

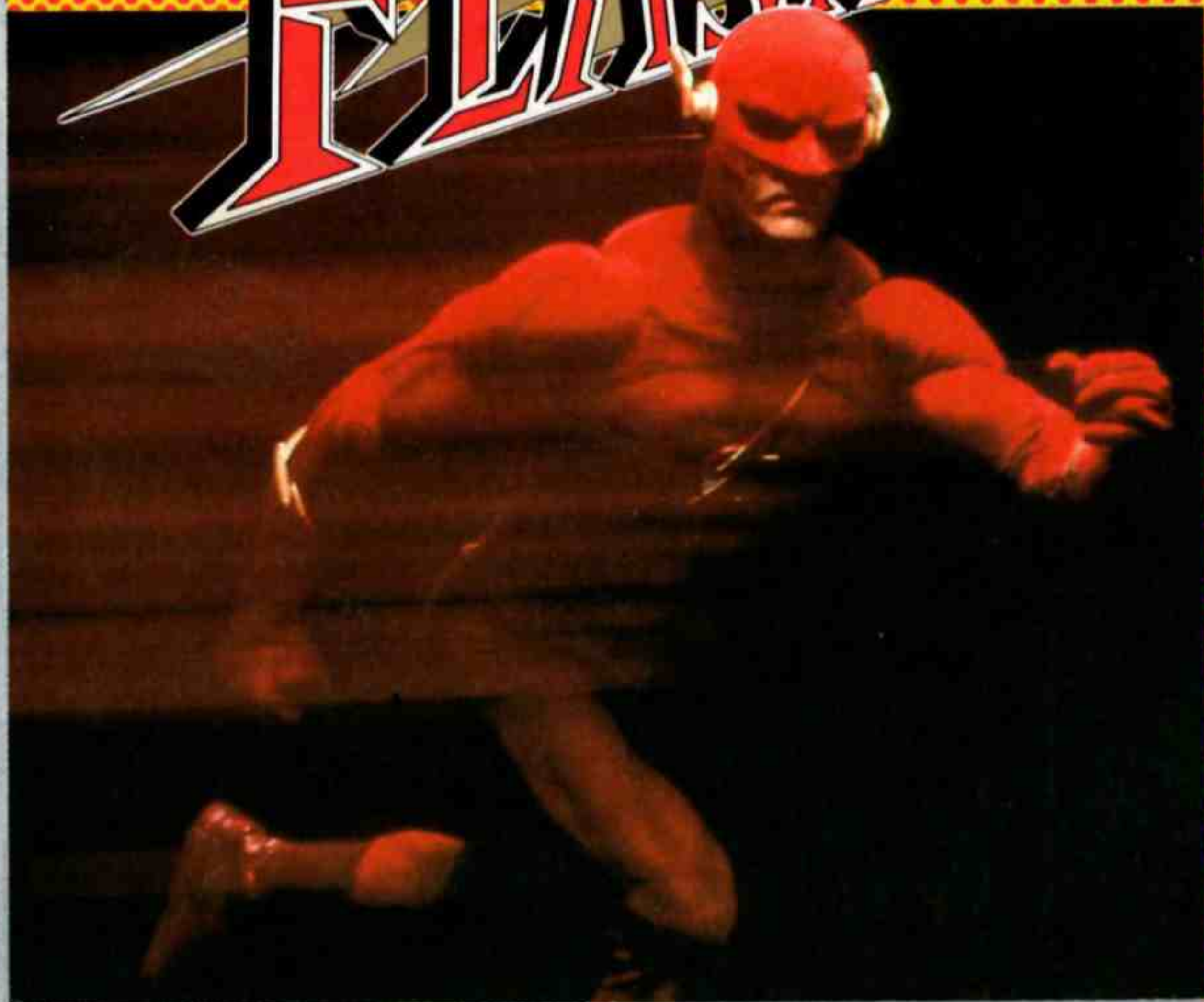
Nintendo®  
**GAME BOY**®

THE

**FLASH**™

T•HQ, Inc.  
TOY HEADQUARTERS

DMG-EP-USA



INSTRUCTION MANUAL

# Introduction

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Thank you for purchasing *The Flash* for the Game Boy handheld system. We hope you enjoy many hours of super-heroic action and adventure as you take the role of the world's fastest human.

As the *Scarlet Speedster*, you have to disarm a nasty situation that is brewing in *Central City*. You'll need every ounce of speed that you can muster to take on a rogues' gallery of your arch-enemies! Thieves, bandits and thugs are waiting to snare you at your next move - So Move It! And prove to them why you're called a super hero!

**T•HQ, Inc.**  
TOY HEADQUARTERS

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# Safety Precautions

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1. Take a 10 minute break after each hour of continuous play to avoid eye strain.
2. Keep cartridge stored in places away from extreme temperature changes.
3. Do not drop or hit the cartridge. Do not attempt to take the game apart. Avoid touching the connector terminals.
4. Do not clean the game with benzene, paint thinner, alcohol or any other harsh solvent.
5. Store the cartridge in its protective case when not in use.



## **Meanwhile...Central City is Under Siege!**

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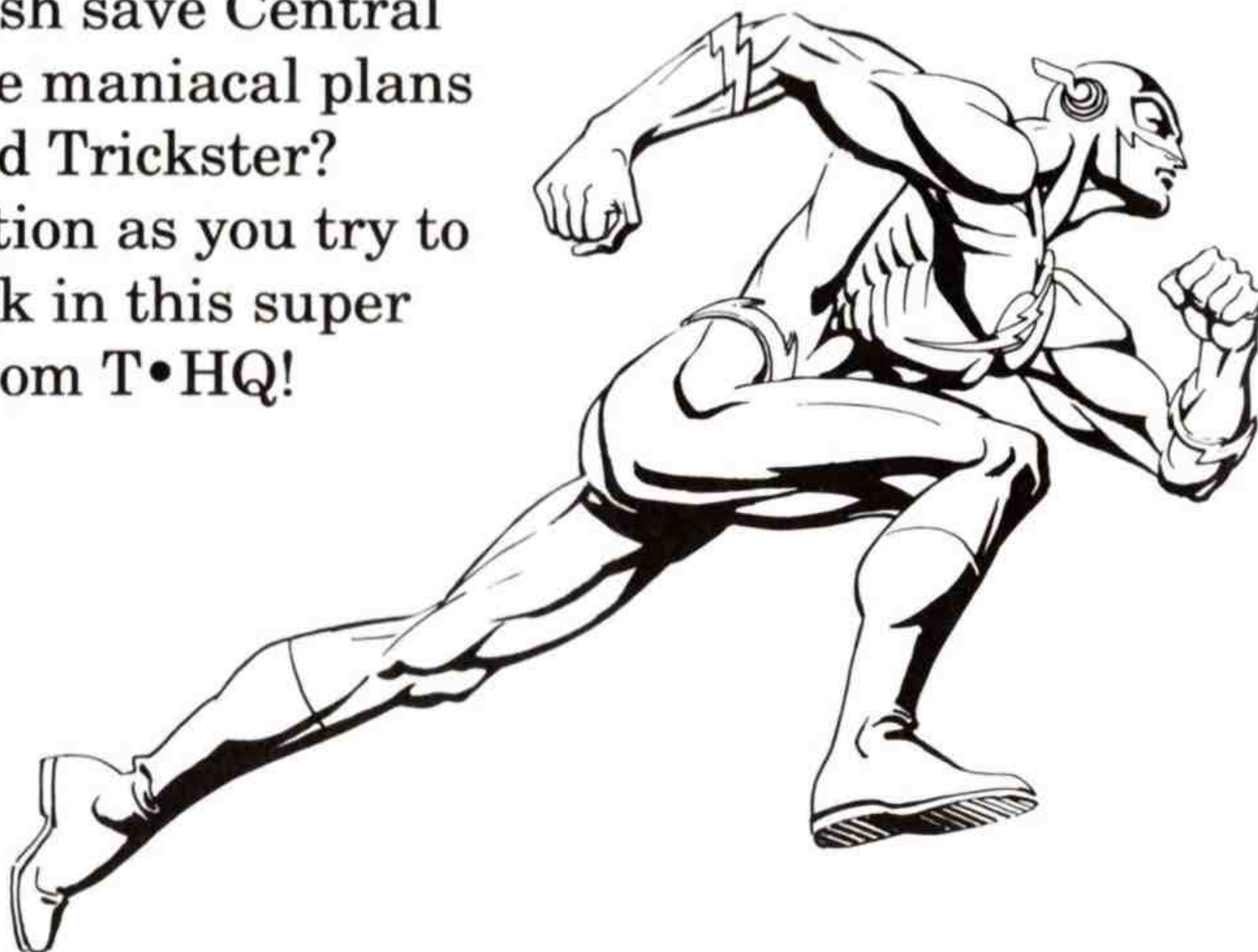
*The Flash's* greatest enemy, *The Trickster*, has escaped from prison and his plan for vengeance against the scarlet speedster is a blast! Several blasts, actually - he's planted bombs all across *Central City* and only our hero has the speed and agility to defuse them in time!

But *The Trickster* is not alone. He has gathered an army of muggers, street toughs and punks that are just waiting for a shot at the Flash. *The Trickster* has also recruited the evil *Mirror Master* and the deadly *Captain Cold* to assist him in his scheme to finally put *The Flash* on ice.

# Meanwhile...Central City is Under Siege!



Can The Flash save Central City from the maniacal plans of the twisted Trickster?  
Race into action as you try to beat the clock in this super adventure from T•HQ!





## Game Set-Up

Place the cartridge in the Game Boy and turn the machine on. This brings up the title screen. Press the A button to begin the story segment. Keep pressing the A button to toggle between Tina's and The Flash's conversation. When the conversation is over, pressing the A button takes you to the action portion of the game. Pressing the start button during any portion of the conversation also begins the action segment of the game.

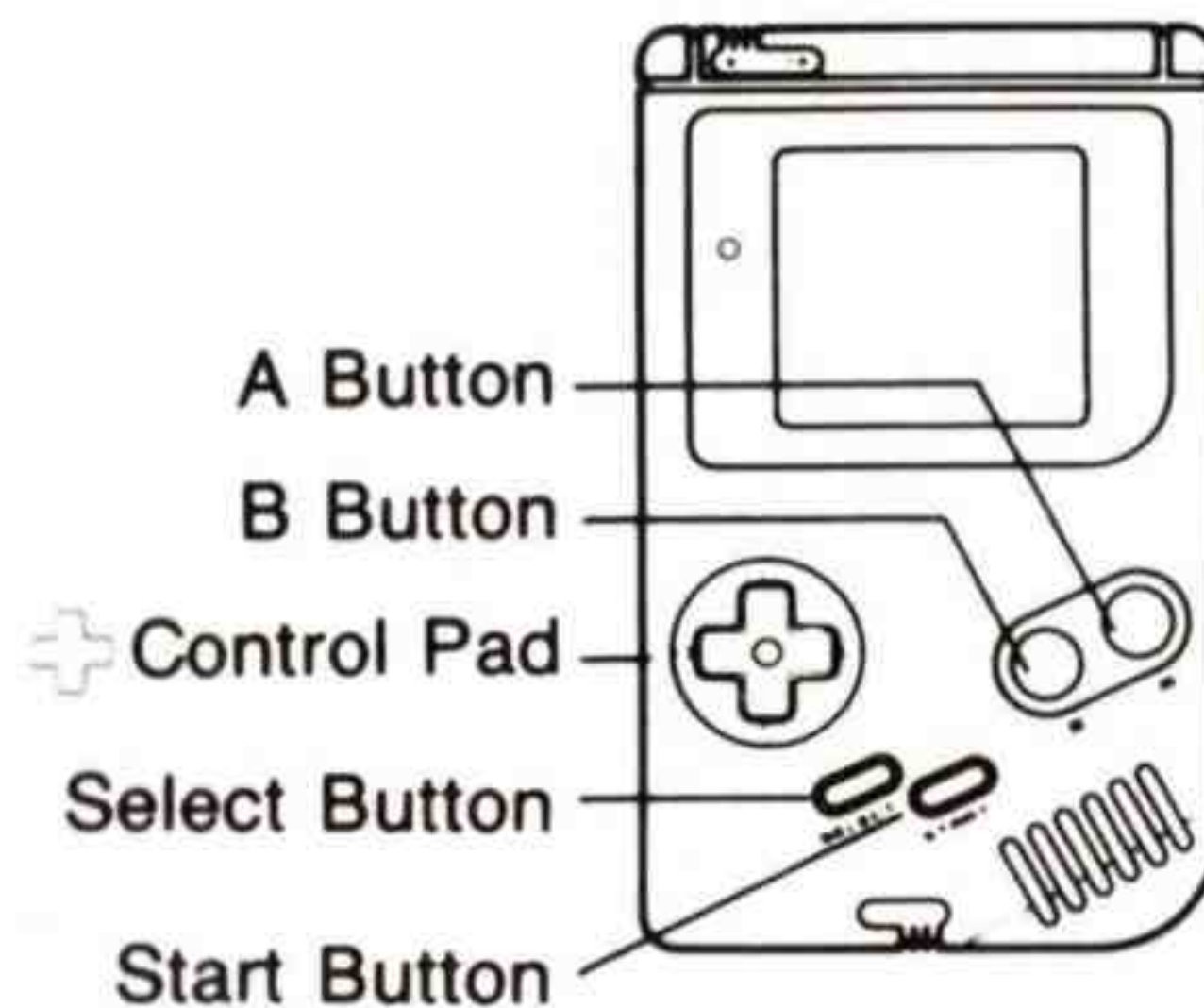


# Game Set-Up

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To view the credits of the production team, press the B button while the title screen is showing. During game play, press the A, B, Start and Select buttons simultaneously to reset the game to the title screen. Push Start and Select at the same time to pause the game. Press any button while the game is paused to resume playing.





## Surge Energy

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Using the surge powers reduces The Flash's super energy, which is represented by the upper of the two energy bars shown in the Status Screen area at the bottom of the action screen. To restore his surge energy, The Flash must eat food. He can obtain food by first collecting money tokens (represented by the animated dollar signs), and then punching (B button) a vending machine.

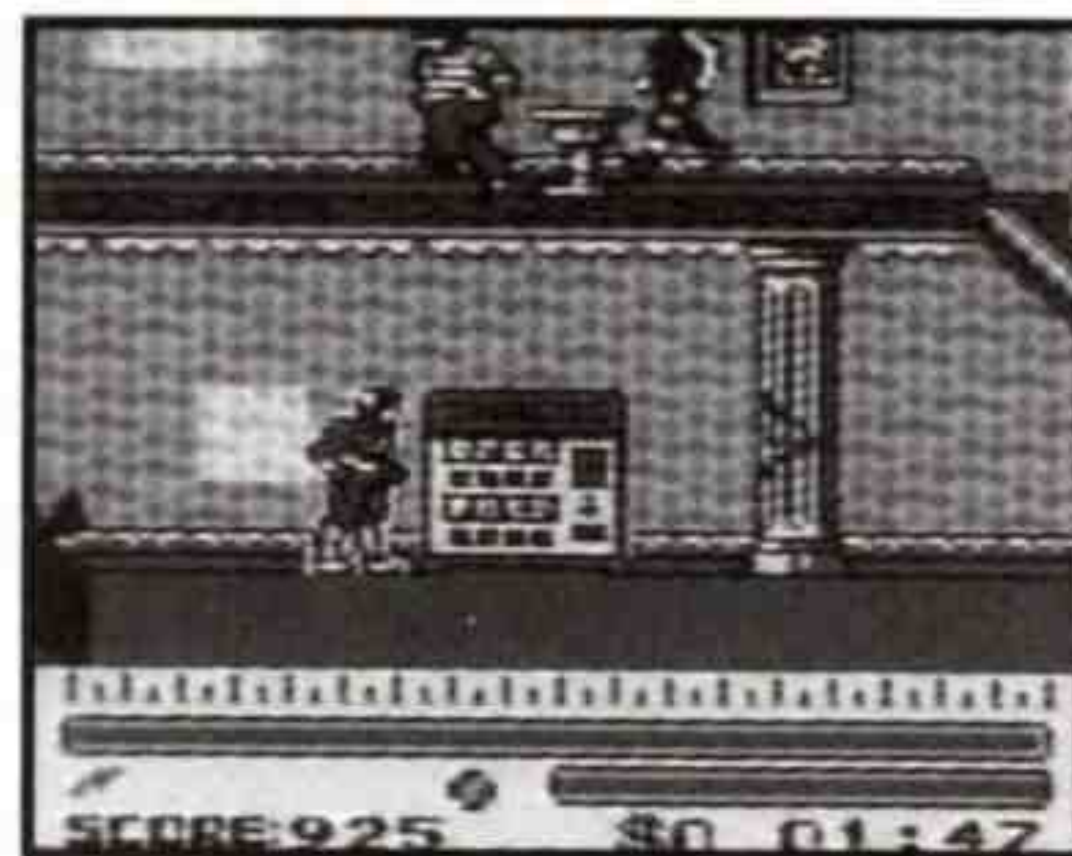
The vending machines take as many tokens as the Flash has gathered, up to a maximum of five, and dispenses food items. The costlier the food item, the more energy it will restore. If The Flash has obtained more than five tokens, you can either punch the machine for more food or save the tokens for future use. Earned tokens will be carried forward

# Surge Energy



from level to level. The amount of earned tokens can be found on the Status Screen on the bottom row, to the right of the dollar sign. If you lose a life, you also lose the money tokens that you have collected. If you have no tokens, don't bother punching the vending machines.

Surging can make The Flash vibrate through some inanimate objects. But if he's out of surge power, he'll have to slug his way through them with punches and kicks. The amount of surge-power is carried forward from level to level (except the train levels where he starts out at full power), and it is restored by his own actions. If you lose a life, the next Flash begins fully restored.





## Controlling THE FLASH

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**B button** - Makes The Flash punch. A button - Makes The Flash kick. The Flash reaches out farther with a kick, but they both do the same amount of damage. Use the directional arrows to maneuver the punches and kicks in three different heights.

**Directional Arrows** - Left and Right moves The Flash left and right. The Up direction is used to make him jump straight up or climb up ladders. Use Up in combination with the Left or Right directional arrows to make The Flash jump at a diagonal angle. Down is used for climbing down ladders and ducking.

## **Controlling THE FLASH**

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Hold down the A and B buttons at the same time (without moving the directional arrows), to start the surge-combat mode. This move comes in handy when The Flash is surrounded or is facing an unusually tough opponent. Hold down the A and B buttons while pressing Left or Right to make Flash surge in those directions. To make a super speed jump, press Up while Flash is surging across the screen!



## Health Points

The lower of the two horizontal bars in the Status Screen represents The Flash's health. Every hit he takes from an enemy's punch, kick or bullet drains his health line. He loses a major amount of energy if he is caught near a small round bomb when it explodes! He restores health points by defeating enemy characters and by deactivating ticking bombs. Once these are done he can collect the glowing Flash symbols which appear on the screen.



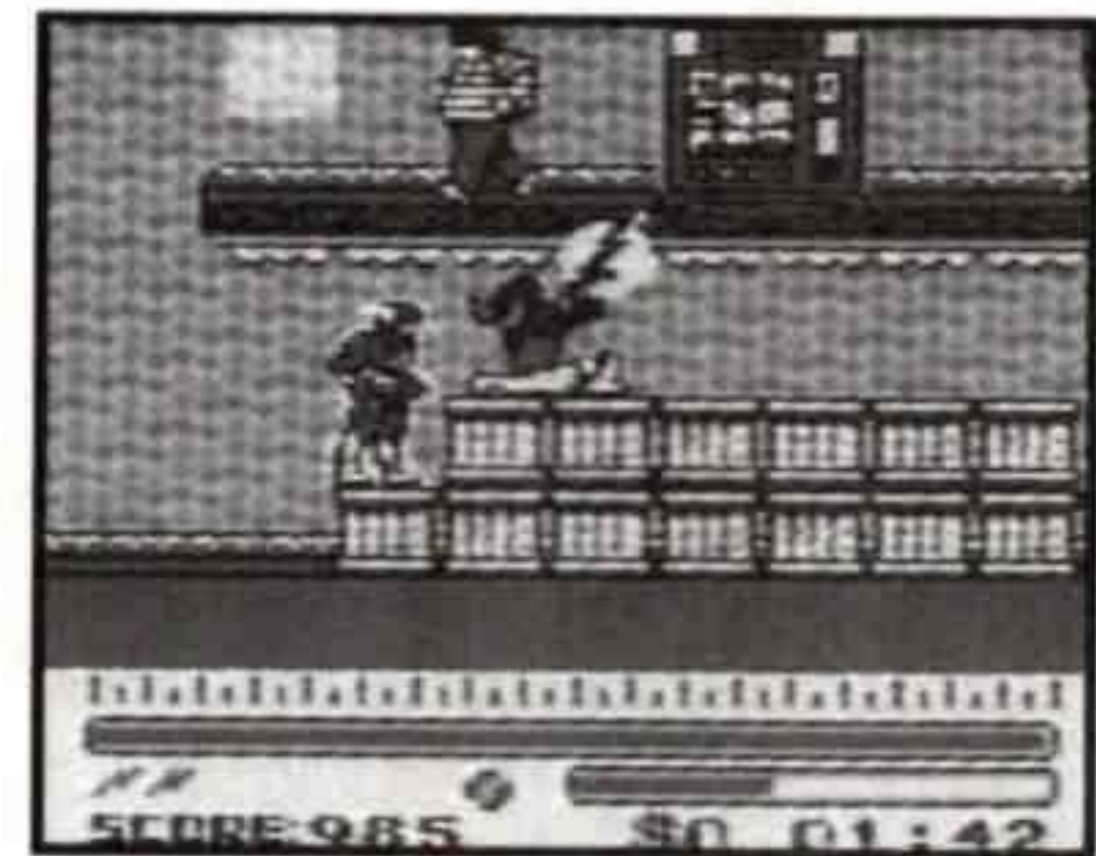
# Health Points

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If all of the energy is drained from the health line, he loses a life and must start that level again (if he has another life), from the beginning.

Like the surge-power, The Flash's health points are carried over from level to level and are only increased by his actions or by starting a new life.





## The Lives and Times of The FLASH

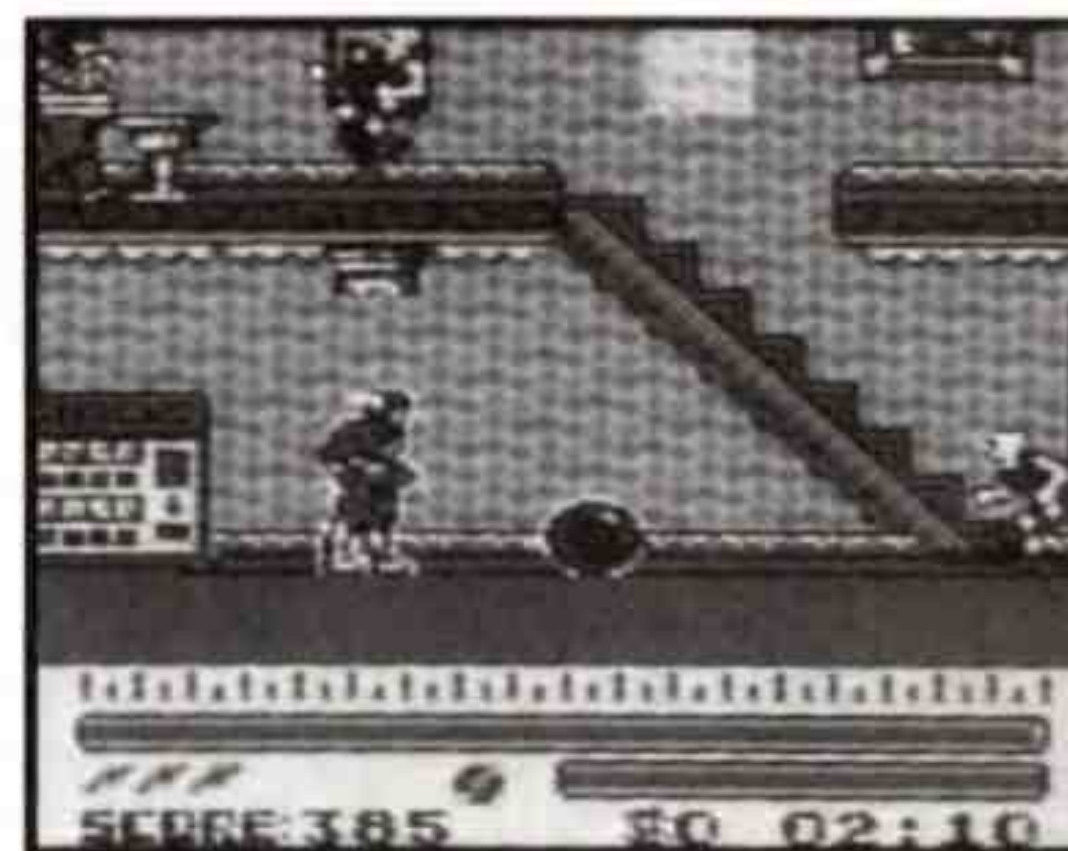
The number of lives The Flash has left is represented in the Status Screen by small lightning bolts on the left side, above the word SCORE. The Flash earns an extra life for every 20,000 points scored, up until he reaches 80,000 points. He starts out with three lives and can max out at seven! If he loses all of his lives, he must start the game again or go to the password screen. **IMPORTANT NOTE:** If The Flash has lost all of his lives and you wish to replay that level, simply press the Select button while the Trickster is on the screen!



# The Lives and Times of The FLASH



In every level of the game The Flash's objective is to disarm one of The Trickster's Big Bombs in a set amount of time. The time left to complete this task is shown at the bottom right of the Status Screen, and during the last 30 seconds before the bomb goes off, a timer will sound off the remaining seconds.



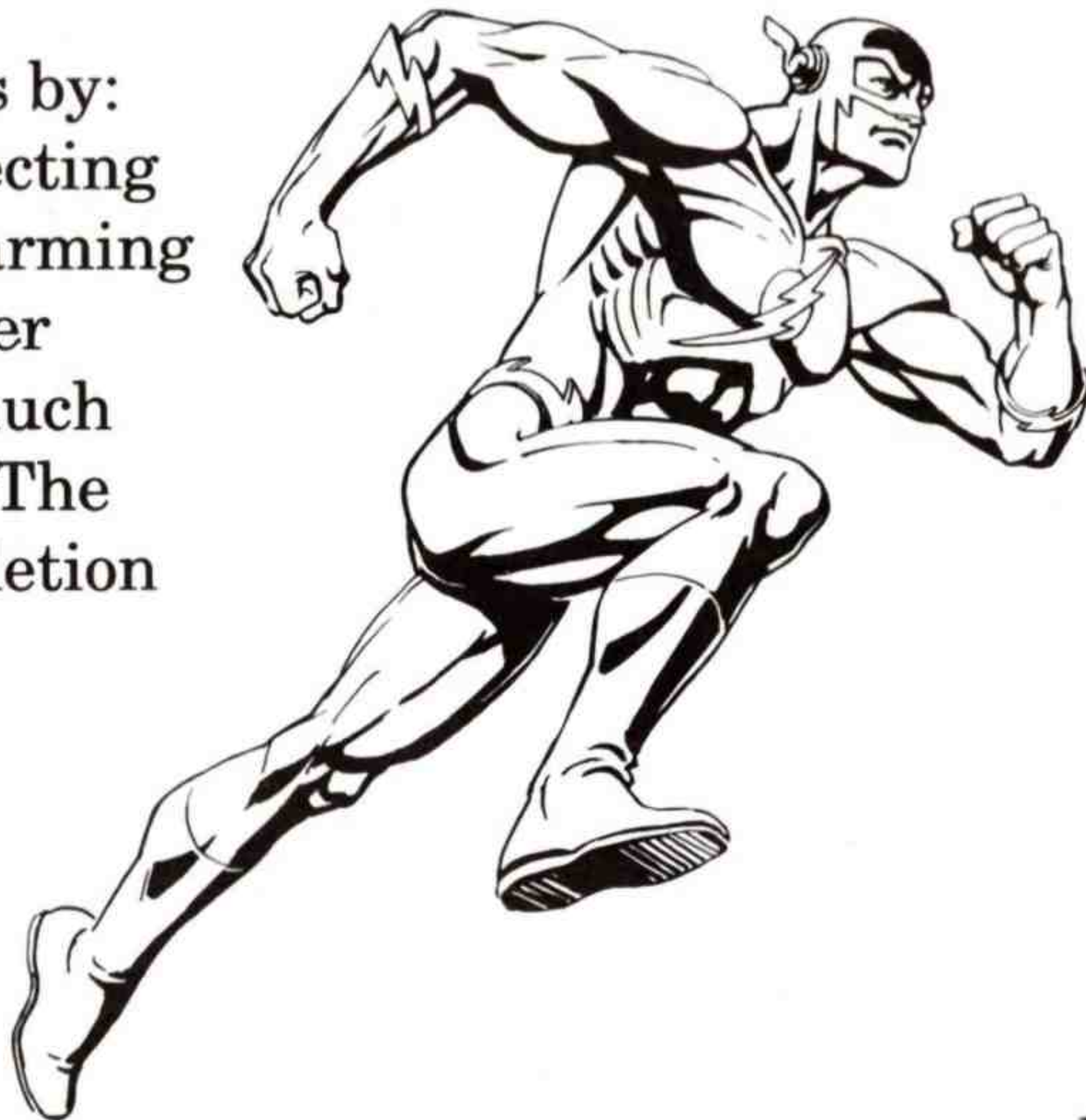
The Flash disarms all bombs by punching them. He can ignore the small round bombs if he is running low on time, but he'll lose points that way. An audible clue will let you know when The Flash is near a bomb that may not be visible on the screen.



## Scoring Points

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The Flash earns points by: hitting an enemy, collecting money tokens and disarming bombs. You gain further points based on how much surge-power and time The Flash has at the completion of each level.



# Enemy Characters



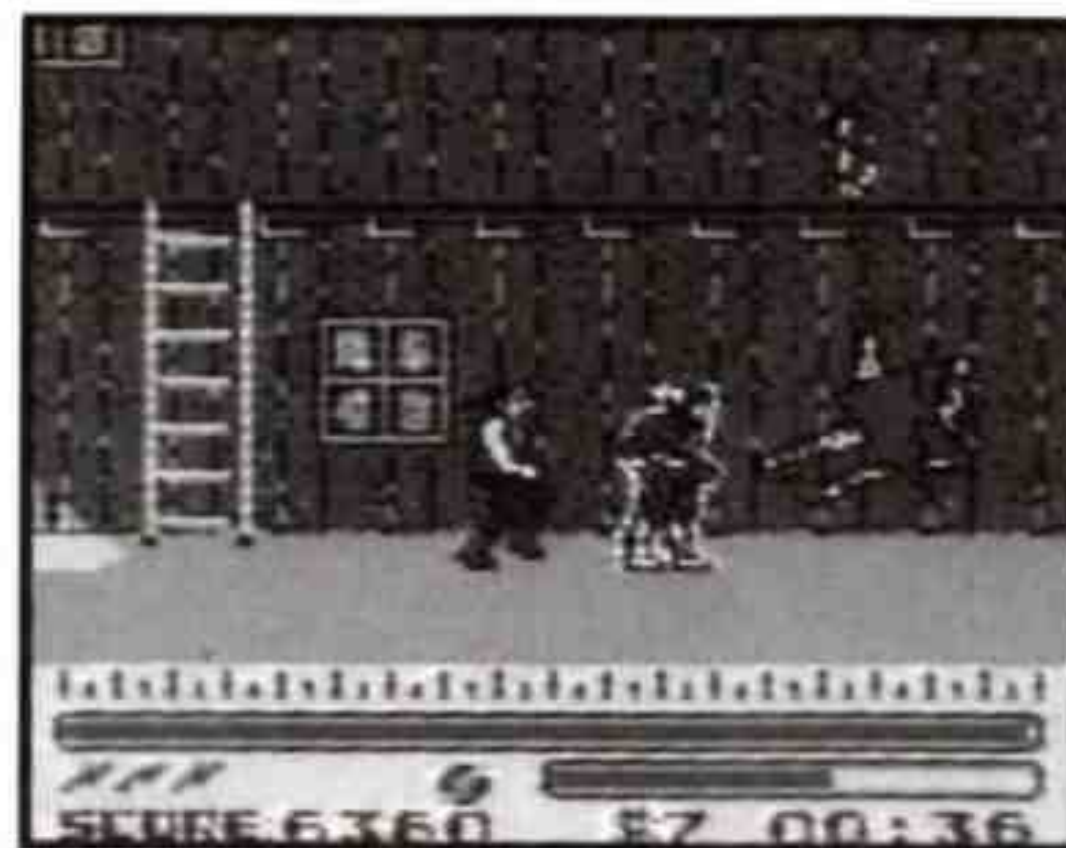
There are four types of villains in this game: those who punch and kick, those who fire weapons, Master criminals and holograms. The punch-and-kick variety are the easiest to dispatch with a few well-placed attacks. The ones who shoot at The Flash are stationary, yet very dangerous. The bullets they fire do a great deal of damage when they hit. The Master criminals (Captain Cold, The Mirror Master and The Trickster ), have multiple attack methods and are the greatest threats to The Flash.





## Enemy Characters

The Mirror Master has deployed several holographic enemies to confuse The Flash and slow down his progress. They resemble the punch-and-kick types, but they have a habit of "flickering". They have no true substance, so the only threat they pose to The Flash is a waste of precious time.



# 90-Day Limited Warranty



## 90 DAY LIMITED WARRANTY:

THQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ, 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 THQ, 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 THQ, Inc. service technician is unable to solve the problem by phone, he 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:

THQ, Inc.  
Consumer Service Department  
5000 N. Parkway Calabasas, Suite 107  
Calabasas, CA 91302  
(818) 591-1310

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 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 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 THQ, Inc., enclosing a check or money order for \$10.00 payable to THQ, Inc. THQ, 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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# T E A M **EQUILIBRIUM**

## **Programming**

Dan Filner

## **Design**

Curtis Norris

## **Music**

Amy Bamberger

## **Theme Song**

Danny Elfman

## **Producer**

Nicholas Lavroff

## **Art and Animation**

Rick Incrocci

## **Sound Effects and Support**

Jack Thornton

## **QA and Testing**

## **Level Design**

Chris Caracci

## **Executive Producer**

Sean B. Barger

# Notes

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## Notes



**T•HQ, Inc.**  
TOY HEADQUARTERS

**Distributed by T•HQ, Inc. (Toy Headquarters)**  
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