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Nintendo®

GAME BOY®

CAPCOM USA

DMG-RR-USA



INSTRUCTION BOOKLET

A special message from CAPCOM

Thank you for selecting **Who Framed Roger Rabbit** for your Game Boy system. We are proud to offer you this action-packed adventure, Capcom's latest contribution to the Game Boy!

Who Framed Roger Rabbit offers the finest graphics and stereo sound available for the Game Boy. We hope you enjoy the excitement and challenges that await you in **Who Framed Roger Rabbit.**

Very truly yours,



Joe Morici
Senior Vice President
CAPCOM, U.S.A.



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SAFETY PRECAUTIONS

Follow the suggestions below to keep your Game Boy and Game Pak in top operating condition:

1. **Always make sure the Game Boys power is off before inserting or removing the Game Pak.**
2. **Don't try to take the Game Pak apart.**
3. **Never touch the contact points on your Game Pak.**
4. **Keep your Game Pak safe from direct sunlight, high heat, and extreme cold. Don't bend it, crush it, or let it get wet. Store it in its protective package at room temperature when you're not using it.**
5. **If your Game Pak gets dusty, clean it with a soft, dry cloth. Never use thinners, solvents, benzene, alcohol, or other strong cleaning agents, which can damage the Game Pak.**

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GETTING STARTED

1. Plug the **Who Framed Roger Rabbit** Game Pak into your Nintendo Game Boy and turn it on. In a few moments the title screen appears.
2. Press the **Start** button to begin the game at Scene 1. (Or use a password to start at a later scene. See *Using a Password* on page 14.
3. During play, press **Start** to pause the game. During this time you can choose a Toon Tool or Item. Press **Start** again to resume play without choosing anything.
4. Press **Start** and **Select** together to restart the game from the title screen.



ROGER RABBIT, DETECTIVE

Something very funny is going on in Toontown. Creepy Judge Doom, who hates Toons, is attempting a takeover! He gets five sleazy Weasels to do his dirty work, and they kidnap Jessica Rabbit!

Roger's got to rescue her. First he must collect his wits, and then the evidence and clues needed to arrest Judge Doom. The town is full of information, but Roger must talk to the right people to get it. And he's got to find Eddie Valiant to help him.

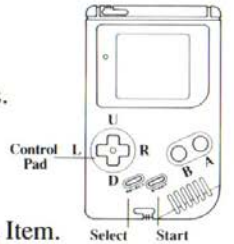
Toontown is a maze of streets, alleys, offices and shops. The clues, evidence, and witnesses could be anywhere.

Hurry, Roger! There's not much time. Judge Doom and the Weasels are determined to get what they want. And you've got to make sure they don't.



CONTROLLING ROGER

Press this:	To do this:
Control pad up, down left or right	• Walk in that direction.
Control pad up or down	• Climb up or down stairs.
Button A	• Talk to another character. • Duck down, search something or pick up an Item. • Get something from the Toon Tools and Items Box.
Button B	• Use a Toon Tool.
Start Button	• See the Toon Tools and Items Box. Use the control pad to move the square over something you want, and then press button A.



THE SEARCH IS ON!

Ring-a-ding! Jing-a-ling! Take that call Roger. Walk up to the phone and press button **A**. You're about to hear some startling news. And get yourself into some hair-raising situations! Jessica Rabbit is in danger. You don't have much time to find her before Judge Doom takes over Toontown. You'll spend all your time solving riddles and gathering evidence. But once in a while you may end up in a fight, especially when the tough Toons start shooting!



If you get hurt, you'll lose some strength. The hearts at the top left of the screen show how much strength you have left. You can regain strength by picking up carrots you find on the ground. But if you're on your last heart, it's rabbit wipe-out when a bad Toon catches up with you!

If you get turned into rabbit food, you can start a scene over or begin a new game. On the screen that appears, choose **Continue** or **Start** with the control pad, and then press **Start** or button **A**.

SPECIAL ACTIONS

Getting Information

Walk up to someone and press button **A**. You'll begin a conversation. You may learn valuable information, directions or hints about what to do next. If there's an arrow in the conversation box, press button **A** to keep talking. Press button **A** at the last box to swing back into action.

Searching For Evidence

Press button **A** to pick up something you find on the ground. To search a chest, table or other object, walk up to it and press button A. If you find something, it will go into the Toon Tools and Items box.

Hiding Behind Objects

Move behind crates, corners of buildings, or any place that can protect you from the Weasels or other bad Toons. If there's no place to hide, press button **A** to duck down. The tough guys may turn their backs on you.

THE TOON TOOLS AND ITEMS BOX

When tough Toons attack, don't be caught bare-handed. Press **Start** to see the Toons Tools and Items box. Press the control pad to move the square over something in the box. Then press button **A** to get back to town with your Tool or Item.



Punching Glove
Point the glove at an opponent and press button **B** to knock him flat! Then scurry away, because the toughie will soon revive.



Toon Gun
Point the gun and press button **B** to shoot a knock-out bullet. While shooting, press the control pad to aim in different directions. You've got to find the bullets before the gun can do you any good.

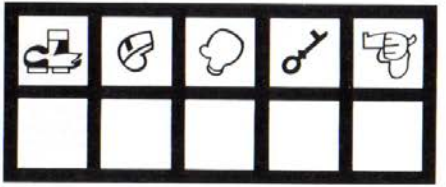


Speedy Shoes
Use these for quick get-aways. They'll help you out-race toughies who try to get rough.

TOON ITEMS

During your investigation, you'll find Items on the ground and in shops and offices. Some of them may not seem important. Items can help you, but you'll have to figure out what they're good for.

To pick up an Item, get as close as you can to it and then press button A. The Item will go into the Toon Tools and Items box. If you pick up a carrot, you get more strength right away.



TOONTOWN TRAILS

You're hot on the trail or are you? Your hunt takes you through six scenes of discovery, deduction, and d-d-d-danger! You may get valuable clues in Marvin Acme's office, or you might duck down and alley only to get trapped in an ambush!

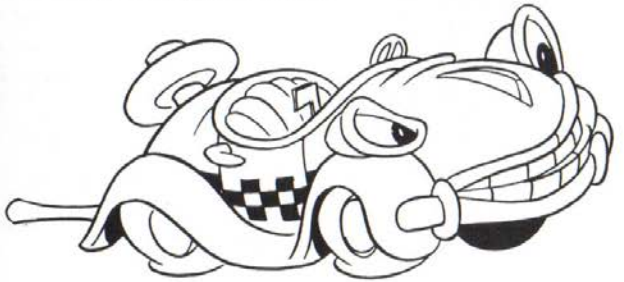


Visit the Ink and Paint Club, where the action is hot! Talk to Delores, and find out what Lucy knows. Get Eddie Valiant to help you, even if you have to say "Puh-lease!"

Figure out what it takes to get the Weasels to stop! Threats? Evidence? A punch in the kisser? They just might surprise you.

TOON TIPS

- Search all the streets, alleys, buildings and rooms. Try to remember the way you went, so you can go another way next time.
- Talk to everyone. You'll get hints that help you figure out where to go or what to do next.
- Use the whistle to call Benny the Cab. He'll help you get places fast, and catch those slippery crooks.



USING A PASSWORD

When you finish a scene, you'll see a secret password. Write it down. (You might also want to write down the number of the next scene you will play, so you'll know where you got the password.) Then press **Start** to go on to the next scene.

The next time you play **Who Framed Roger Rabbit**, you can start at the place where you got the password. Here's how:

1. Use the control pad to choose Password from the title screen.

2. On the next screen, use the control pad to move the marker to the first letter or number in the password. Then press button A. The letter will appear on the line at the top of the screen.

3. In the same way, select all the letters or numbers of the password in order. When you're finished, the game will begin at the scene for that password.

Note: If you enter the password incorrectly, you can try again.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") 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, Capcom 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 Capcom Consumer Service Department of the problem requiringwarranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the Capcom 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 similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

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 Capcom Consumer Service Department at the phone number noted previously. If the Capcom 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 Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom 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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