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Nintendo®

GAME BOY®

KONAMI®

DMG-ANCE-USA

ANIMANIACS™

KIDS TO ADULTS
K-A
AGES 6+

INSTRUCTION BOOKLET

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"Hello there! Welcome to the first Animaniacs™ Game Boy® game. My name is Dr. Scratchansniff, and I'll be conducting this tour through the playing instructions for the game. I will be assisted by my nurse...



HEY! You kids scram, I am trying to teach here.
(Where was I?)
Ah, yes. Here is what we will be covering:"

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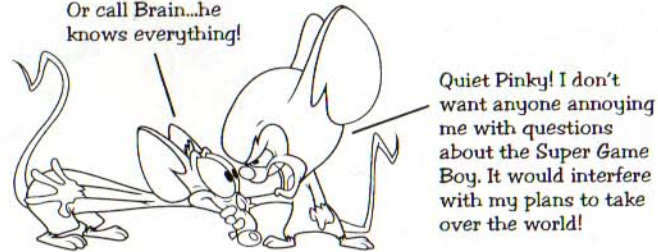


"Let's begin by going back through time...

Yakko, Wakko and Dot—the Warner siblings—were created by some wacky Warner Bros. animators in the 1940's. Right from the beginning they were labeled 'explosive' and 'dangerous', and were shut up in a water tower on the studio lot. They finally managed to escape in 1993, and began amusing themselves by wreaking havoc upon film sets across the lot. Then one day they found something even more entertaining to do. They decided to start collecting various items used in movies from the Warner Bros. Studio..."

Playing on the "Super Game Boy®" Accessory

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. For further information, consult your Super Game Boy and/or Super NES instruction manual.



"Let me introduce you to the Animaniacs"



"YAKKO is the leader of the Warner siblings. He's smart, shrewd, a fast-talker, and a born leader."



"WAKKO is the younger brother. Not as talkative as Yakko, he can nevertheless really pack a punch when he starts swinging his mallet. He is an incredible glutton who will eat just about anything!"



"DOT is the cute little sister of Yakko and Wakko. She's a tomboy who mimics her big brothers in everything they do, but when it comes to the crunch she'll use her feminine wiles as a weapon."



Playing the game

SELECT screen





"The game is intended for one player. You must use the special skills of Yakko, Wakko, and Dot to advance through the game. You control one character at a time. Depending on the trap you are facing, you may want to switch personalities by pressing the SELECT button. *(Hmmm...multiple personalities. Very interesting.)*

"Here is a list which my nurse has prepared. It explains more details of the game:"

From the desk of

Dr. Scratchansniff

1. After the initial practice stage, choose one of three game stages at the Select screen. Each stage is divided into several areas. Collect the item in the final area of a stage to clear it. When you clear all three stages, there is a final stage you have to clear. (Note: In EASY mode there is no final stage.)

2. If your character is injured, you will lose one or two hearts. If you don't clear a stage within the time limit, you will lose a life. If you still have lives remaining, the game will continue from the start of the area where you lost your life. If you are out of lives, the Game Over screen will appear.

3. Choose YES at the Game Over screen to continue playing from the start of the stage where you were last at. (You can use Continue three times.) Choose NO to end the game.

4. You can replay a stage after you've cleared it, if you want to. You can exit a previously cleared stage at any time by pausing the game and pressing the Select button.

Starting the game

Press the Control Pad or the Select button at the Title screen to select an item from the menu, then press the Start button to lock it in.

START: After the opening demonstration, the Practice stage begins. When you've cleared this stage, the Stage Select screen appears. Press the Control Pad or the Select button to select a stage, and press the Start button to start that stage.

PASSWORD: Lets you input a password. Enter the password which appeared at the end of the stage you last cleared to restart the game from that point.

OPTIONS: Lets you change the game options. Use the Control Pad to select an option.

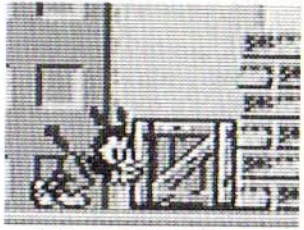
Level: Changes the difficulty level of the game (the harder the level, the fewer lives you start with).

- Easy: Five lives, but only three levels.
- Normal: Three lives.
- Hard: One life. If you clear all the stages at this level, you'll be able to watch the special ending.

Sound: Choose from STEREO or MONO sound.

Song Test: Lets you listen to the music. Choose a number with the control pad, then press the A button to listen to it. Dr. Scratchansniff recommends music to many of his patients to help them to relax.

Press the Start button to return to the Title screen.



↑ *Use YAKKO to push objects!*

WAKKO smashes things with his mighty mallet!↓





DOT's charm will get you through many tough spots. ←

Inputting a password



At the Password screen, use the Control Pad to select an input location on the grid. Cycle through the character's faces with the B button. Set the selection with the A button. When you've input the password, choose START (with the B button) and press either the Start button or the A button to start the game. Choose EXIT to return to the Title screen.

If you have entered the right password, you will be able to start off at the level at which you left off.

Basic controls

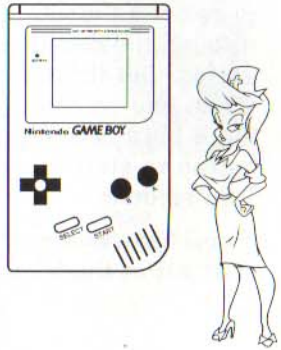
Control pad: Move character.

Select button: Switch characters. Press it twice quickly to skip over one character to the next. Also, press to exit a stage you have previously cleared. (Can only be used while the game is paused.)

Start button: Pause.

A button: Jump.

B button: Perform action.



Basic character actions

Yakko: Move an object, such as a box. (Push the box with the Control Pad and pull it by holding the B button and using the Control pad.) Also, whacks his paddleball as an attack (B button).

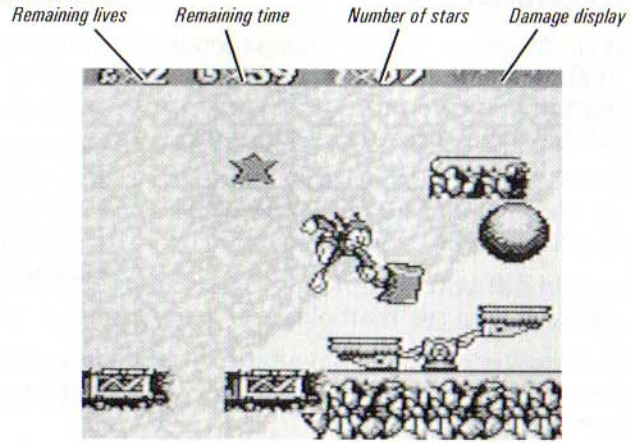


Wakko: Pounds his mallet (B button) (Effects: Lights fuses, destroys blocks, pounds switches and seesaws.)

Dot: Flirts (B button) (Effects: Gets roads opened, secures footholds.)

"Each character's actions have other effects as well. I have not done a complete analysis yet, so I suggest you try them for yourself and see."

Game screen



Items



1 UP: Gives you another life.



Life restoration: Improves your damage display—either one heart at a time or a complete refill.



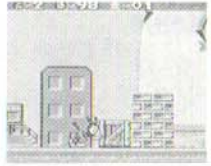
Star: Gives you a 1 UP when you collect 100 stars.



Timer: Increases the amount of time remaining.

Stages

Practice stage: Lets you practice Yakko, Wakko and Dot's actions.

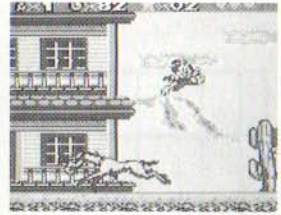




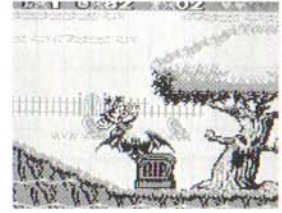
Stage Select Screen: Lets you choose one of the three stages and start playing the game.

Stage 1: The set of *BUNGLE IN THE JUNGLE*. This high action adventure pic stars Dirk Rugged. Get his hat to complete the stage.





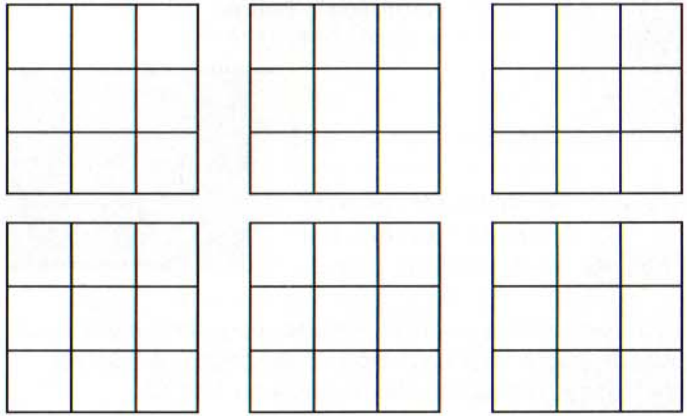
Stage 2: *REMEMBER THE A LA MODE*. Get sheriff Jethro Anderson's badge.

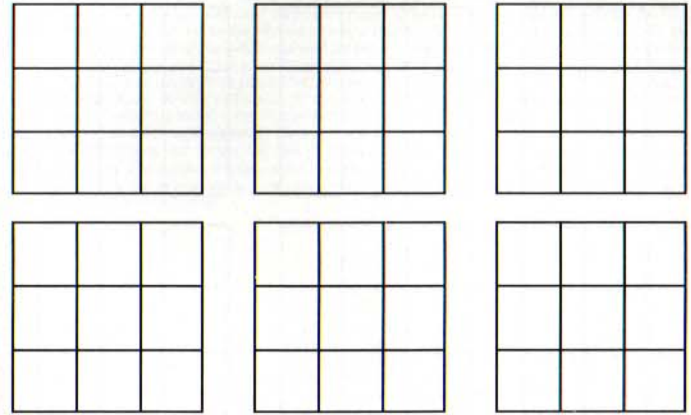


Stage 3: *TO SCREAM OR NOT TO SCREAM*. Retrieve the hockey mask worn by Janus.

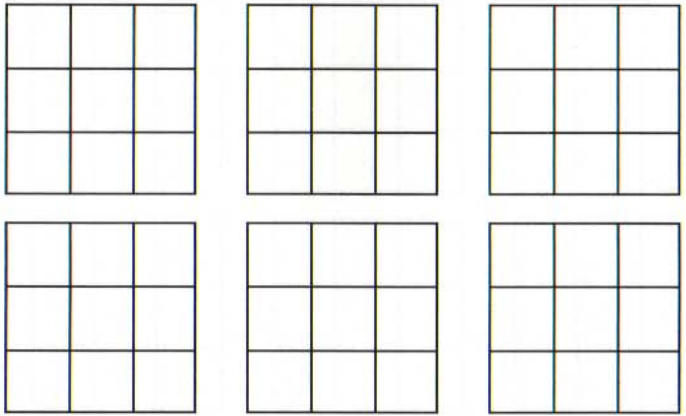
When you've cleared all three stages, you can play a final stage of the game. Somewhere in the stages, a "Secret Roulette" game is hidden. See if you can find it!

Passwords





More Passwords!



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