Go Ape on Game Boy®!



Thrilling Tarzan Action



Four Playable Characters



Wild Jungle Adventure



NUS-NBYE-USA

INSTRUCTION BOOKLET

Disney PIXAR

a bug's life

ACTIVISION.

Disney INTERACTIVE

EVERYONE E CONTENT RATED BY ESRB

NINTENDO 64

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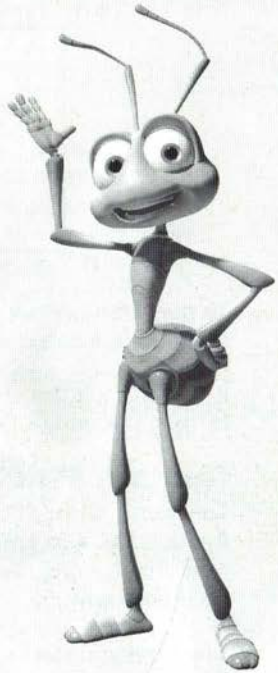
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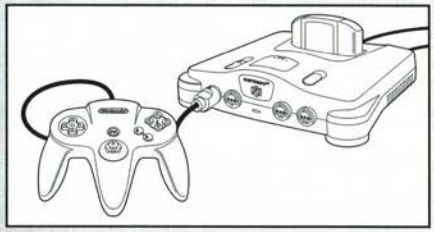
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GETTING STARTED

Connecting the Nintendo® 64 Controller



To play Disney/Pixar's *A Bug's Life*, connect a controller to socket one located on the front panel of the control deck.

If you change the connection during the game, you will need to turn the power OFF to make the connection active.

Rumble Pak™/Controller Pak

The game, Disney/Pixar's *A Bug's Life*, is compatible with the Rumble Pak and Controller Pak accessories. Before using them, read the Rumble Pak and Controller Pak accessory instruction booklets carefully.

Any time you start a game, you will be prompted to insert your Rumble Pak or Controller Pak at that time. If you are not using a Rumble Pak or Controller Pak, you will see a message reminding you that the Rumble Pak or Save/Load features will not be available. Remember, it is important to only switch your Rumble Pak and Controller Pak when prompted to do so.

Note: *A Bug's Life* may not be compatible with all 3rd party accessories.

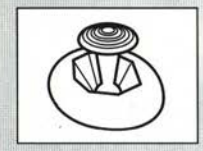
Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



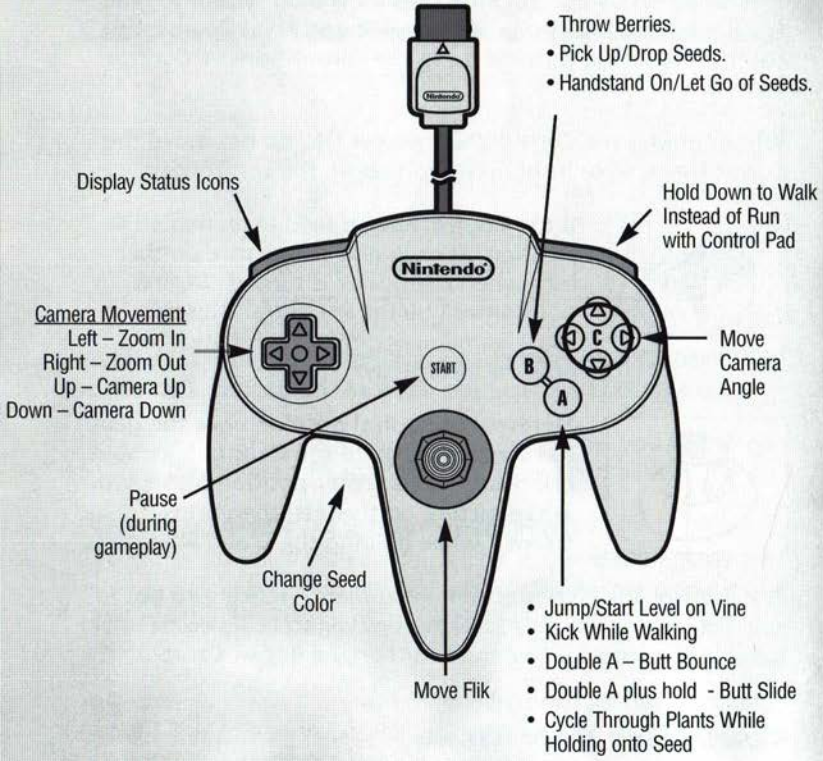
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** Buttons.

The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact a Nintendo Authorized Repair Center.

Controller Pak Menu

Press and hold Start upon powering up or reset to access the Controller Pak menu. This will allow you to view and delete game notes from a Nintendo 64 Controller Pak. Follow on-screen instructions to Exit or Delete Notes.

BUG CONTROLS



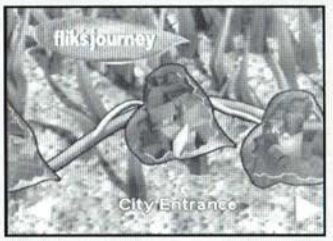
Menu Selections

- Control Pad or Control Stick Up, Down, Left or Right to highlight options.
- Press the A Button to select option.
- Press the B Button to go to the previous menu.

Press START during the game to pause or exit and access the Options Menu (see Options, on page 5).

THE MAIN MENU

Flik lives in an organic, ever changing world. So the Main Menu is made up of a vine. Each leaf on the vine takes Flik to a different place.



Choosing a Level

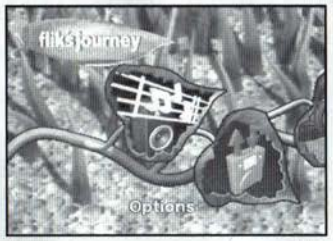
To enter a level:

1. Press the Control Stick left or right to select a Level Leaf.
2. Press the **A** button to begin the game.

Options

To choose an option selection, select the options leaf and press the **A** button. In the options screen you can perform the following functions.

1. View control settings
2. Turn subtitles on/off
3. Restore default settings
4. Adjust music volume
5. Adjust SFX volume
6. Change text speed
7. Change camera mode





Saving and Loading Games

Note: You must have a Controller Pak inserted in your Nintendo 64 Controller in order to save a game or load a previously saved game.



To save a game:

1. Select the leaf marked Load/Save and press the **A** button.
2. Select the Controller Pak that says "Save Game."
3. Press **A**.
4. Select slot **A**, **B** or **C**.
5. Press **A** to save your game.

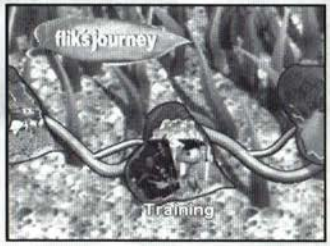
To load a saved game:

1. Select the leaf marked Load/Save and press the **A** button.
2. Select the Controller Pak that says "Load Game."
3. Press **A**.
4. Select slot **A**, **B** or **C**.
5. Press **A** to load your game.

Press the **B** button to go back to the previous menu.

Training Level

Select the Training leaf to learn everything you need to know about berry throwing, planting seeds and using plants. Your teacher is Mr. Soil. Pay attention to the master and you'll soon be ready to go grasshopper hunting.



THE STORY

Every year on Ant Island, the ant colony, under the rule of the Queen Ant and Princess Atta, who is training to succeed her aged mother, works tirelessly gathering food for winter. And every year, cold-hearted Hopper and his hungry horde of unruly grasshoppers ride through and demand food from the timid ant colony. It's not only terrifying to the ants; it's downright humiliating! Flik, a klutzy but inventive worker, has built a harvesting contraption to help increase food production. Instead, it runs out of control and destroys the ant's food offering to the grasshoppers.

When the grasshoppers arrive, Hopper is furious with the colony's apparent lack of progress. Unwilling to listen to an explanation, Hopper demands "twice the food."

"We'll be back at the end of the season," Hopper intones, "when the last leaf falls."

Flik is put on trial for his colossal mistake and brought before Princess Atta and the Ant Council. During the proceedings, Flik, unable to contain his thoughts and ideas, suggests they find bigger bugs to help defend the colony against the grasshoppers. Flik even volunteers to find them himself. Surprisingly, Princess Atta grants his request to go search for the bugs, secretly hoping it will keep the jinxed Flik out of the way, allowing the colony to meet Hopper's demands without interruption.

Now Flik will leave the island in search of tough bugs, oblivious to the fact that the colony is more than happy to see him go. Once he gets to the big world outside, the adventures awaiting Flik will change him and Ant Island forever!

FLIK'S FRIENDS

Meet Flik's tough and battle-ready bug warriors.



Slim the Walking Stick
Slim, the circus clown, always complains about how misunderstood he is and that he is merely a prop for others amusement.



Heimlich the Caterpillar
Heimlich likes to eat and his stomach proves to be a useful trampoline. Heimlich tends to giggle when you hop on his tummy.

Francis the Lady Bug
Francis is often mistaken for a lady. He is a ladybug after all. Francis overcompensates for this by attempting to pick a lot of fights.



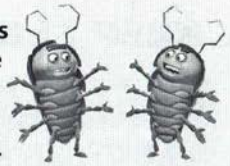


Rosie the Black Widow
Rosie doesn't spin the strongest web in the world, but she tries her best. Flik can navigate over obstacles by using Rosie's webs. Rosie hangs nearby encouraging Flik to hurry along.

Dim the Rhino Beetle
Dim is all heart. Filk uses Dim as an airlift to transport Blueberry Scouts in "The Tree" level. Despite Dim's usefulness, he tends to speak in single syllables.



Tuck & Roll the Pillbug Acrobats
Flik uses these eager pillbugs to bounce himself upwards. All the while they speak a very enthusiastic Hungarian form of gibberish.





Gypsy the Moth
Gypsy, a stunning beauty, radiates self-confidence. When Gypsy's wings unfurl, her back takes on a splendiferous appearance.

Manny
the Magnificent
Manny tends to take his magic arts and himself very seriously. Beneath the curmudgeonly surface, however, lurks a helpful heart of gold. Manny's magical chamber (a Chinese take-out container) comes in very useful in Flik's quest to rid the colony of the grasshoppers.



KEEP FLIK MOVING



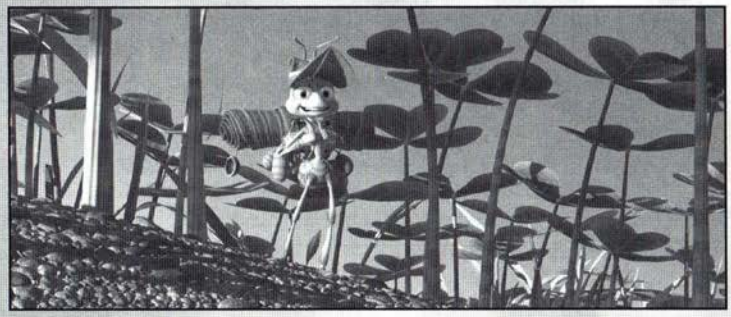
Flik is one agile ant! He's strong too, since all ants are strong. Flik can pick things up and haul them around. He can throw berries and whack a flying wasp right between the eyes (if the wasp deserves it). He can jump, butt bounce, spin, kick, slide and swing from vines.

To move Flik around in his world, press the Control Stick in the direction you want him to go.

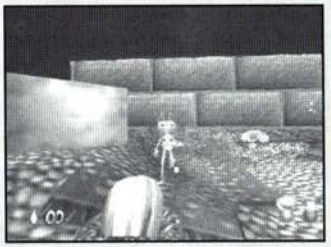
If he needs to get over an obstacle, press the **A** button to make him jump. Many obstacles are too high for Flik to jump over unless he has some help. Check out your surroundings to find what you need. Think like a bug!

Flik can pick up objects. When Flik gets close to a seed, press the **B** Button. If the seed is moveable, Flik will hoist it over his head. If not, Flik will do a handstand on it.

Hint: Movable seeds are resting on the ground. Immovable seeds are planted a small bit into the ground.



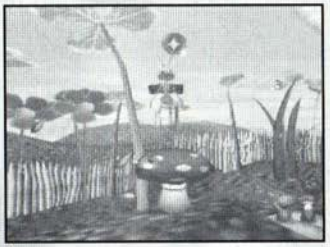
SEEDS AND PLANTS



There are plenty of seeds scattered throughout Flik's world. All seeds are brown when you first see them. The plants that grow from them can do amazing things:

- Enhance Flik's health
- Shield him from attack
- Help him fly
- Make him invincible
- Grow platforms for jumping
- Damage enemies

Seed Tokens



Seed tokens let you change the color of a seed and the kind of plant that grows from it.

When you collect tokens, the kind of plant you can grow is shown at the bottom right of the screen, along with the color you need to choose when you want to make that kind of plant. When you collect more than one of the same token color, Flik gains the power to grow more plants.

For Example: If Flik collects all four blue tokens he can grow four different plants.

What the Tokens Grow

Brown

1 Token - A Mushroom for jumping.
2 Tokens - A Propeller Plant to lift Flik up.
3 Tokens - A Dandelion to help Flik fly.
4 Tokens - A Cannon Plant to shoot Flik to new heights.

Green

Each new Token helps grow plants with more leaves, so Flik can climb higher and higher.

Blue

This plant produces useful items which can help Flik. Pick these up to gain their powers.
1 Token – Invincibility for a short time.
2 Tokens – Health to restore damage.
3 Tokens – Bubble Shield to protect you from three enemy hits.
4 Tokens – Super jump.

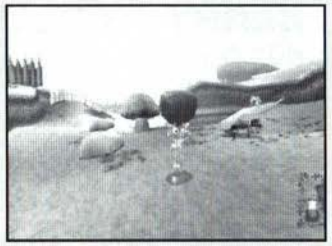
Purple

Berry power! You can power-up your berry one step for each token collected, or find the right berry power-up in the level.

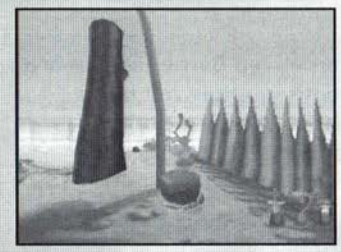
Yellow

1 Token – Blue Berry shooter to damage grasshoppers.
2 Tokens – Purple Berry shooter homes in on grasshoppers.
3 Tokens – Mine Plant, same as a Gold Berry. This plant permanently eliminates enemies.

How to Handle Seeds



Pick Up a Seed – Walk up to it and press the **B** button. Press the **B** button again to put the seed down. (You can't pick up a seed that's imbedded in the soil.)



Do a Handstand on a Seed – Walk up to it and press the **B** button. Press the **B** button again to let go of the seed.

Change the Color of a Seed – Press the **Z** button while standing near a seed or holding onto it. You must have picked up a token to change the color of a seed.

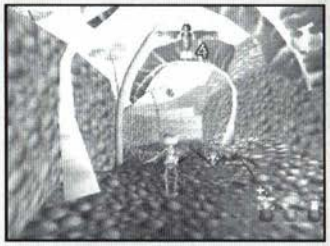
Plant a Seed – Jump on it.

Drop the Seed on an Enemy – Press the **B** button.

Get Another Seed from a Plant You Already Planted – Walk up to the plant and press the **B** button. Lift the plant and drop it somewhere else. The new seed is below it. You can change the color of the new seed.

Cycle Through Plants – While Flik is holding a seed, you can cycle through all of the different plants you have earned by pressing the **A** button.

BERRY ATTACK!

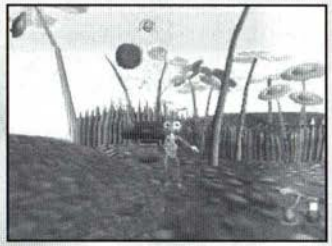


Flik's first line of defense is his berry throw. To throw a berry, turn Flik to face the enemy and press the **B** button. If an enemy is in range either on the ground or in the air, Flik can nail him. When an enemy gets hit with enough berries, it vanishes... if it's the right berry.

Berries vary in power. Flik always carries red berries, which are the weakest. He must hit enemies with multiple red berry shots to knock them out. Red berries won't even bother a grasshopper—they just make them mad. More powerful berries are scattered around for you to find.

When you see a berry power-up, walk Flik into it. Then your berry shots will be more powerful and require less throws to take out an enemy.

Berry Power



Red – Flik has these all the time until he finds more powerful replacements. Grasshoppers just laugh at this one.

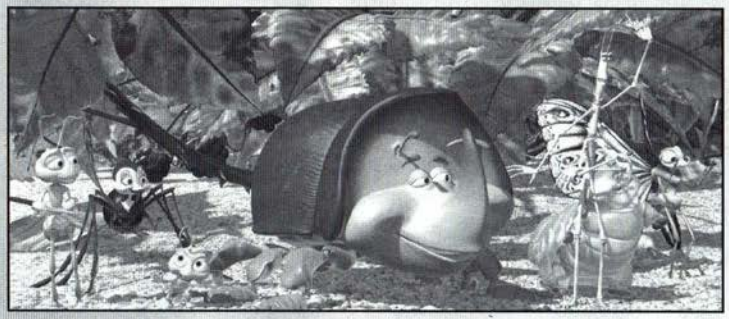
Blue – Smoke bomb. Hit a bug with this and it vanishes in a blue cloud.

Green – This homing berry chases down a target.

Purple – A homing berry just like the green one but it wipes the smile off a grasshopper's face. It's more powerful than the green berry, and flies faster to the target.

Gold – The most powerful berry. It explodes in flames when thrown. Bugs stay gone after getting hit with this one. A gold berry keeps enemies from returning after you knock them out the first time. When you have gold berries, you can keep track of how many enemies you have left in a level. Every time you whack an enemy, a countdown number displays at the bottom of the screen.

Be careful! Don't pick up a weaker berry than the one you already have!



THE STATUS ICONS

Keep track of Flik's status by pressing the START or the **L** button to display the Status Icons at the top and bottom of the screen.



Lives – Flik begins the game with six lives. If he takes health damage and falls over, he returns to the game where he left off, but with one less life. Check the number by Flik's face in the Status Icons to see how many lives you have left. When Flik loses all his lives, the game is over.

Health – Watch the Health Leaf closely. When Flik has full health, the leaf is perfect. But every time he gets attacked or injured, a bite gets taken out of the leaf. Too many bites and the leaf is gone—and Flik along with it.

Repair Flik's health by picking up Health leaves, marked with a red cross, released by some defeated enemies and blue seed plants.

Grains – Watch your grain count at the bottom left of the screen. Collecting 50 grains in any level gives Flik full health and a Silver Grain Token.

Seed Power – As you find more seed tokens of the same color, the number of plants Flik can grow increases. The Seed Power symbols, at the bottom right of the screen, show the plants that will grow from seeds of that color.

FLIK Letters – Collect the four letters of Flik's name to find a Bronze FLIK Token and receive an extra life. As you collect them, they take their place in the top Status Icons.

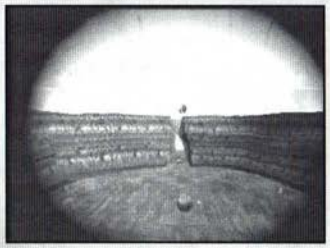
COMPLETING THE LEVELS

To complete a level, you don't have to get all the tokens and destroy all the enemies. You simply have to find an exit, complete a goal, or defeat the boss. If you don't get 100% completion, you can return later and try again.

Dewdrop Telescopes

Flik's ingenious scopes reveal level exits and hidden treasures. Touch a telescope to look through it and see a rotating view of items or the exit location and surrounding detail.





The Harvester

You can use the Harvester to suck in the grains. Press the **B** button to put it on and the **A** button to take it off. The Harvester can kill most enemies permanently just by running into them.



BAD BUGS!

These rotten insects make you ashamed to call yourself a bug!



Grasshopper
They can munch their way through a cornfield in a couple of hours and not leave a scrap. Try to knock them out with a red berry? Forget it.



Mosquitoes
Not too rough, but a real pain. River beds are loaded with them.



Flies
You'll know when you're in the city because these guys treat you like garbage.



Cockroaches
Look for loads of these urban crawlers around junk piles.



Spiders
The most common of enemies, spiders pop out of the ground to take a bite out of Flik.



Mites
Watch out for their pointy nose, or they'll poke Flik.



Grubs
Don't hang around in tunnels when these things come drilling through the walls.



Centipedes
These creeps pop out of walls and take a bite out of Flik.



Armor Plated Beetles
APBs are built like iron balls. They retreat into their armor to avoid berries.



Wasp
These vicious aerial attackers hover over Flik and try to sting him.



Dragonflies
These airborne obstacles aren't overly aggressive, but they will take a bite out of Flik.



Earthworms
Lurking underground, these bugs loom above Flik when they come out of hiding.



Daddy Long Legs
They tower over Flik, and wander the streets of the city. Watch out for those webs.



Taxi Bug
These lumbering insects won't go out of their way to attack Flik, but a red berry won't hurt their tough hides.

BOSSES

Flik will travel to five different lands during his search. To win victory in each land, he must defeat the boss.

Thumper
Can you say "crazy?" Thumper can't – he's too busy screaming while trying to tear Flik into tiny Flik flakes. He also launches deadly mosquitoes, so beware!





Bird
Everyone is afraid of the Bird... even Hopper!

Thud the Horsefly
This bug looks like he could eat a horse!





Molt
Shedding puts this heavy duty grasshopper in a rotten mood. Once he gets up speed, he has a tough time slowing down.

Hopper
This grasshopper gang leader is the reason for Flik's quest away from Ant Island. Defeat him and the game is won!



THE LANDS OF BUGDOM

Flik must travel through all five lands to complete his journey. Each part of his trip contains three levels.

Ant Island

This is your homeland. But it's still dangerous. Practice your planting skills and berry attacks. Dot will guide you in the first level. She knows the exit's location. But don't just run for the door. There are treasures to find. Next, travel eerie tunnels and escape danger using your seeds. Battle a grasshopper in the council chamber.



Leaving Ant Island

Change your altitude or you'll never get out of here. When you make your escape, travel the sunbaked soil of a river bottom thick with mosquitoes. Don't even think about how scary birds are.





Little Ant, Big City

Dodge traffic and explore this strange new land. This is where you'll make some friends and begin to see solutions to the Hopper problem. Get ready to heave some serious berries. This place is crawling with cockroaches.

Return to Ant Island

You head back home leading a band of warriors. Each one of your friends can help in difficult situations. You begin to hatch a scheme to rid your colony of the dreaded Hopper.



Grasshopper War

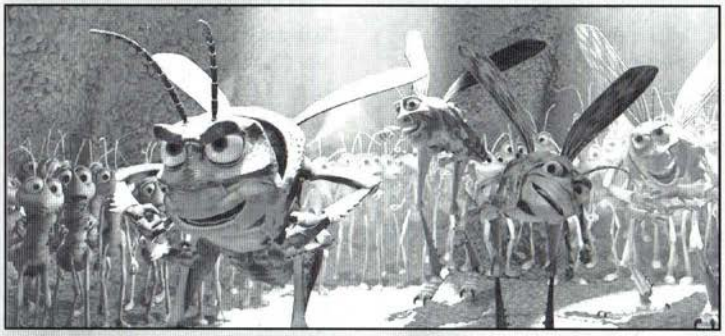
Grasshoppers are everywhere! They swarm over your colony in this final battle for the future of Antkind. Learn to fight with new weapons but save your strength. Hopper won't go quietly.



GAME HINTS

- Remember, if you are carrying a seed you can drop it on top of enemy bugs. You have to get pretty close, so be careful.
- Some seeds are movable. Try placing them under tokens you can not reach with a normal jump.
- If a token is out of reach, try finding another token that will allow Flik to reach new heights.
- Propeller plants are very useful for moving seeds.
- Propeller plants give Flik a boost when he is flying on the Dandelion. Pause in the updraft of a propeller plant to give Flik extra height.
- Sometimes Flik will find movable seeds in tight places where it seems impossible to remove the seed. Keep trying different things to find a way out. Think like Flik!

- Check everywhere for treasures. Vital items can be hidden in out of the way places.
- Sometimes the best defense is to run for your life.
- Bad bugs aren't the only thing that can damage Flik. Look out for hazards that may appear harmless but are hopeless for ants.



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Rosie - Bonnie Hunt
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Thud - Jack Angel
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Molt - Richard Kind
Atta - Jodi Benson
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and all the kids who gave us great feedback...

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