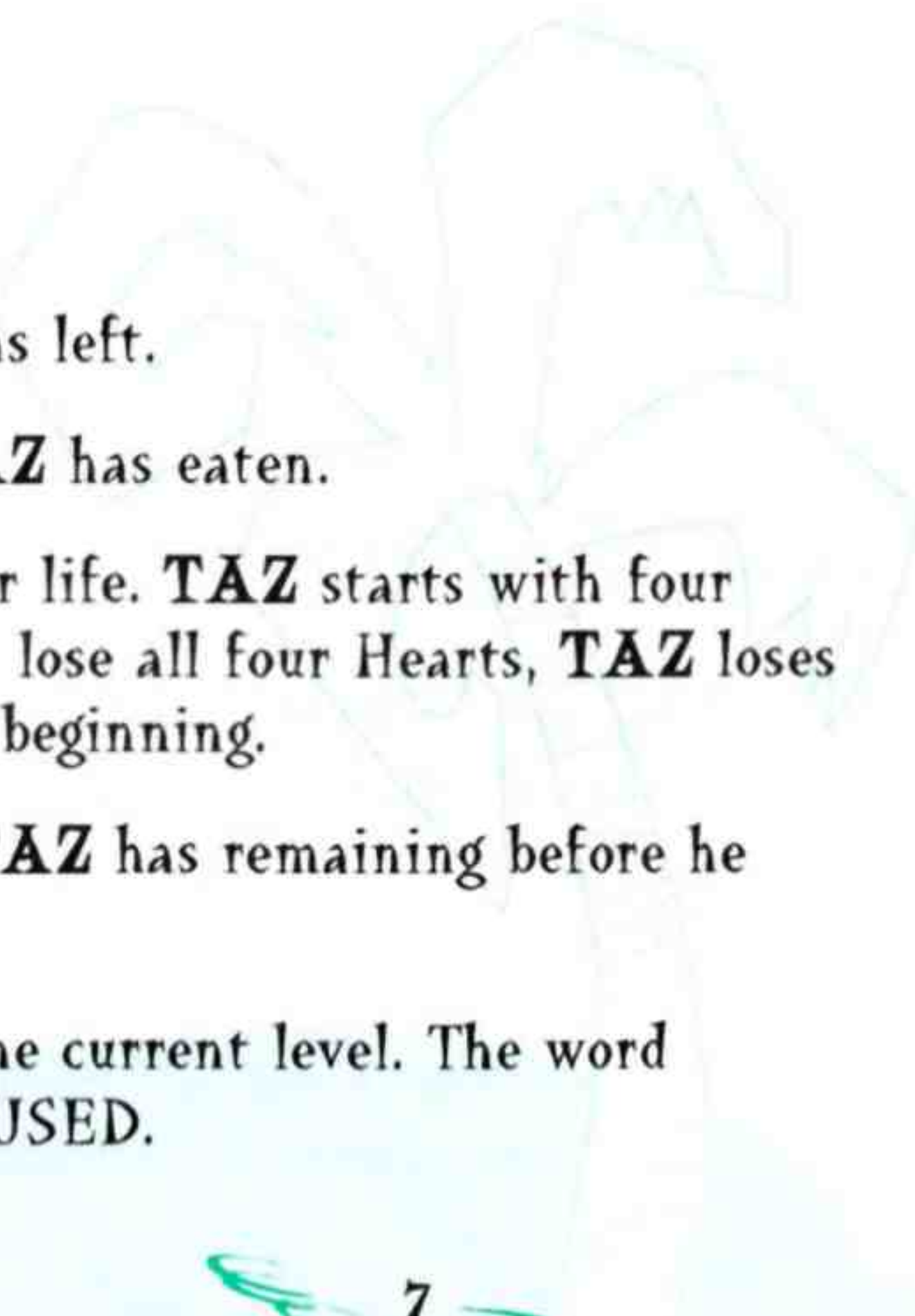
2

3

4

5

6

- 
1. **Taz Lives:** Tracks number of lives **TAZ** has left.
 2. **Food Meter:** Counts the pieces of food **TAZ** has eaten.
 3. **Hearts:** Indicates **TAZ**'s allotted energy per life. **TAZ** starts with four Hearts at the beginning of each level. If you lose all four Hearts, **TAZ** loses a life and you must start the level from the beginning.
 4. **Energy Meter:** Shows how much energy **TAZ** has remaining before he loses a Heart.
 5. **Time Clock:** Displays the time lapsed in the current level. The word **PAUSED** appears when the gameplay is **PAUSED**.

GAMEPLAY

LEVEL 1: THE JUNGLE

Hugh, **TAZ**'s golf-loving dad, was out playing 18 holes at his country club, concentrating on his form and the potential of his drive. Suddenly, he was captured in a net! He didn't even have a chance to slice!



Guide **TAZ** safely through the lush tropical rain forest and gather Power-ups so he can rescue Hugh. But you've got to defeat or avoid a ton of treacherous jungle-dwelling creatures including Giant Scorpions, Toucan Birds, Bush Rats, Kangaroos and Spitting Plants.

Unfortunately, that's not all: Francis X. Bushlad's secret weapon - the Tree-trunk Tank - is a force to be reckoned with too. Watch out for those missiles!

LEVEL 2: THE CONDO CAVES

Knowing her boy's unquenchable appetite, Jean, **TAZ**'s ultra-motherly mom, whipped up a little turkey snack for her number-one son. But when she went outside to holler for him, she got snagged! And on top of that, **TAZ**'s snack got snagged too! Now, not only is **TAZ** hungry, he's angry.



Jean has been taken to The Condo Caves, an exclusive condominium complex for upwardly-mobile Tasmanian Devils. It's a place she knows well since she's a real estate broker. Only problem: **TAZ** doesn't know the property at all. How's he gonna save his mom?

Navigate **TAZ** through The Condo Caves, grabbing Power-ups and looking for hidden areas to Tornado Spin through. It's a fight to the finish as **TAZ** battles the Pterodactyl. Watch out for those falling eggs! They hatch into nasty little mini-Pterodactyls!

LEVEL 3: THE MINES

Molly, **TAZ**'s bratty pre-teen sister, got tricked too! That brand-new Teen Idol magazine – her absolute fave – was the perfect bait. Although Molly thinks **TAZ** is a complete pain (which he is), **TAZ** still loves his little sister and he's afraid that something bad might happen to her.



TAZ must investigate a mine shaft labyrinth looking for Power-ups and secret passages in order to shut-out the nerdy Axl Gator and save Molly.

Armed with a lethal Boomerang Bomb, Axl seems invincible. **TAZ** must battle this dude standing on a platform that rises and sinks when he moves, avoid Axl's Boomerang and move close enough to Axl to spin attack or hit him with his projectiles. But beware – Axl is invulnerable when he's holding his Boomerang – better wait 'til he throws it!

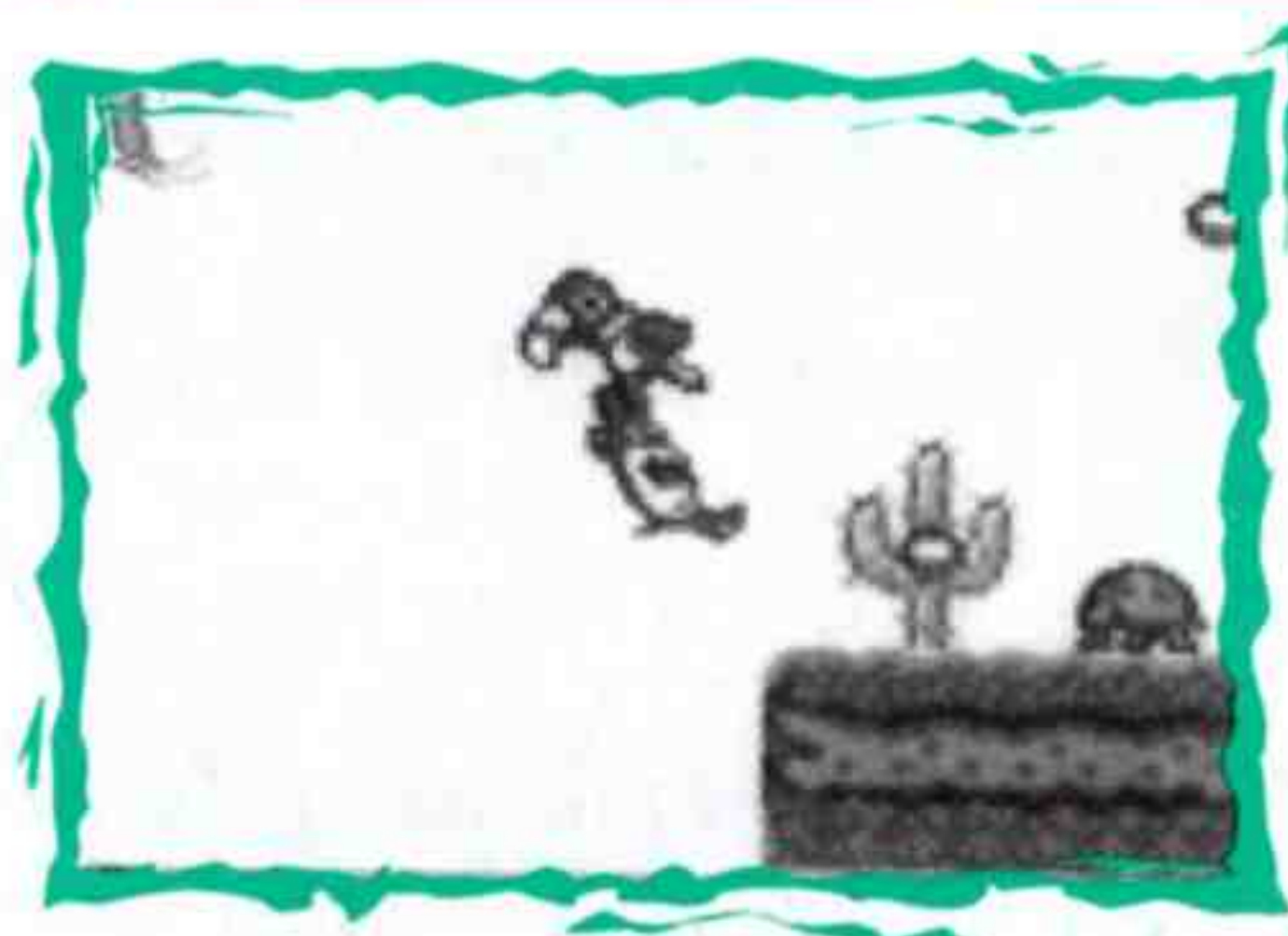
LEVEL 4: THE DESERT

Where's Jake? It's not like him not to be constantly underfoot. Oh no! He was outside playing with his new Tasmanian Yo-yo when he got snatched away by that no-good Bull Gator.

Poor Jake! He's in the Outback and he's thirsty. Out in this desert there's not a lemonade stand for miles, He's getting whiny.

Hugh and Jean are worried sick. Only **TAZ** can find his little brother. To rescue Jake, **TAZ** must travel through the desert snagging Power-ups and drilling through hidden areas looking for Bull Gator. Watch out for the scary spiked wall - **TAZ** can't spin through it, he's got to jump!

To get Jake back, **TAZ** must beat Bull. But Bull's in his bodacious bi-plane lobbing killer coconuts at **TAZ**'s head. Can **TAZ** do it? Stay tuned!



PLAYING TIPS

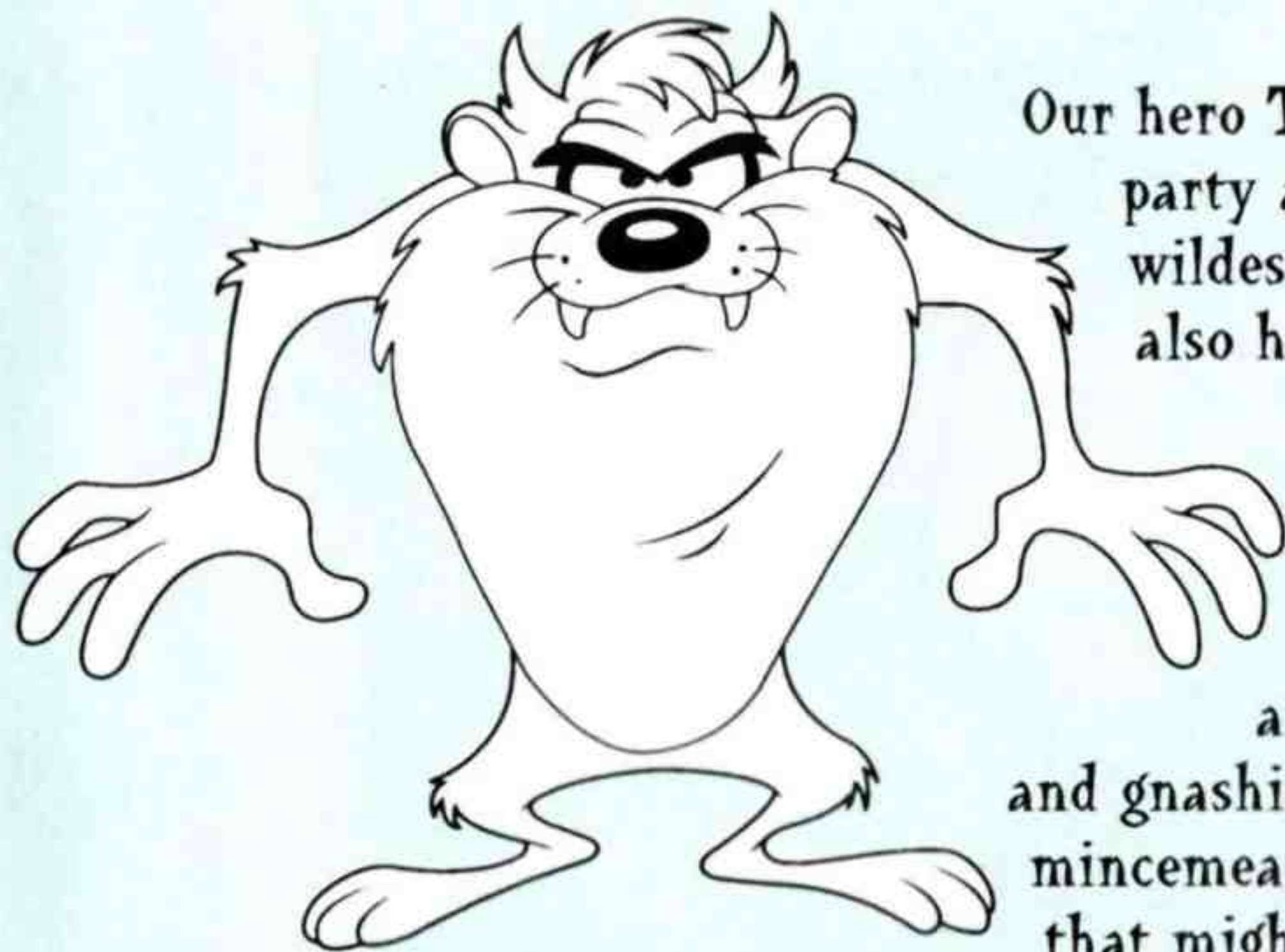
- ✎ Eat as much food as possible - **TAZ** needs massive amounts of energy to power his fierce Tornado Spin.
- ✎ Jump on the Spring Turtles to reach the highest mountain peaks.
- ✎ Watch out for moving rock platforms.
- ✎ Use high speed approaching the ramped leap points to clear water obstacles.
- ✎ **TAZ** can drill through sandstone areas with his Tornado Spin (provided he has accumulated enough energy).



CHARACTERS

13

TAZ



Our hero **TAZ**, the ultimate party animal, is the wildest teenager ever. He also happens to be a whirling, ravenous Tasmanian Devil. **TAZ**'s favorite activity is eating and his iron jaws and gnashing teeth make mincemeat of any little snack that might be in his way.

Despite always thinking with his stomach, **TAZ** is very much a family Devil and adores his mom, dad and bratty younger siblings.

TAZ'S FAMILY

HUGH



TAZ's dad used to be like his wild 'n' crazy son when he was young, but he's mellowed with age. Now, he's content with being a good provider and playing an occasional round of golf at his country club.



JEAN

TAZ's mom is truly a supermom and she's managed to have it all - career and family. She's a real estate broker whose specialty is condo cave conversions, but she's still a mom who's there for her number-one son **TAZ** with cookies, milk and a clean pair of socks.

MOLLY



Always a thorn in her big brother's side, Molly is an annoying 12-year-old who is obsessed with her 'do and movie stars. She's embarrassed by **TAZ** (the feeling's mutual). Despite his teasing and taunting of his little sis, **TAZ** would - and does - do anything for Molly.

JAKE

A typical little brother, Jake is curious, energetic and extremely mischievous! Naturally, **TAZ** feels that he should be a good big brother and teach Jake the ways of being a male Tasmanian Devil.



ENEMIES



BULL GATOR

The greatest (and shortest) hunter in the Outback, Bull always gets his way. His latest mission is to collect Tasmanian Devils. See, Bull traps and collects animals to sell to zoos. He sees his work as bravely trapping Tasmanian Devils for all the little children.

AXL

Bull Gator's sidekick isn't any brighter, but he does carry out Bull's bidding very well. Unfortunately, he's often in the wrong place at the wrong time and he's the one who usually gets clobbered when someone's trying to get Bull.



GIANT SCORPIONS

They will try to sting **TAZ** any chance they get. **TAZ** must Tornado Spin to defeat them.

TOUCAN BIRDS

These birds will swoop down and peg **TAZ**'s head if he's in their territory. Tornado Spins are the key to preventing their attack.

BUSH RATS

These little twerps will throw stinging spears at **TAZ** and cause 1 tick of damage per hit, so **TAZ** must Tornado Spin to stop them.

KANGAROOS

Their secret weapons are the boomerang bombs in their pouches so look out! Each hit eliminates one of **TAZ**'s hearts. Tornado Spin to avoid their boomerangs.

SPITTING PLANTS

These foes shoot seeds at **TAZ** and cause enough damage to take 1 heart per hit. Since they cannot be defeated, **TAZ** can only avoid them.

FRANCIS X. BUSHLAD

A fast and foxy aborigine with a lot more arrows in his arsenal.

PTERODACTYL

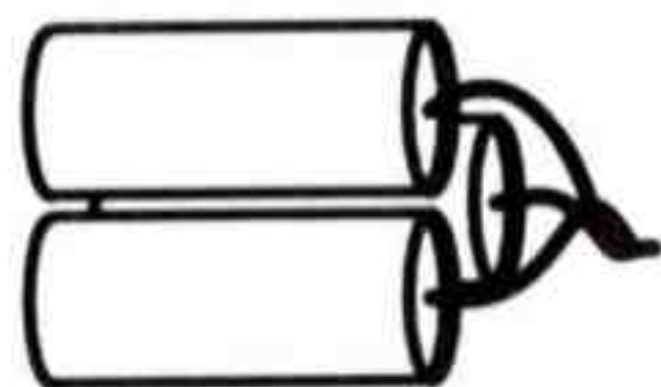
This prehistoric pigeon is a cross between a lizard and a chicken with a nasty temper. What he'd want with Jean is a big question mark. Maybe he thinks she'll make a tasty snack...

OBSTACLES

WATER: Watch out! **TAZ**'s life meter decreases if he lands in it.

SPIKED WALL: The only barrier **TAZ** can't spin through he's got to jump over it.

COLLECTIBLES



DYNAMITE:
Makes TAZ sick -
don't eat it!



WEAPON:
Weapon Power-up.

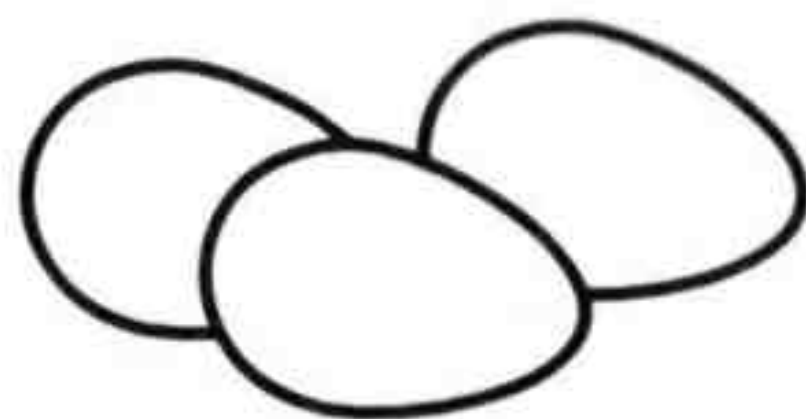


FULL FUNNEL:
Full-power spin Power-up.

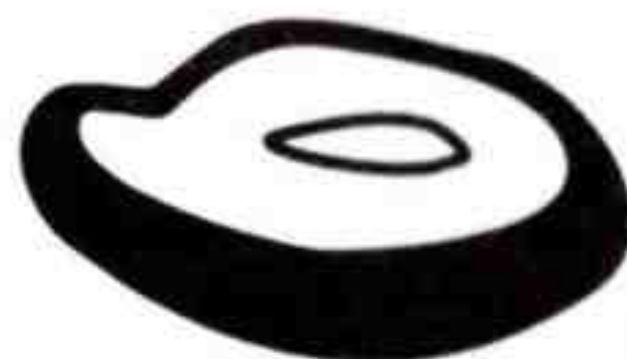


PARTIAL FUNNEL:
Partial-power spin Power-up.

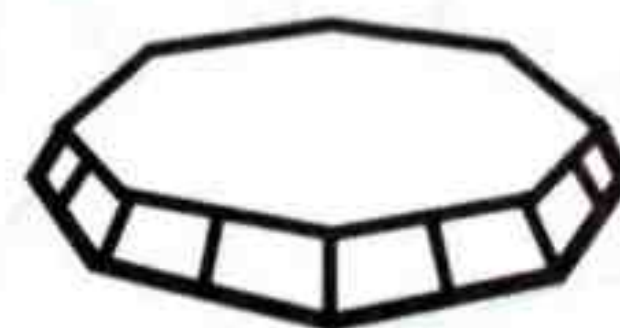
FOOD POWER-UPS



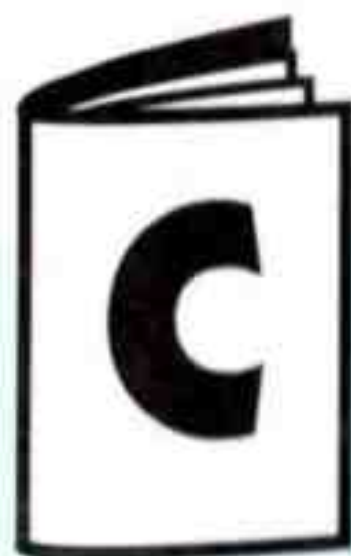
LARGE EGGS:
Restore TAZ's health.



STEAKS:
Restore TAZ's health.



BOTTLE CAPS:
Each one eaten adds points.
100 eaten gives extra life.

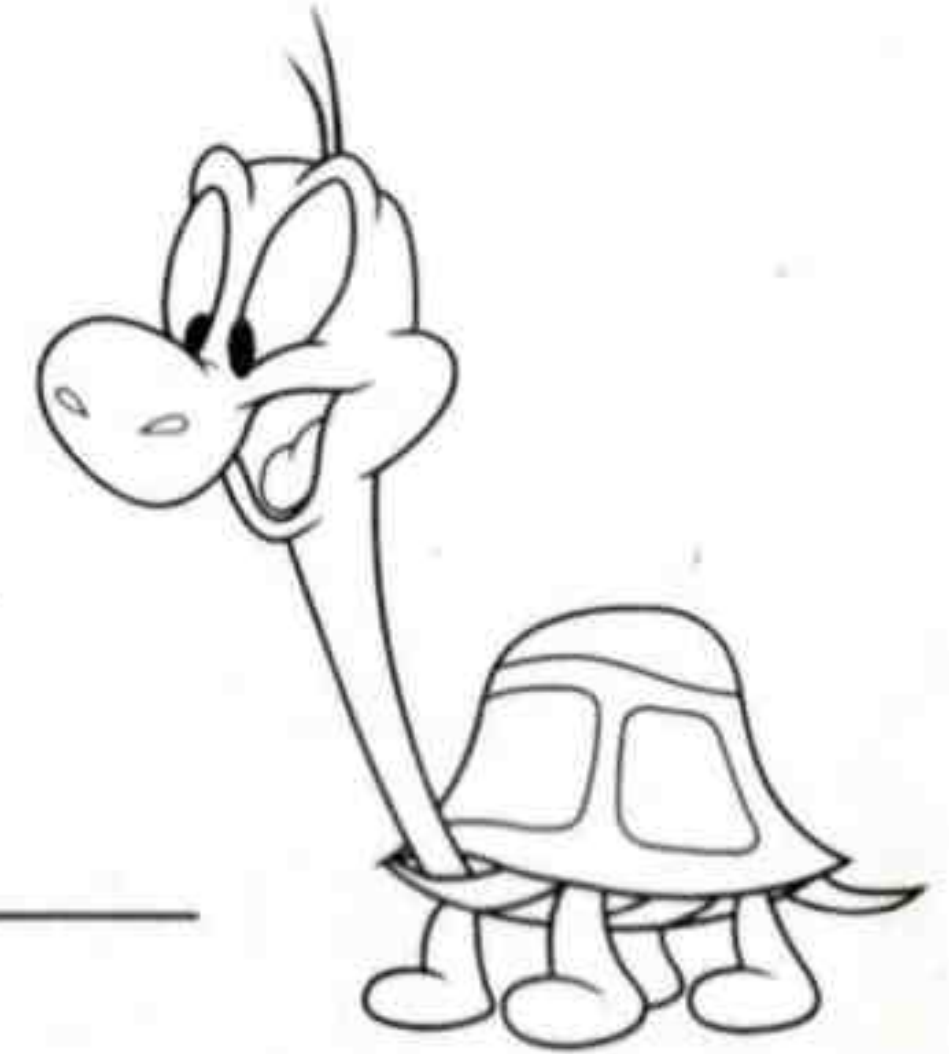


COMIC BOOK:
1,000 points.



TAZ PORTRAIT:
1-up.

TAZ NOTES



LIMITED WARRANTY

T•HQ, Inc. warrants to the original consumer purchaser that this 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 warranty period, T•HQ, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the T•HQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the T•HQ, Inc. service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your 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:

T•HQ, Inc. Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

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

REPAIRS AFTER EXPIRATION OF WARRANTY: If the PAK develops a problem after the 90 day warranty period, you may contact the T•HQ, Inc. Consumer Service Department at the phone number noted. If the T•HQ, 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 PAK freight prepaid to T•HQ, Inc. T•HQ, Inc. will, at its option subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refundable.

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