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Nintendo

GAME BOY COLOR

SPEEDY GONZALES™
AZTEC ADVENTURE

DMG-ALZE-USA



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INSTRUCTION
BOOKLET

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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GAME OVERVIEW

There's big trouble brewing in a sleepy little town in Mexico – a place so quiet you can hear the footsteps of a mouse in the middle of the day. But it's even quieter than that now. Why? Because all the mice are gone!

The word of this mysterious disappearance has spread throughout the country, from city to village to hamlet, all the way to the ears of the fastest mouse in all Mexico, Speedy Gonzales.

Speedy Gonzales: Faster than the snap of a mousetrap! Smarter than the smartest pussycat!

The unrivalled champion of mice everywhere, Speedy Gonzales has decided to get to the bottom of this disappearance and rescue the lost mice if it's the last thing he does.

And if sinister, mouse-hunting Sylvester has his way, it IS the last thing Speedy will do.

The trap is set. Will Speedy take the bait?

PURPOSE OF THE GAME

The hero of the story, Speedy Gonzales, sets off on a dangerous adventure in a legendary world. His mission: to rescue his friends who have been kidnapped by Sylvester and his gang.



HOW TO WIN THE GAME

The game has six levels altogether, each consisting of three stages. When you clear the three stages, the boss of that level will appear. You must defeat the boss in order to clear the level and rescue the mice.



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HOW TO START THE GAME

When you turn on the power, the title screen appears.

If you want to start a new game, select "NEW GAME". If you want to continue the game, select "PASSWORD".

Use the Control Pad Up and Down to select an option, and press START.

If you select "PASSWORD", then the Password Entry screen appears.

Use the Control pad Up and Down to select a number, and left and right to move the cursor.

When you have entered all four password numbers, press START. You will be able to resume the previously saved game if the password is correct.



A password is given only after you have cleared a level.

Write it down so you remember it.

The Remaining Tries and Health are not carried over when you start a new level using the password.

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GAME PLAY SCREEN

Health Meter

If the Health meter is empty, a Try is lost. If the Remaining Tries reads zero and the Health meter becomes empty, the game is over.



Shows the time limit. You must clear the stage before the time counter reaches zero. Otherwise you will lose one Try.

Remaining number of Tries.

Shows the total number of points so far.

Shows the total number of "Cheese" obtained in a stage during one Try. If you collect 100 or more pieces of cheese during a stage, then you will receive one extra Try.



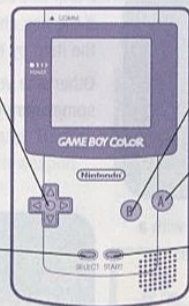
GAME PLAY DIRECTIONS

CONTROL PAD

- Up** ● Not used.
- Down** ● You may be able to look at the bottom of the screen depending on a place.
- Right** ● Move right.
- Left** ● Move left.

SELECT

- Not used.



B BUTTON

- Use a weapon if you have one.

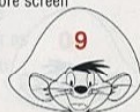
A BUTTON

- Jump
The longer you press, the farther you can jump.

START

- Pause the game.
- Resume the game when a Stage Score screen appears.

GAME BOY COLOR



WEAPONS AND POWER-UPS



If the box changes to an item, you can get the item by touching it.

Otherwise you will be able to enter somewhere you previously could not.

During the game, you will see a box with a question mark in it from time to time.



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WEAPONS AND POWER-UPS

There are many kinds of items you can find during the game play. Use appropriate items to clear the stage.



Boomerang

You can attack the enemy with the boomerang. This is the most common weapon.



Cheese Balls

By throwing two cheese balls at the same time in opposite directions, you can attack enemies on both sides.



Smoke Bomb

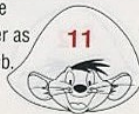
The smoke bomb has more power than the boomerang, but is more difficult to use.



Rolling Fire

It doesn't look powerful, but it has the same attacking power as the smoke bomb.

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WEAPONS AND POWER-UPS



Hammer

It is very effective when fighting an enemy near you.

The hammer has the strongest attacking power of all the items.



Heart

This increases the Health Meter by one.



1UP

It increases the remaining number of tries by one.

Advice about "Cheese"

Many pieces of Cheese line the route at various places in each stage. If you can collect 100 or more pieces of cheese Speedy will receive an extra try.

NB: If Speedy loses a try during the stage the cheese count will return to zero.

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WHAT YOU SHOULD KNOW



Besides the items, other objects such as an arrow-head sign, a boat, and a submarine will help you proceed.

If you touch a sign, Speedy Gonzales moves at twice his normal speed! Touch a sign when you see one. Arriba! Arriba!



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WHAT YOU SHOULD KNOW

During the game, Speedy will not only encounter obstacles, but potential enemies as well. Watch out for Sylvester and any other cats you may see.

To remove an obstacle, you must either use a weapon or touch a sign and bump into it.



A block that you need a weapon to destroy. There are blocks in different colors.



A block that you need to bump into to destroy.

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MISTAKES AND GAME OVER

If you are attacked by an enemy or if you touch a trap, you lose one health point.

When the remaining number of tries is zero and there is only one health point remaining, if you make a mistake, then the game is over.

If you want to continue the game, while in the Continue screen, choose "Yes" with the Control Pad and press the A button, and you will be returned to the beginning of that level.

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GAME LEVELS

The game has the following six levels, each consisting of three stages:

LEVEL 1 Streets of a Mexican City



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LEVEL 2 Jaguar Country



GAME LEVELS

LEVEL 3 Wind Country



LEVEL 4 Fire Country



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GAME LEVELS

LEVEL 5 Water Country



LEVEL 6 Temple



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