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Nintendo

GAME BOY **COLOR**

CGB-BYNE - USA

PLANET OF THE APES™

INSTRUCTION BOOKLET



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VIOLENCE

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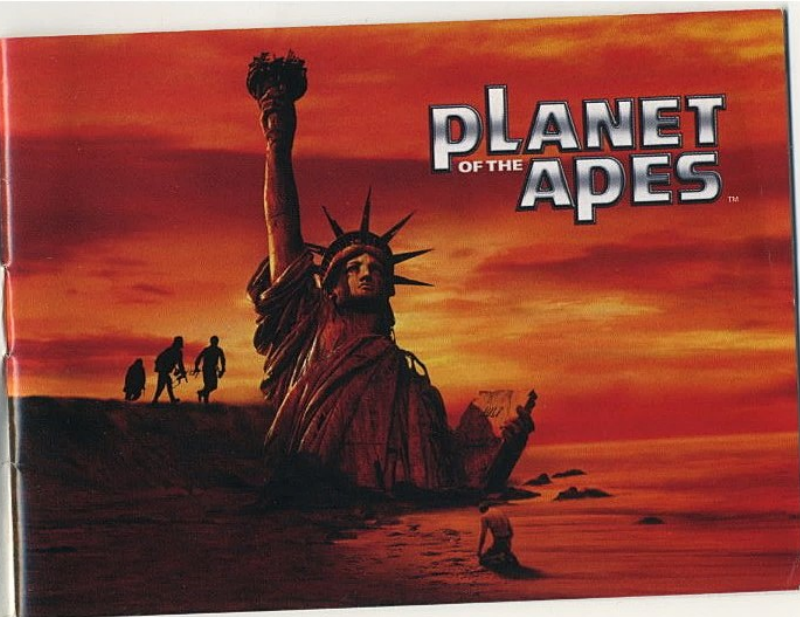
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PLANET OF THE APES™



STARTING THE GAME

Make sure the POWER switch is OFF.

Insert The Planet of the Apes™ Game Pak into the Game Boy® Color slot as described in your Nintendo Game Boy® Color instruction manual.

Turn the POWER switch ON.

LANGUAGE SELECTION

Select the language you want with the Control Pad. The selected language is highlighted and the respective text and flag are situated at the top of the screen. To validate your choice, press the A Button or START.



PLANET OF THE APES™

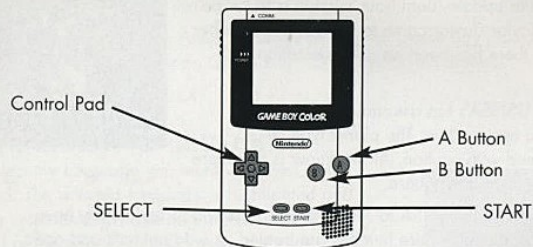
This is your computer update, Ben! Your mission is to locate the lost astronaut Taylor. Taylor came to this planet a number of years ago, and there has been no communication with him since.

Taylor was one of USNSA's top astronauts, so it's imperative that you retrieve him. The planet type is unknown, so proceed with caution. All we know is that there is some kind of life form down there.

You are on a mission from USNSA to rescue missing astronaut, Taylor. You have landed on a strange planet, where humans are treated as wild animals and apes rule. Using only your wits and the few items you can find, you must battle your way through an army of apes, piece together the clues and unravel the twists and turns on this crazy upside-down planet.



THE CONTROLS



Menu Controls

- The left and right arrows on the Control Pad are used to move through the menus.
- The A Button is used to make your selection.



In Game Controls

- The Control Pad is used to control Ben.
- Press the left and right arrows to make Ben move left and right.
- Press the up arrow to make Ben jump straight up and grab ledges above him.
- Press the down arrow to make Ben crouch.

Note: While crouched, tapping the left or right arrows will make Ben crawl and holding down the left or right arrows will make Ben roll.

- The A Button is used to jump in the direction Ben is facing and activate the currently equipped item.
- The B Button is used to equip and unequip the currently selected item in your inventory.



MAIN MENU

When the Main Menu screen appears, you will see four options: New Game, Password, Sound and Credits. Use the Control Pad to circle left or right to your selection, and then press START or the A Button to make your selection.

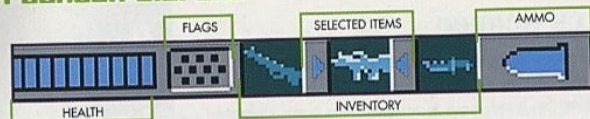


PASSWORD SCREEN

At the end of each level, you will be given a password. Make sure to write it down. It will enable you to continue the adventure from the level you reached when you received the password. You can key your password in by selecting the padlock icon in the Main Menu. Use the Control Pad to highlight which character you wish to key in. Pressing either the A Button or START will enter your selection. If you press the B Button, it will delete the characters. If there are no characters, the B Button will exit the screen. SELECT will always take you to the check button.



ON SCREEN DISPLAY



Ben's Health Meter: This meter displays how much health Ben has left. The meter has ten sections, which are blue when they are full and gray when empty. When all the sections are gray, Ben will restart at the beginning of the level.

Flag Counter: When Ben starts a level, there are ten empty black slots on the display. When Ben collects a flag, one of the slots fills in blue. If Ben collects all ten flags per level, he will receive a health pack at the end of level Tally Screen.

Inventory: This displays what items Ben has in his inventory. Pressing Select will scroll through the items.

Currently Selected Item: Pressing the B Button will either use or equip the item. Pressing the A Button once a weapon is equipped will activate/fire it.

Ammo: When the ammo bar is empty it will be gray, and blue when it is full. The bar will display the amount of ammo for the last assigned weapon.



TALLY SCREEN

After a level has been completed, the tally screen will appear. The tally screen will show how long it took to complete the level, how many enemies were defeated, and how many flags were collected. (Note: collect all the USNSA flags in the level and you will be rewarded with a Health Pack)



WEAPONS AND ITEMS

You will have access to a wide variety of weapons and items as you try and escape the savage manhunt of the Ape Army.



Weapons

Knife



Ben's only line of defense at the beginning of the adventure. Don't underestimate the usefulness of this simple weapon.

Pistol



A basic handgun which can be used to take out Ape Soldiers from short range.

Rifle



The standard issue weapon of the Ape Army.

Machine Gun




A fully automatic weapon that is capable of taking out groups of Ape Soldiers.




Items

You will find different types of items throughout the adventure that will aid you in your quest to find your missing ally, Taylor.


USNSA Flags

 These USANA flags were left behind by Taylor, in the event someone came looking for him. Collect all the flags in a level and you will be rewarded with a Health Pack after the level is completed.


Health Pack

 Health packs are valuable items. They will fully restore Ben's energy, if he is injured in battle.

Apple

 Food items can be found throughout your journey and will restore a portion of Ben's energy.

Key

 Keys will unlock previously locked doors.



Ammunition

Ammunition is limited, so make your shots count when you encounter an enemy. Keep in mind, only specific ammunition will work with specific weapons.



Pistol Ammo



Rifle Ammo



Machine Gun Ammo



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