

T•HQ, Inc.
TOY HEADQUARTERS

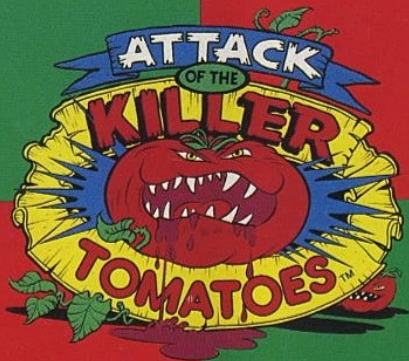
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Nintendo

GAME BOY

DMG-AK-USA



INSTRUCTION BOOKLET

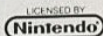
Introduction

Thank you for purchasing Attack of the Killer Tomatoes for the Game Boy. We are sure you will enjoy the wild adventures of famed tomato stomper - Wilbur Finletter. Join Wilbur on his mission to stamp out tomato oppression in San Zucchini. The fate of mankind rests on the heels of his ketchup-stained boots!

Wilbur battles through armies of mutated veggies using his skateboard, parachutes and rattling sabres. Searching for the elusive Tomato Juice cans, he sprints across rooftops, skateboards over hostile terrain and leaps- into the skies as he takes on the likes of Beefsteak, Viper and Zoltan. Wilbur must fight past them to his ultimate nemesis - Dr. Gangrene. Help Wilbur defeat the mad doctor in his quest to tromp the Red Menace!

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Safety Precautions



Follow the suggestions below to keep your Game Boy and Game Pak in top operating condition:

1. **Always make sure the Game Boy's power is off before inserting or removing the Game Pak.**
2. **Don't try to take your Game Pak apart.**
3. **Keep your Game Pak safe from direct sunlight, high heat, and extreme cold. Don't bend it, crush it, or let it get wet. Store it in its protective package at room temperature when you are not using it.**
4. **If your Game Pak gets dusty, clean it with a soft, dry cloth. Never use thinners, solvents, benzene, alcohol, or other strong cleaning agents which can damage the Game Pak.**



The Story

Dr. Gangrene, that mad and demented scientist, has unleashed his hideous collection of deformed vegetation throughout the city and countryside of San Zucchini. This is merely a stepping stone to total Tomato domination! Today San Zucchini, tomorrow the world!

Only one warrior is capable of stopping the insane plans of this evil genius... Wilbur Finletter, veteran of the Tomato Wars. Wilbur must use every resource at his disposal to slice, dice and make julienne strips out of the animated tomatoes.

Blast the 'maters in Wilbur's pizza parlor, smash them on the rooftops of the city and make tomato paste out of 'em in the wilderness! Only the steadfast courage of a battle-seasoned warrior like Wilbur can thwart the wicked plans of the dastardly doctor!

Controlling Wilbur



Control Pad Functions:

When you begin: Use A Button - Use to flip through the credits screens to advance to the title screen. At the title screen, press the B Button to see additional credits. Press the A Button again to return to the title screen.

A Button-Kick & Punch: During the play of the game press the A Button to make Wilbur kick. Press it simultaneously with the Up direction on the arrow pad to make Wilbur punch.

B Button - Use to make Wilbur jump.

Left, Right, Up and Down - Moves Wilbur in those directions. Wilbur can only move up and down when he is on a ladder or using a parachute.



Controlling Wilbur

Select Button - Use to open Wilbur's parachute (when he has one). It also gives Wilbur a skateboard to ride on to move quickly across open spaces. This comes in handy when he's chasing fast-moving cherry tomatoes!

Start Button - Launches Wilbur's swords when he has them. Fire swords left or right, depending on which way he is facing. Press simultaneously with the Up arrow to throw the swords upwards at 45 degree angles! The Start button also skips past Whitely White's periodic announcements.

Press Start and Select at the same time to pause the game. Press any button to resume play. To reset the game at any time, press the A, B, Start and Select buttons simultaneously.

The Play of the Game



Wilbur's objective is to stomp the paste out of the Tomato hordes! To do so he travels through many areas in and around San Zucchini, looking for weapons and items that increase his offensive capabilities. These items include:

Swords - Long range attack against enemies.

Cherry Tomatoes - Collect 100 for an extra life.

Pizza Pans or Boulders - Can be kicked to roll, bounce and destroy the tomatoes.

Burnt Tomatoes - These special items can only be found at the pizza parlor. Each burnt tomato equals 5 cherry tomatoes.

Parachute Pack - Works from activation until Wilbur's feet touch any object or he is hit by a tomato.

Tomato Juice Can - Wilbur must find this to escape each level.

The Play of the Game



Special Items - One time use only.

Heart - Extra life.

Heroism Token - (Looks like a medal), Extra Health Point.

Lightning Bolt - Temporary Invulnerability.

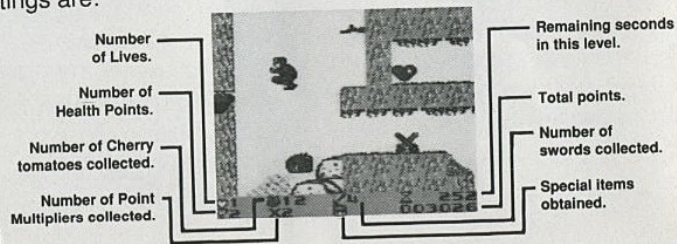
Lives - Wilbur starts with three lives consisting of three Health Points each. A direct hit by a tomato costs Wilbur a health Point. When he spins off the screen, he has lost a life. When Wilbur loses a life, he is sent back to the beginning of that level, unless he was fighting a Boss Tomato. Of course when he loses his last life, the game is over. To continue playing at the same level that the game ended, press the **Select** button. Press the **Start** button to start again at the beginning.

The Play of the Game



Points - Points are acquired by killing tomatoes and by capturing point counters (they look like 100's or 50's with wings on them). Point Multipliers (100's with spinning X's) multiply whatever points and the number of cherry tomatoes you get after you acquire the Multiplier. Up to nine Multipliers can be used at a time for massive points!

The Scoreboard - Reading across the scoreboard left to right, the listings are:



Special Notes



Beware the Shrapnel Tomatoes! They look like cherry tomatoes but have a slight flicker to them. A hit by them reduces Wilbur's cherry tomato collection by ten.

It's possible to throw swords "around corners"! These items bounce off of solid objects. Use this to direct (mostly downward tosses) toward hard-to-hit enemies.

90 Day Limited Warranty



90 DAY LIMITED WARRANTY:

THQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the THQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the THQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period:

T-HQ, Inc.

Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302
(818) 591-1310

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90 day warranty period, you may contact the THQ, Inc. Consumer Service Department at the phone number noted. If the THQ, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to THQ, Inc., enclosing a check or money order for \$10.00 payable to THQ, Inc. THQ, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refundable.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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Credits



Attack of the Killer Tomatoes was brought to you by

Team Equilibrium

Programming
Dan Filner

Art and Animation
Rick Incrocci

Design
Curtis Norris

Music
Amy Bamberger

Theme Song
John DeBello

Sound Effects
Jack Thornton

Testing and Quality Assurance
Chris Caracci

Produced and Directed by
Sean B. Barger

Characters



Ketchuck



Fangmato



Zoltan

Characters



Mummato



Beefsteak



Tomacho