

You'll go to pieces laughing  
in the **Crash Dummies'** first  
incredible NES® adventure!

Crash cars and knock heads in the crash  
test center... It's a **Crack-Up!**

Don't be a  
dummy,

**BUCKLE  
UP!**



**YOUR SPIDER-SENSE  
IS STINGLING IN SPIDER-MAN'S  
NEWEST GAME BOY ADVENTURE!**

Face super-villains **Carnage™**, **Hobgoblin™**, **Graviton™**,  
**Lizard™**, and solve the mystery of who framed you!

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**Nintendo**



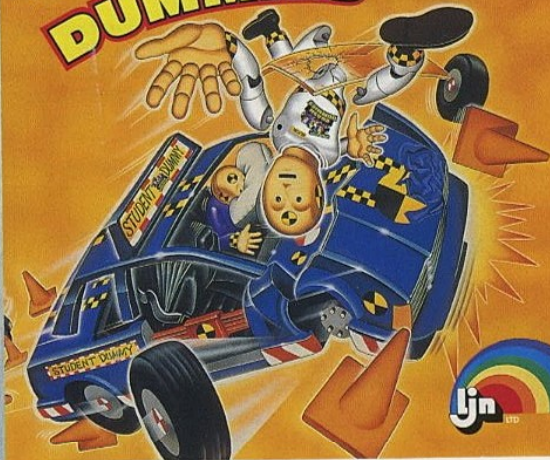
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Nintendo

**GAME BOY**

DMG-C8-USA

**THE INCREDIBLE  
CRASH  
DUMMIES™**





THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY® SYSTEM.

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## SAFETY FIRST

■ This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.

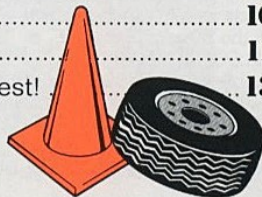
■ Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.

■ Don't clean with benzene, paint thinner, alcohol or similar solvents.

■ If you play for long periods of time, take a 10 to 15 minute break every hour or so.

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## BEFORE YOU GET STARTED!

1. Make sure the Nintendo® GAME BOY® power switch is OFF.
2. Insert the INCREDIBLE CRASH DUMMIES™ Game Pak as described in your GAME BOY® instruction manual.
3. Turn the power switch ON.

When you see the Incredible Crash Dummies logo appear on the screen, press the SELECT BUTTON. This will enable you to choose a one player or two player game. Use the UP and DOWN CONTROL PAD ARROWS to choose which game you want, then press the START BUTTON.



## DUMMY-PROOF CONTROL

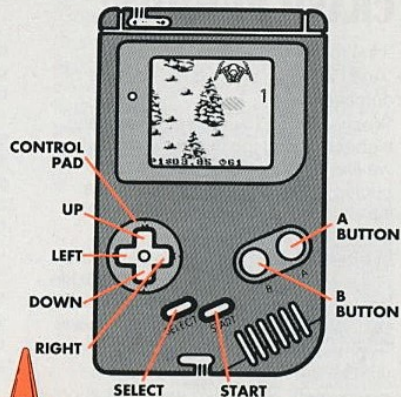
**To Move**- Press the CONTROL PAD ARROWS RIGHT, LEFT, UP or DOWN.

**To Jump, Accelerate or Blow**- Press the A BUTTON.

**To Decelerate or Use Hammer**- Press the B BUTTON.

**To Pause**- Press START.

**To Continue**- Press START a second time.



## INTRODUCING THE INCREDIBLE CRASH DUMMIES!

"Hi, I'm Spin!"

"And I'm Slick, and we're a couple of dummies."

"Yeah—Crash Dummies! It's not the highest-paying job in the world, but we like it. We remind people to buckle their safety belts, then do a little crashin' and bashin' to drive the point home!

We're doing a bang-up job, but there are always people forgetting to buckle up, which means we just have to work that much harder."

"Right, Spin. But I feel like a wreck with all the hard work we've been doing lately. We could use a vacation,

maybe crash on a nice beach someplace for a week. But saving up for a trip isn't easy—especially with the high price of spare parts these days! What are we gonna do?"

"Why don't we do some extra work on the side, Slick?"

"Good idea, but I don't think there are too many openings as bus drivers or valet parking attendants for guys like us! What are we gonna do, Spin?

We'll *never* get that vacation!"



"Pull yourself together, Slick! Don't go to pieces: I've got a week's worth of jobs lined up. The better we do those jobs, the more we'll get paid—and the sooner we'll be on vacation!"



### DAY ONE: STUNT WORK

"Okay, Slick, our first job is to be stunt men."

"Wow, Spin, we're gonna be in the movies!"

That's right! The director wants us to jump off the top of a burning building."

"Piece of cake!"

But the icing is this: He wants a *spectacular* fall. The more awnings

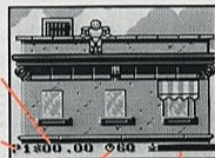
and railings we bust through, the more we'll be paid!"

"Sounds like fun!"

"It should be. We can swing off flagpoles, float up on balloons, and even bounce off the awnings. The flashier, the better! But watch out for the fire, Slick, don't bump into any birds on the way down, and score

MONEY  
ACCUMULATED

PLAYER 1 OR 2  
INDICATOR



TIME  
REMAINING

DISTANCE  
REMAINING  
TO TARGET





plenty of points or else you'll have to start over. Oh, and be sure to hit the target on the sidewalk at the end of the fall!"

"Anything else, Spin?"

"Just be quick about it: The director only has a certain amount of time in the movie for this stunt."

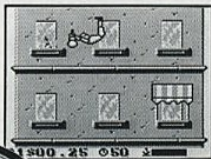
➤ Before jumping, use the LEFT and RIGHT CONTROL PAD ARROWS to position your Crash Dummy. Press the A or B BUTTON to dive.

**NOTE:** Don't wait too long, or the Crash Dummy will dive automatically.

➤ Once airborne, use the UP and DOWN CONTROL PAD ARROWS to have your Crash Dummy assume either the bomb, freefall, or dive position. Use the LEFT and RIGHT

CONTROL PAD ARROWS to make your Crash Dummy drift toward the left or right.

➤ To swing off a flagpole, press the LEFT or RIGHT CONTROL PAD ARROW when your Crash Dummy is over the flagpole. The Dummy will grab the pole and swing toward the left or right.

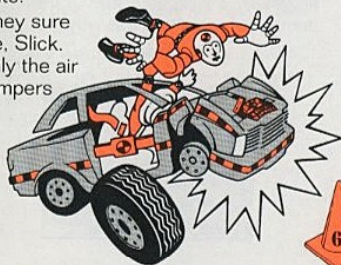


## Day Two: TESTING AIR BUMPERS

"Our next job, Slick, is to crash test a new style of air bumper."

"Sounds great, Spin. Air bumpers are the coolest invention since safety belts!"

"They sure are, Slick. Only the air bumpers



in the cars we're gonna be driving aren't inflated yet, so we have to pick up air cans along the way."

"Is that all we have to do?"

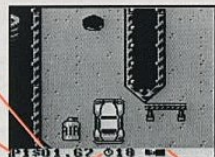
"Are you kidding? This is work, pal, we're getting paid! There are all kinds of traffic cones to crash and barriers to smash. There are wrenches that'll help keep the car running, and sometimes the boss even leaves a little extra cash laying around."

"What's that big thing at the end of the course, over by the crash wall?"

"It's a giant magnet, Slick! When we reach the end of the course, it'll pull the car to the wall as fast as can be. That's why the air bumpers have to be inflated as much as possible! But we have to hurry: We're really fighting the clock today!"

MONEY  
ACCUMULATED

PLAYER 1 OR 2  
INDICATOR



TIME  
REMAINING

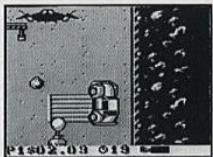
AIR BUMPER  
INFLATION  
METER

☆ To drive, use the LEFT and RIGHT CONTROL PAD ARROWS to steer your vehicle. Press the A BUTTON to accelerate in a forward direction; press the B BUTTON to decelerate your forward motion, or to move in a reverse direction.

☆ Ramps cause your vehicle to become airborne momentarily, allowing you to hurdle objects or

reach floating air cans. Driving over the edge of a ramp will cause your vehicle to briefly drive on just two wheels, enabling you to negotiate your way through narrow passages.

☆ Be careful about hitting too many walls or barriers: Too much damage to your vehicle will render it inoperable. Picking up tools on the road, however, will repair some of the damage done along the way.



## DAY THREE: TESTING SKI SLOPES

"Now it's time for us to go skiing, Slick."

"Oh, boy! You mean we've earned enough to go on vacation already, Spin?"

"Not quite, pal. You see, the boss wants to open up a new ski resort, and he wants us to test the slopes! He especially wants us to make sure that all the flags on the slope are solidly in the ground, so we have to try and hit them all on the way down. And if we don't hit enough of them, we'll have to start all over again!"

"What about all those snowmen somebody made and left on the slopes?"

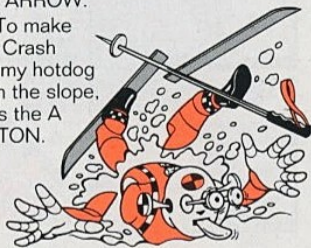
"The boss says he'll pay us extra if we can clear them off the course for him! Catch my drift?"

"Cool!"

☆ To guide your Crash Dummy down the slope, use the LEFT and RIGHT CONTROL PAD ARROWS.

To ski straight down the slope at top speed, press the DOWN CONTROL PAD ARROW.

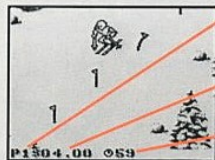
☆ To make your Crash Dummy hotdog down the slope, press the A BUTTON.





This will cause you to jump over any obstacle that is in your way.

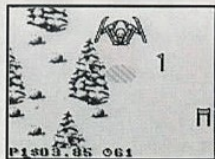
**NOTE:** You will automatically hotdog when you hit a stone.



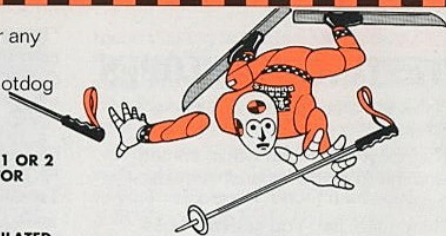
PLAYER 1 OR 2 INDICATOR

MONEY ACCUMULATED

TIME REMAINING



Be careful about hitting snow drifts and trees. If your Crash Dummy hits a snow drift, you'll temporarily become a snowball rolling down the slope uncontrollably, and you'll miss some of those flags you're supposed to be hitting. That's important, because if you don't hit at least half the flags, you'll have to start over. If you hit a tree, you'll lose a try.



## DAY FOUR: THE BOMB FACTORY

"These jobs are cracking me up, Spin! What's next?"

"The boss is sending us to a factory, Slick—a bomb factory!"

"Oh, boy! What do we have to do?"

"Quality control. It seems there's been some confusion on the assembly lines. Some bombs are coming down the line with their fuses lit, and some aren't even coming down the line at all."

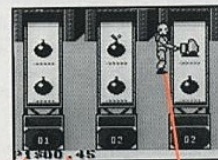
"What's coming down the line instead?"

"Crash Dummy body parts!"

"Hey, I'll bet we know some of those guys! So what do we have to do?"

"Simple: All we have to do is blow out the fuses on the lit bombs, hammer the body parts off the assembly line, and allow the good bombs through."

"Let's blow...er, go to it!"



PLAYER 1 OR 2 INDICATOR

ASSEMBLY LINE BOMB COUNTERS

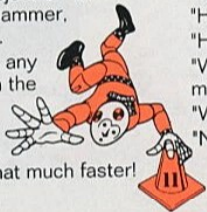
MONEY ACCUMULATED



✧ To move your Crash Dummy from one assembly line to the next, or to change which way you are facing, use the LEFT and RIGHT CONTROL PAD ARROWS. To position your Crash Dummy along a single assembly line, use the UP and DOWN CONTROL PAD ARROWS.

✧ To bend over and blow the fuse out on a lit bomb, press the A BUTTON. To hit an object on an assembly line with a hammer, press the B BUTTON.

✧ Be sure not to let any lit bombs pass you on the assembly line; they'll cause that line to stop moving, and the other lines to move that much faster!



## DAY FIVE: GUIDING GUIDED MISSILES

"Well, Slick, this is it. It's time for us to take to the sky."

"You mean we're going hang gliding, Spin?"

"Aim higher."

"We're going to fly airplanes?"

"Higher."

"Higher?"

"We've been hired to guide guided missiles."

"Wow! What's the catch?"

"No catch, really. All we have to do is

guide our way past some obstacles—but watch out for other missiles coming at us, and beware of space vortexes!"

"That's it?"

"And be sure to hit the target."

"This sounds as easy as falling off a building!"

✧ To navigate the guided missile, use the LEFT and RIGHT CONTROL PAD ARROWS to turn the missile, and the A BUTTON to fire your engines.

✧ Watch out for obstacles: Other missiles will shoot at you, and whirlpool-like space vortexes may catch you in their gravitational grip—or send you hurtling into a wall of rock!



**A TIP:** Try firing your engines to give yourself a gentle side-to-side momentum, then use gravity and your engines to negotiate your way past the obstacles!

MONEY  
ACCUMULATED



PLAYER 1 OR 2  
INDICATOR

TIME  
REMAINING





## THE INCREDIBLE CRASH DUMMY TRIVIA TEST!

Hey, think you're so smart? Try answering some of these questions!

**Q:** What's the difference between a Crash Dummy who doesn't use a safety belt and a pile of useless spare parts?

**A:** Nothing!

**Q:** What is a Crash Dummy's favorite sport?

**A:** Basketball!

**Q:** What's the first thing that goes through your head when you find yourself in an accident without your safety belt buckled?

**A:** The windshield!

**Q:** What's the one thing a person who doesn't use safety belts will never see?

**A:** Old age!



## DON'T YOU BE A DUMMY:

### BUCKLE YOUR SAFETY BELT!

### AND LEAVE THE CRASHIN' TO US!



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## **ADVISORY**

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A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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