

SUNSOFT

18008 SKYPARK CIRCLE, SUITE 140
IRVINE, CA 92614

PRINTED IN JAPAN

NUS-NCTE-USA

INSTRUCTION BOOKLET

Chameleon TWIST™

SOLD BY SUNSOFT®

KIDS TO ADULTS
T
K-A
CONTENT RATED BY ESRB

NINTENDO 64

WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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This game is compatible with the Rumble Pak. Please note the following when using the Rumble Pak:

- Read the Rumble Pak instruction manual carefully before use.
- Attack and detach the Rumble Pak only when your Nintendo 64 game unit is switched OFF.
- Be careful when handling the dry-cell batteries.

- The Rumble Pak can also be used during versus play, by attaching a Rumble Pak to each player's controller.

Warning: The Controller Pak is not designed for use with Chameleon Twist.

Story



Davy the Chameleon likes nothing better than a nice walk through the jungle, finished up with a rest on his favorite stump. One day as he is sitting enjoying the sun, a well-dressed white rabbit wearing a black silk hat and vest appears in front of him, hurrying along the top of a log.

"Oh dear, oh dear, I should not be late!" mutters the rabbit in a panicky voice.

"Late for what?" wonders Davy.

The rabbit hurries along and jumps into a strange looking pot. The inside of the pot is covered with a rainbow-colored mist.

"Who on earth can that rabbit be? And why is he wearing such fancy clothes?" Davy just can't work it out. Maybe the rabbit is friends with someone living here in the jungle? Or maybe...?

Boiiing! Davy leaps down from the stump and straight into the pot, determined to catch up with the rabbit.

The mist gradually lifts and Davy finds himself in a jungle. But not the jungle he knows - everything looks different and his favorite stump is missing.



"Huh?"

Suddenly Davy finds he has more important things to worry about than the scenery.

"Yikes!!!"

Looking down, he sees he no longer has a chameleon's body. . . He is standing on two legs instead of four, wearing gloves and a backpack. What on earth has happened to him?"



"I've got to find that rabbit," he thinks, "and ask him how to get back home!"

Davy sets off to find the white rabbit. The jungle isn't dense so he has a good view all around. He can hear the sound of a waterfall a little way off.

Your adventure with Davy in the Land of Wonder is now about to begin. All you have to rely on is your tongue, your intelligence, and your courage. Good luck and good licking!

Character Profiles



Davy the Chameleon (before he changes shape)

Davy is a scaly reptile of about 60 cm in length, with an extremely long tongue that rolls and unrolls. He shoots out his tongue and picks up insects with the sticky end when he's hungry.

Davy the Chameleon (after he changes shape)



This is how Davy changes after he finds himself in the land of Wonder.
Height: 15 tongues
Tongue Length: 160 tongues (measured when unrolled)
Characteristics: Moves and attacks using his tongue. Head swells up and moves more slowly when he licks up lots of enemies.

Davy's Pals

You can select from three other chameleons as well as Davy. (All chameleons have the same measurements.)



Linda
You can spot Linda by her fashionable yellow ribbons.



Fred
Fred's round, sleepy eyes are his best feature.



Jack
Everybody likes Jack because he's so kind.

Davy's enemies



Happy
Attacks from above.



Chocnin
Spits out fire sprites.



Marble Kid
Wears green boots on his big feet.



Snakkaly
Pops up out of the desert sand.



Flying Cookie
A cookie with cream flowing out of it.



Choco Kid
Everybody loves a Choco Kid.



Cremitta
An exploding time-bomb.

Starting the Game



Switch on the power and the SUNSOFT logo appears, followed by the Demo screen and Title screen. Press the START button at the Demo screen or Title screen to bring up the Menu screen.

Menu screen
You can select the game mode and make Option settings from the Menu screen.

Training
Go into Training mode to practice the basic game controls as many times as you want. See page 7 for details.

New Game
The main mode in this game, where you play alone against the computer. See page 8 for details.

Battle
A versus mode for up to 4 players. There are two versions to choose from. See page 19 for details.

Options
Press the Control stick up/down to scroll through the options, and left/right to change an option setting. Select a song or sound in Music Test or Sound Test and press the A button to listen to it.

Sound mode: Select stereo or mono sound.
Sound test: Listen to sound effects used in the game.
Music test: Listen to background music used in the game.
Ranking data clear: Delete saved ranking data and other information.



Load
Select one of four titles and start the game. You'll save your progress into this file during the game. Use the L button to delete files and the R button to copy files.



Ranking
You can check ranked game results from this screen.



Training Mode

In Training mode you can work on improving basic skills used in the game. First master Davy's moves, then try taking on a friend to see who can complete the course the fastest (your time is shown on screen at the end of the course, but cannot be saved).

Pause Menu

Press the START button to bring up the Pause Menu screen. Press the A button to set a selection, and the B button to cancel.



Cancel: Return to the game.
Restart: Go back to the beginning of a game and play it over.
Exit: Quit Training mode and return to the Menu screen.

Room No. 1
Machine Gun Attack



Room No. 2
Target Practice



Room No. 3
Tongue High Jump



Room No. 4
Quick Movement



Room No. 5
Quick Rotation



Main Game Mode

1. New Game



Select "New Game", and select one of the 4 chameleons to be your character. Select a character with the Control stick, and press the A button to set.

* You can't change your character mid-way through the game

The Opening screen appears automatically once you've selected your character. The first stage you must clear is Jungle Land. When you've cleared Jungle Land, the Map Select screen appears.





* If you selected "Load" from the Menu to play a saved game, you start playing from where you last left off.

2. Game Screen

Life
The game ends if you use up all your Life marks. The maximum number of Life marks you can have is 10.



Collectable items
Shows the number of collectable items you've picked up during the stage.

Camera
Shows whether the camera is set to Auto or Manual.

3. Pause Menu

Press the START button to bring up the Pause Menu screen. Press the A button to set a selection, and the B button to cancel.

Cancel: Return to the game.
Stage quit: Quit the stage you're currently playing and go to the Map Select screen.
Save: Select one of the 4 files and save your progress.
Exit: Quit Main Game mode and return to the Menu screen.

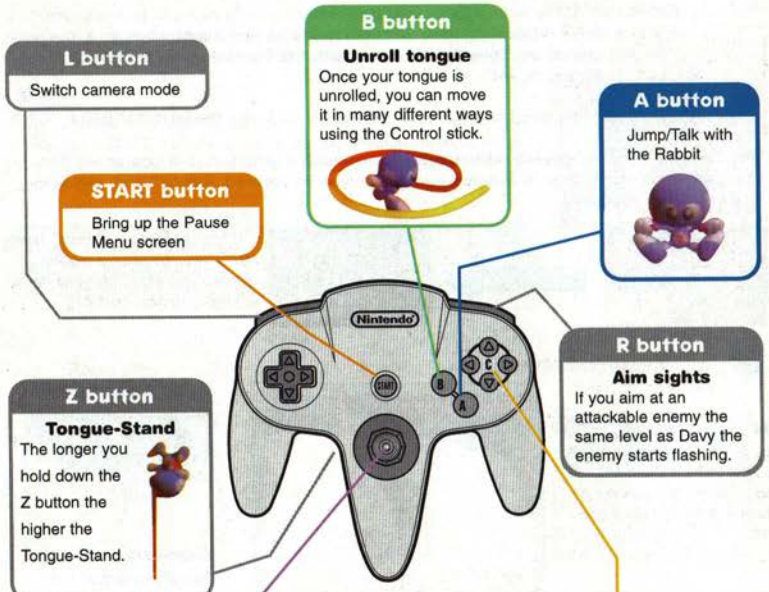


4. Map Select Screen



The Map Select screen appears after you clear Jungle Land. Select the course you wish to follow to get to the Ghost Castle. You don't need to clear all the stages between Jungle Land and the Ghost Castle to complete the game; to get to Ant Land or Bomb Land you must have cleared Jungle Land, and to get to the Desert Castle or Kids Land you must have cleared either Ant Land or Bomb Land. Once you've cleared a stage, you can go back and play it again as many times as you want.

5. Basic Moves



Taking Aim

Hold down the R button and move the Control stick to train the sights on your target without moving Davy. The small flashing square indicates the position of the sights.



Using Davy's tongue to move

Quick movement

Press the B button to shoot out Davy's tongue and grasp a stake. Keep the button held down lightly to pull him in towards the stake. (Releasing the button will make Davy release his tongue from the stake.)



Quick rotation

Press the B button to unroll Davy's tongue when facing a stake. When he grabs the stake with his tongue, press the A button with the B button still held down to make him swing around the stake. Release both the B button and A button at the same time to make him let go of the stake. Press the Control stick left/right to determine the direction he rotates.



Tongue-Stand/Tongue High Jump
Press the Z button to do a Tongue-Stand. Use the Tongue High Jump to jump up to locations you can't reach with the Tongue-Stand. Do a run-up using the Control stick, press the Z button to do a Tongue-Stand, then with your tongue still bent hit the A button. This will allow you to jump even higher than normal.



Using your tongue to attack

Licking up enemies/Spitting enemies back out to attack other enemies



Unroll your tongue with the B button to lick up enemies. Press the B button again to spit them back out. boss characters, middle-level boss characters, and some other enemies cannot be licked up. Spit minor enemies at them to cause damage.

Machine Gun Attack
Press the B button to spit out many enemies at once and cause damage to your opponent. This attack is useful when you are surrounded by many enemies.

Single Spit Attack
Press the Z button to spit out enemies one by one.

Shishkebob Attack
Press the B button to unroll Davy's tongue in a straight line and spear enemies with it. This attack is useful against enemies that march towards you in rows.



Rotation Attack
You do this attack in the same way as a Quick Rotation. Press the B button to unroll Davy's tongue when facing a stake. When he grabs the stake with his tongue, press the A button with the B button still held down to make him swing around the stake and lick up or knock down all enemies in range. Press the Control stick left/right to determine the direction he rotates. Use the Rotation Attack to knock down enemies you normally can't defeat by shooting minor enemies at them. Once they're down shoot minor enemies at them to get them for good!



Tongue Guard
You can protect yourself from damage by rolling your tongue around your body. This also protects you from damage from needles coming out of the ground and walls for a fixed period of time.



6. items



Restores 1 life



Restores 3 lives



Restores life gauge to maximum

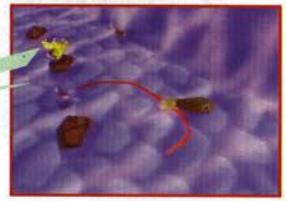


Collectable Items
If you collect more than 20 items in one stage, a crown appears on the Map Select screen. If you get a crown for each stage, you'll get a nice surprise!



This is Davy's first challenge. The first enemies attack in a pack. Keep a little distance away and use the Shishkebab Attack (page 11) and Machine Gun Attack (P.11) against them. Use Quick Movement (page 10) to quickly move from stake to stake. Halfway up the mountain you'll find a dangerous old mine. Be careful! Use Quick Rotation (page 10) to advance. Use butterflys to defeat Lizard Kong, King of the jungle.

Watch out for the fish when you cross the waterfall.

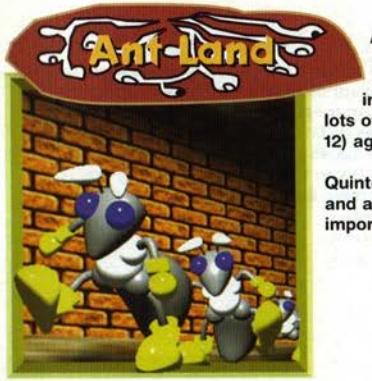




Jungle spiders come out of the eggs.

Your togue is ineffective against Rock Man so use a poisonous spider instead.

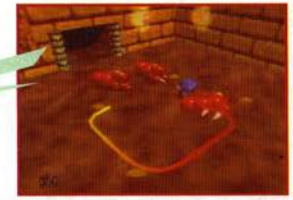




Ant Land is a kingdom of giant ants. They keep coming and coming at Davy in endless columns. Shoot your tongue straight out or in an L-shape, and do a Tongue Stand to get lots of ants in one go. Use Rotation Attacks (page 12) against the large, two-legged Marble Kids.

Quintella the Queen Ant swings herself around and attacks Davy. Using stakes effectively is important here.

Use Shishkebob Attacks against Weiners.





The Bad tackle moves quickly. Take careful aim and hit it with a Machine Gun Attack.

A long column of Arinkos. Don't you get the feeling there's an item on the other side of them...?



Bomb Land



Skillful use of Rocket Bombs is essential in this stage. Catch them and use them to blow up giant blocks and Bomb Armies so that you can progress. You can create chain explosions by lining up bombs in a row. Carefully guide the Bomb Armies into position then set off a Rocket Bomb to do a dynamic mega explosion. If you do a big enough explosion an item may appear.



Blow up the blocks to open up a path.

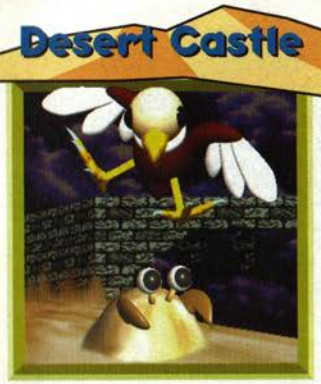


Blow up Copters to make the dangerous red sections of the flow harmless.



Powerful bombs are fired from the cannon. Watch your feet!

Desert Castle



This stage is set in a stone castle towering up in the middle of the desert. Use your tongue to protect yourself as you progress (page 12). The quicksand slopes are difficult to manage. You cannot use the Control stick to move in the normal way. Grab stakes with your tongue to move yourself forwards. You will need to have mastered the Tongue High Jump (page 11) to clear this stage. Switch perspective to check to Davy's left and right, and above and below him.



Time for a Tongue High Jump!



Quick Movement is the way to go over quicksand. Don't let the stress get to you!



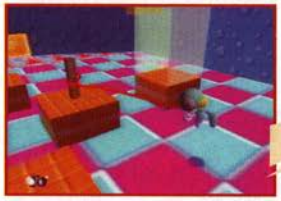
A flying carpet. There are items in the sky as well...



Kids Land is a land of cakes, sweets and adventure. Use the skills you've learned to move across the crackers, chocolate and cakes. Cram your mouth full of Chocolate Kids to attack the Hoppies that come at you from the sky. There are items hidden in the places where the ceiling is high. The boss character is unvulnerable when rotating. Could its weak point lie in its power source...?



Hit the wafer with a Machine Gun Attack to get the hidden items



Caramel with beams of white light coming out of it? Move ahead using Quick Rotation.



Switch perspective and you might find stakes in places like this.



This is the most mysterious stage in this mysterious world. Many strange and spooky challenges await Davy - rotating rooms with moving floors, and haunted floors that won't appear unless you light a candle; rooms in which you must cross over the top of rotating barrels to progress; and rooms with stairs swarming with eerie Japanese wooden clogs clattering up and down, and two different poltergeists, one Japanese-style and one Western-style.

Is there a final enemy lying in wait for Davy? Will he ever be able to make it back home? I all depends on you skill in using Davy's tongue.





A giant library. Oh no - the room's spinning!

A Japanese poltergeist. Your image is reflected in the Cursed Mirror.



Battle Mode

Select "Battle" at the menu screen to play a versus game with 2-4 players. Make sure you have one controller for each player.
*This mode cannot be played by one person.

Connecting the controllers

The character you play as is determined by which connector you attach your controller to. Press the A button on your controller to join in.

Controller Socket 1
(1P) Davy

Controller Socket 2
(2P) Jack



Controller Socket 3
(3P) Fred

Controller Socket 4
(4P) Linda

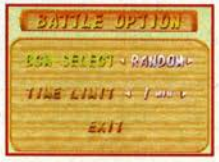
*Connect the controllers before you switch your Nintendo 64 unit on.

Setting the difficulty level

Each player adjusts the difficulty level by moving the Control stick left/right. There are four difficulty levels. The more stars the easier it is to guard and the less likely it is you'll take damage.

Setting the sound and battle length

Press the R button at the Stage Select screen before you set the stage to bring up the Sound and Battle Length Select screen. You can set the music you'll hear during the game and the length of the battle from this screen. Press the 3D stick up/down to scroll through the settings, and left/right to change them.



Stage

There are 8 Battle mode stages, and two different game modes to choose from within Battle mode. Select a stage with the 3D stick, and press the A button to set.



Battle mode game modes

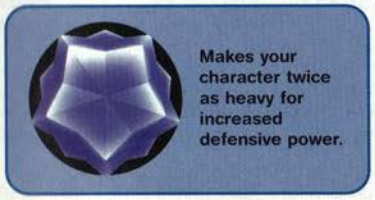
Battle royal (stages 1-4)
The last player left of the stage at the end of the game is the winner. In this mode, once you've fallen off the stage you cannot return to the game.

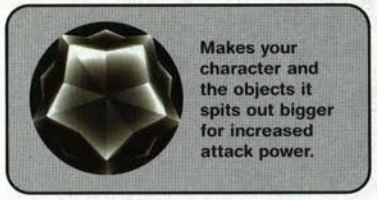
Time trial (stages 5-8)
The player who spent the shortest amount of time off the stage at the end of this time limit is the winner. In this mode, if you fall off the stage you can rejoin the action as many times as you want as long as there is time remaining.

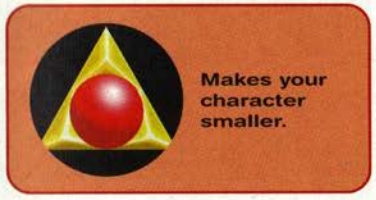




Items that appear during Battle mode



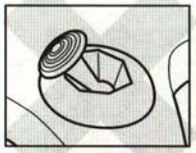




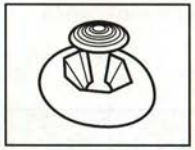


The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's 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.

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18008 Skypark Circle, Suite 140
Irvine, CA 92614
Tel: 714-724-0010
Fax: 714-724-0020
Web Site: www.sunsoft-games.com

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