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DICK TRACY

INSTRUCTION MANUAL

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DICK TRACY

Precautions

1. If you play for long periods of time, take a 10-15 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.

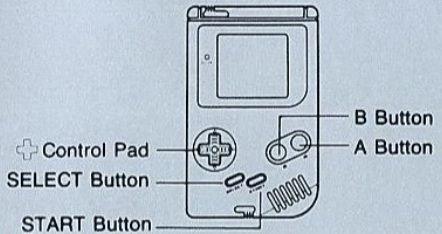
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Thank you for purchasing Bandai's Dick Tracy Game Pak. Before starting to play, be sure to read these instructions carefully so that you will operate the game correctly. Keep this instruction manual handy for future reference.

1. Introduction

Ace detective Dick Tracy stared in horror at the glaring headline on the front page of the evening news. Big Boy Caprice had escaped from prison and within hours a crime wave had hit the city the likes of which he'd never seen. It seemed that all the filth of the city had crawled out from beneath some slimy rock...the Brow, Pruneface, Flattop, and the rest of their ruthless cohorts were on the rampage again. Suddenly Tracy's two-way wrist radio interrupted his thoughts. *"Calling Dick Tracy! Calling Dick Tracy!"* He sprang from behind his desk and burst through the squad room door shouting,*"O.K. boys, let's go! This could be our lucky break!"*



2. How to Operate the Controller

General Controller Moves

A Button:	Push to jump.
B Button:	Push to use the currently selected weapon.
START Button:	Push to pause or continue the game.
SELECT Button:	Push to cycle through the available weapons.
Control Pad Right:	Push to move forward.
Control Pad Left:	Push to move backward.
Control Pad Up:	Push to climb up ladders, stationary ropes, and pipes.
Control Pad Down:	Push to climb down ladders and pipes or to kneel.

The A Button can also be used to to jump from ladders, pipes, and ropes while Tracy is climbing them. You can control the direction he jumps by pressing the Control Pad right or left.

Special Control Pad Moves When Tracy has a Gun

Down + Left/Right:	Push to aim the gun diagonally down and to the left/right while Tracy kneels.
Up + Left/Right:	Push to aim the gun diagonally up and to the right/left while Tracy stands.
Up:	Push to aim the gun up in the direction Tracy is facing.

3. How to Play the Game

Getting Started

Insert the game cartridge in your Game Boy and turn the power on. The Copyright Screen will appear followed by the Dick Tracy Logo Screen. Select either START or CONTINUE by pressing the Control Pad right or left, then press the A Button to activate your choice. If you select START, a story will unfold showing Big Boy escaping from prison and then the story hitting the newspapers. Next Tracy's thoughts are revealed and then the game begins.



If you select CONTINUE, you must enter a password frequency on Tracy's wrist radio for the level on which you wish to continue (passwords are given to you when you complete each level). Press the Control Pad up or down to increase or decrease the currently selected digit or press the pad right or left to select different digits. When you have entered the code, press the START Button to verify the password. If it is correct, play will resume at the designated level with Tracy thinking about his next move. If the password is incorrect, Tracy's wrist radio will remain tuned to a local radio station.



Playing the Game

As our story begins, Big Boy Caprice has escaped from prison and has begun a massive crime wave throughout the city. Dick Tracy gets put on the case and must comb the city looking for clues that will put Big Boy back behind bars. These clues appear as torn pieces of a photograph which Tracy must put together to solve the case.

The game consists of 5 acts, each containing 3 levels of non-stop action. Tracy must battle his way through each level by using his available weapons and with the help of other prizes he finds along the way.

Weapons

Tracy will come across many weapons as he travels through the city. To pick them up you must touch them. Tracy can choose from among his available weapons by pressing the SELECT Button. The weapons and their uses are as follows:

Pistol:	Fires a single shot at a time.
Tommy Gun:	Fires three rapid-fire shots*.
Tear Gas:	Knocks out all enemies near where it explodes.
Hand Grenade:	Knocks out all enemies on the screen*.

*Note: When Tracy is using the Tommy Gun, he cannot select the Pistol until he runs out of Tommy Gun bullets, but he can pick up additional Pistols and save them for later use. Also, when Tracy is using the Hand Grenade, he cannot select the Tear Gas until he runs out of Hand Grenade throws, but he can pick up more Tear Gas for later use.

Prizes

Tracy will find many items along the way that will help him in his battle against Big Boy's henchmen. Some prizes are hidden in boxes, filing cabinets, trash cans, etc. To find these hidden prizes, Tracy must punch around the object he suspects to contain some item.

When the item appears, Tracy must touch it to gain possession of it. The various prizes in the game fall under the headings of Strength, Time, Weapons, and Special Items as follows:

Strength

Heart:	Gives Tracy 1 unit of strength.
Badge (Star):	Gives Tracy 4 units of strength.

Time

Clock:	Gives Tracy one extra minute to complete a level.

Weapons

Pistol:	Gives Tracy 6 pistol shots; maximum 12 shots.
Tommy Gun:	Gives Tracy 24 machine gun shots; maximum 48 shots.
Tear Gas:	Gives Tracy 3 Tear Gas throws; maximum 6 throws.
Hand Grenade:	Gives Tracy 1 Hand Grenade throw; maximum 2 throws.

Special Items

Picture Pieces:

There are 12 picture pieces in each level that will help Tracy win the game. Some pieces can be found out in the open, others will be dropped by defeated thugs (as the game progresses they get harder to find). Collect as many of these pieces as you can and put them together at the end of a level (see Bonus Round Section below for details).

Spinning Prizes:

These prizes give Tracy different rewards depending on when he punches them. So time his punches carefully.

Enemies and Obstacles

During his investigation, Tracy will encounter a variety of enemies including Fist Fighters, Shooting Thugs, Knife Throwers and Tire Throwers. Some enemies are stationary, some pursue Tracy, and others duck or jump when fighting. As mentioned above, some thugs will drop a prize when defeated. Tracy will also find other obstacles in the way of his investigation such as Falling Traps and Fires. And, although Tracy can make some daring leaps, make sure he never falls into a pit or into the water!



Boss Enemies

At the end of each level, Tracy will have to face one of Big Boy's main henchmen. Each has a special weapon and Tracy must use a different strategy to defeat each one.



Bonus Round

After Tracy defeats a boss enemy, he enters a timed bonus round. In this round Tracy must try to put together all the picture pieces he has found during that level in order to gain additional prizes. There is a limited amount of time to assemble the pieces depending on how many pieces he has found.

Use the A Button to put pieces down under the magnifying glass or to pick them up. The Control Pad lets you move the magnifying glass right, left, up, and down. If you put one piece over another, you automatically pick up the piece that was there first. Listen carefully when you put a piece down. A special sound lets you know when each picture piece has been put down in the right place.

Piece together the photograph as best you can. When you have put all the pieces down, move the magnifying glass over the word "Done" and press the A Button. Tracy is rewarded based on how successful he has been in assembling the picture as follows:



Each 2 pieces correctly placed:	1/2 unit of strength.
Each second remaining in Bonus Round:	1 extra second in the next level.
All pieces found and correctly placed:	1 extra life.

Winning the Game

After the Bonus Round, Tracy interrogates the Boss enemy he just defeated to get his next lead. Play then resumes at the beginning of the next level. To win the game, Tracy must find and defeat Big Boy Caprice.

90-Day Limited Warranty

Bandai America, Inc. ("Bandai") 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, Bandai 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 Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-213-926-0947. 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 Bandai 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:

Bandai America, Inc.
Consumer Service Department
12851 East 166th Street
Cerritos, CA. 90701

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to 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 Bandai Consumer Service Department at the phone number noted. If the Bandai 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 and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai 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 refunded.

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