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Nintendo

GAME BOY



DMG-ZT-USA

INSTRUCTION MANUAL

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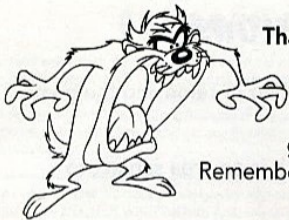


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SAFETY PRECAUTIONS

- Be sure to turn the power OFF before inserting or removing the game pak from the Game Boy unit.
- This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures.
- Do not bend, crush, submerge in liquids or attempt to take it apart.
- Avoid touching the connectors and be sure to keep them clean and dry.
- Take an occasional recess during extended game play.

WARNING: Please read the enclosed consumer information and precautions booklet carefully before using your Nintendo® Hardware System or Game Pak.



Thank you for purchasing the SUNSOFT
Taz-Mania Game Pak. Read these instruc-
tions carefully before starting to play the
game. In doing so, you will understand the
game better and enjoy it even more.
Remember to keep these instructions in a safe place.

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THE GREAT ESCAPE

Taz has managed to bust out of the
ACME zoo. You'll have a devil of a
time helping him avoid the Big Hat
hunter. What are you waiting
for? Hurry up or you'll end
up back in the zoo!



GETTING STARTED

Check out this section to jump into the action.

1. Insert the Taz-Mania Game Pak into your Game Boy.
2. Turn on your Game Boy. In a few moments the Title screen will appear.
3. Press the Start button to begin the game.



OPTIONS

Options allow you to choose the number of continues:

- From the Title screen press the Control Pad to highlight Options.
- Press the Start button to advance to the Options screen.
- Press the Control Pad left or right to select the number of continues you wish to play with.
- Continues allow you to continue a game after you have lost all your lives.
- Press the Start button to exit the Options screen.

SPIN OUT

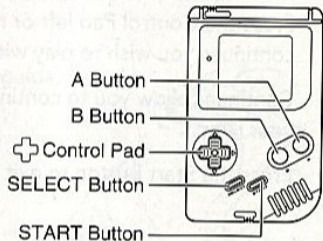
Whirl through this section to learn how to keep Taz moving!

Control Pad Press left/right to move left/right.
Press down to duck.

A button Press to jump.

B button Press to spin.

Start button Press to
pause during
game play.

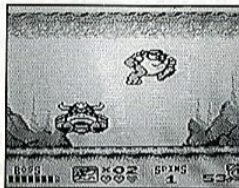


SPIN OUT, cont.

Jump: To jump even higher, hold the A button.

Island hopping: To skim the waves between islands tap the A button rapidly, or else sink beneath the waves!

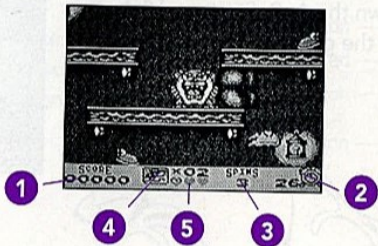
Reset: Hold down the A, B, Start, and Select buttons to reset the game and return to the Title screen.



GAME SCREEN

Blast through this section to get the low down on all the vital information displayed on the game screen.

1. **Score**—Indicates your current score.
2. **Time**—Indicates the time remaining to clear the level.
3. **Spins**—Indicates the number of remaining spins.
4. **Lives**—Indicates the number of lives remaining.
5. **Health**—Indicates level of health remaining.

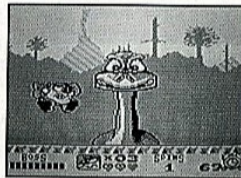


THE BAD AND THE UGLY



Taz has to defeat legions of enemies before he gains his freedom.

He might be a Tasmanian Devil, but he's not mean.



Taz attacks by jumping on enemies to stun and squash them. Squashed enemies will spring back to life in several seconds. When you spin through an enemy

they'll drop off the screen. Taz must also defeat a boss at the end of each level. When Taz comes face to face with a boss, a health meter will appear that shows how many hits the boss can take. Keep on your toes or you'll be back at the zoo dodging peanuts!

THE WEIRD WORLD

Taz needs to make it through five islands before he's safe. Keep reading to learn about each one.

Level 1: Christmas Island Capers

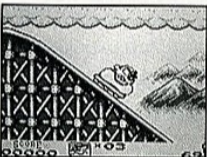
Yes Virginia, there is a Tasmanian Devil! Avoid birds, fish, and traps. Woah, Nellie!

Level 2: Easter Island Antics

We're not talking bunnies here. Watch out for rocks, birds and fish. Watch out for the lion's roar!

Level 3: Fantasy Island Frolics

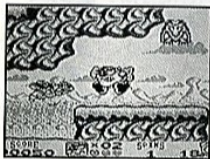
Look boss, the Taz! Ride roller coasters and dodge spinning towers. Don't clown around.



THE WEIRD WORLD, cont.

Level 4: Dark Island Drip

A real Taz isn't scared of the dark...Squash ghosts and monsters as you ride on mine carts. Remember, don't play with fire!



Level 5: Dodo Island Devils

Make sure that Taz doesn't become extinct. Blast by giant mosquitoes, bats and fish while avoiding quicksand.

CONTINUES

If you lose all your lives you'll advance to the continue screen.

To continue a game:

- Press the Start button to advance to the beginning of the level you just played.

To not continue a game:

- Press the Control Pad to highlight No.
- Press the Start button to advance to the Title screen.



WISH LIST

Along the way, Taz can grab goodies to better his odds. Read all about them!



Clocks

Grab one of these for extra time.



Diamonds

Nail a rock for bonus points.



Hearts

Nab a heart and get some energy.



One-up

These are good for an extra life.



Bad Luck

Easy come, easy go. This will make you lose diamonds, so stay away. This feature only appears in Spinning Towers.



CAN'T GET ENOUGH?
Have more fun with these
great games from the Sunsoft
Looney Tunes Library!



PASSWORDS



NOTES

