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GAME BOY®

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DMG-LM-USA

SPANKY'S QUEST™



INSTRUCTION MANUAL

NOTES FROM NATSUME

Thank you for purchasing Spanky's Quest for the Game Boy System. We are proud and delighted that you chose to add our title to your video game library. Please read this manual to assure your complete enjoyment of our product. We hope you have many hours of entertainment with this action/fantasy game!

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SAFETY PRECAUTIONS

1. Take a 10 to 15 minute break after each hour of continuous play.

2. Keep Game Pak stored in places away from extreme temperature changes.

3. Do not drop or hit the Game Pak. 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.

THE BACKGROUND

Spanky the monkey was going on a picnic in the forest of Mopoland, when suddenly out of nowhere, bricks came falling down from the sky, creating towers that reached to the clouds. A strange voice spoke to Spanky who was trapped in one of the towers. "He, he, he what do you think of my beautiful home? I am Morticia from the world of darkness. I have come to bring darkness into this world. From now on, this is my world."

"What are you talking about? This is not your world, but ours. Let me out of here."

"No way! You will play tag with my crow. Maybe, the more the merrier. Abracadabra!"

All the fruits in Spanky's knapsack rolled out, shook around a bit and started growing arms and legs.

"If you can come to my tower, I may set you free, but I wonder if you can make it, he, he, he."

"Hold on Morticia, I'll come to defeat you and set my world free."

WORLDS

Spanky's Quest consists of 5 worlds:

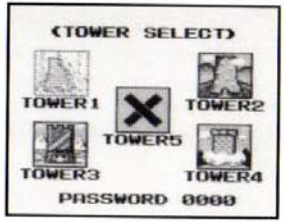
1- NORMAL WORLD

2- SLIPPERY WORLD

3- PUZZLE WORLD

4- NO FOOTHOLD WORLD

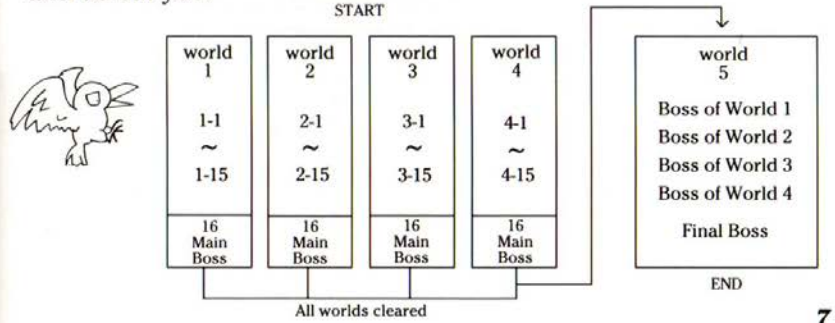
5- ALL BOSSES WORLD



One world has sixteen stages, Worlds 1-4 stages can be completed in any order. When the boss in the last stage has been defeated, player may move on to any world between 1-4 that has not yet been cleared. When world 1-4 have been cleared, the player may move on to world 5. World 5 contains all of the previous bosses encountered as well as "Morticia". Defeat "Morticia", and you have completed the game.

STAGES

In each stage, there are 1~ 8 enemies. By defeating all the enemies, you clear the stage, and you may move on to the next one. In each stage, there is a time limit of 30 seconds to 5 minutes. After the time limit, an invincible enemy character will come out and defeat you.



Lives

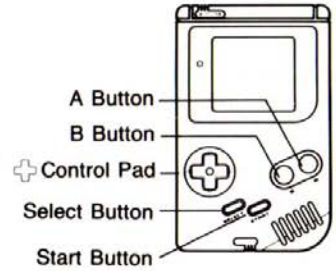
Player starts with 3 lives. When hit by enemies, player will die. If a player has lives left, he will begin at the start of the stage he left off.

When all of the players lives are gone, the game is over and the player has the option to end or continue the game. If continue is chosen, the player will restart where he ended.

PASSWORD: by using a password you can begin at any stage.

Controlling Spanky

Spanky's Quest is a game of quick action and split timing. Mastery may take a lot of practice.



Control Button:
Moves Spanky **Left** or **Right**

A Button:
Enables Spanky to **Jump**

B Button:
Use this Button to release the ball and attack.

METHODS OF ATTACK

The white Magic ball is released by pushing the B button. Heading this ball will cause the magic ball to get bigger. Holding down the B button while heading causes the ball to turn into an attack ball. Use this attack ball to defeat the enemies. If the enemy is hit by a white magic ball, he will only be paralyzed for a while, a black attack ball will however defeat the enemy. Increasing the number of times the white magic ball is headed, increases the power that is unleashed when turned into an attack ball.

METHODS OF ATTACK cont.

HEAD 1	power X1
HEAD 2-3	power X2
HEAD 4-5	power X3
HEAD 6-7	power X4

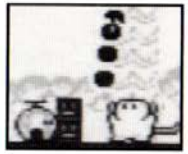
When the ball is at 4X power, and the B button is pressed, the ball becomes a black damaging weapon.

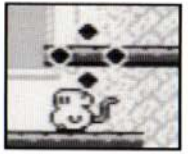
When the ball is at 1X power, it is weakest and will defeat only one enemy, after which it will disappear.

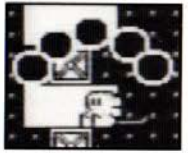
When the ball is at 2X power, it explodes at the enemy, and it has the power to defeat other enemies as well.

When the ball is at 3X power, the ball will defeat all the enemies in its path.

When the ball is at 4X power, the ball divides in 5 and defeats all the enemies in the balls trajectories.







POINTS CALCULATION:

If you defeat 2 enemies with one ball, you will increase your points.

1 enemy	100 points	World 1 boss- 1000 points
2 enemies	200 points	World 2 boss- 1000 points
3 enemies	400 points	World 3 boss- 2000 points
4 enemies	800 points	World 4 boss- 2000 points
5 enemies	1600 points	World 5 boss- 5000 points
6 enemies	3200 points	
7 enemies	6400 points	
8 enemies	10,000 points	

Heading Bonus: by continually heading the ball, you can maximize points.
1X- 10 points, 2X- 20 points up to a maximum of 64X- for 640 points.

POINTS CALCULATIONS:

PLAYER UP:
Player starts with 3 lives. By accumulating points, player can get 1 ups. By collecting Super 1 Up items, player can get up to 6 extra lives.

To get a Player Up:
20,000 points= 1 UP
40,000 points= 1 UP
60,000 points= 1 UP

ITEMS:

ONE UP ITEMS: One up items will give the player One extra life.

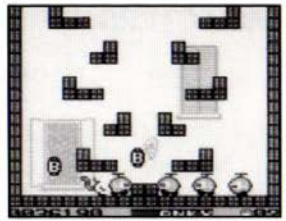


SUPER ONE UP- If all letters of S-P-A-N-K-Y are collected in order, player gets a Super one up item, and each enemy that is defeated will be transformed into a one up item.
If a player dies, he loses all his letters and must start all over again.

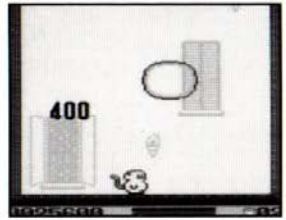
POWER UP ITEMS:
When power up item is taken, for 16 seconds the ball will travel in a sine curve, and this can be done 4 times.

ITEMS

BONUS ITEMS- Each bonus item is worth 400 points.



BONUS TOWER: When player collects all 6 letters of S-P-A-N-K-Y in any order, player goes to the Bonus tower.



CHARACTERS



ORANGEY
This orange, which was Spanky's lunch has become a monster. Shows no emotions, but is a coward at heart. He does not like heights.



MELUN
Loves to jump around in a childish way.



LEMAN
Cute baby. Curious. When he can't go where he wants to, he becomes moody.

CHARACTERS

CHESTNUTTY
Looks apathetic, but has his delicate side. If angered, he jumps around out of control.



BANANANA
Slithers around the frames in the game.



SLUGGO THE PINEAPPLE
1st tower boss. He is a hood. Sluggo likes to inflict damage on others. He does not like anything... especially his cute face.



CHARACTERS



PIPPI PEACH
2nd tower boss. Pippi is cute but a little bit dull. She is however confident. Child peach is playful.



FATSO, THE WATERMELON
3rd tower boss. Calm and restrained. He is a dignified character. Spits seeds to attack Spanky.

CHARACTERS



VITO MASCUTONE
Vito is the 4th tower boss. Father of many children, not to bore them, moves around here and there. He throws his children up in the air to play. He is a very busy father.



MORTICIA
Lord of all the monsters. She uses her magic broom to try to defeat Spanky.



BIG CROW/MORTICIA
When the Big Crow is defeated, Morticia's real self appears, she is lord of all the monsters. She uses her magic broom to try to defeat Spanky...

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

NATSUME INC. warrants to the original consumer that this NATSUME 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, NATSUME 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 NATSUME Consumer Service Department if the problem is requiring warranty service by calling: (415) 342-1712. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the 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, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

NATSUME, INC.
Consumer Service Department
1243A Howard Avenue
Burlingame, CA 94010
(415) 342-1712

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 NATSUME Consumer Service Department at the phone number noted previously. If the NATSUME 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 PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to NATSUME, enclosing a check or money order for $10.00 payable to NATSUME, Inc. NATSUME 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.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NATSUME BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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Game Master Challenge

Defeat this game, and take a picture of the ending screen with your face in it. (For SNES and NES games). Send the picture to Natsume and you will be designated a Natsume Game Master, and you will be awarded the following Prizes:

1. Game Master Sweatshirt. Not available in stores. Please specify size.
2. Game Master Certificate, suitable for framing.
3. Game Master names will appear in the Natsume Newsletter.



The following are games which qualify for the Game Master Challenge:

Amazing Penguin™ (Game Boy)
Spanky's Quest™ (Game Boy & Super NES)
S.C.A.T.™ (NES)
Tail 'Gator™ (Game Boy)



SPANKY'S QUEST™



Also Available for Super NES!

TAIL'GATOR™

Available for Game Boy!

