

Nintendo

GAME BOY

THE SMURFS

DMG-UF-USA



INSTRUCTION BOOKLET



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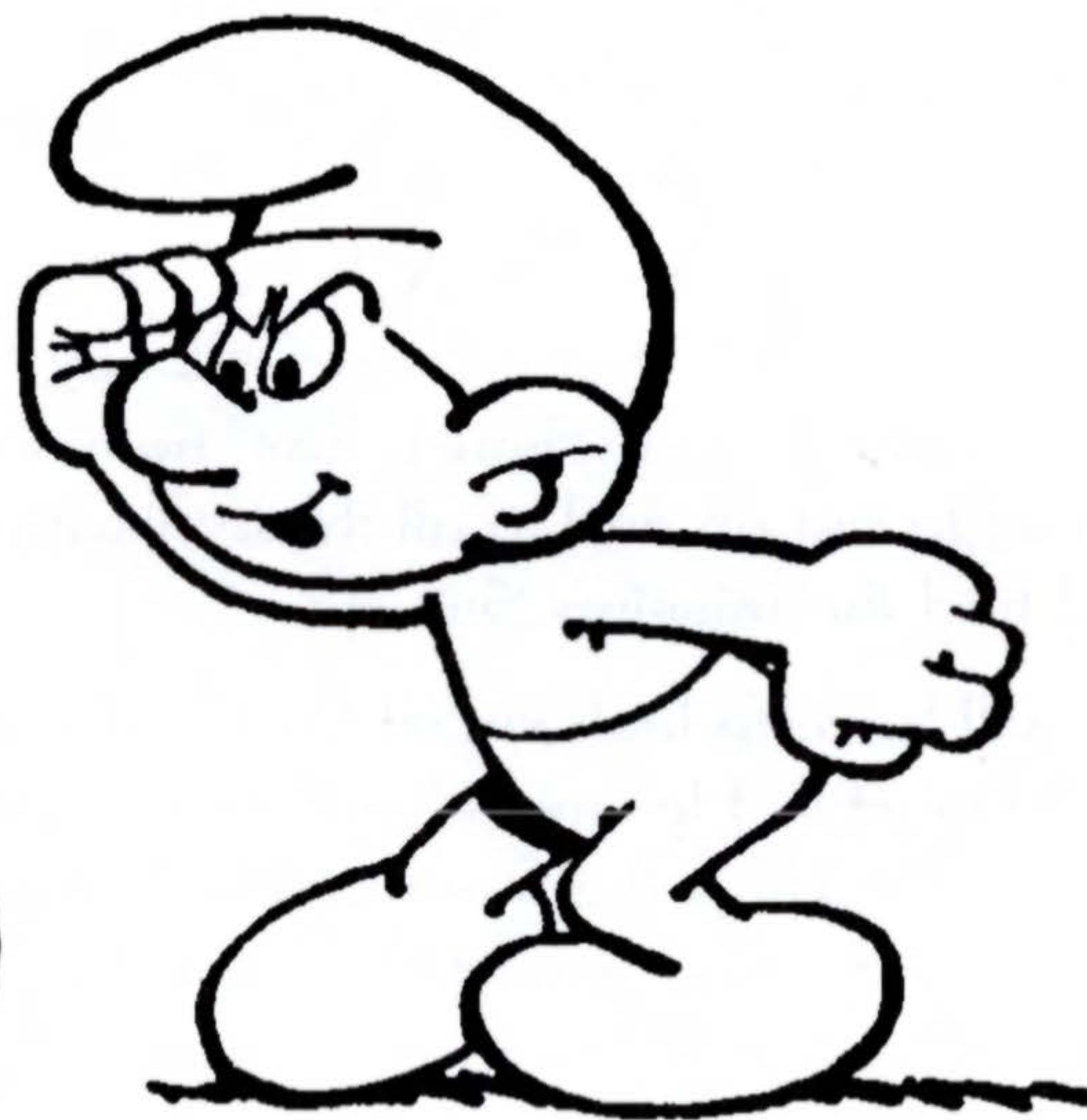
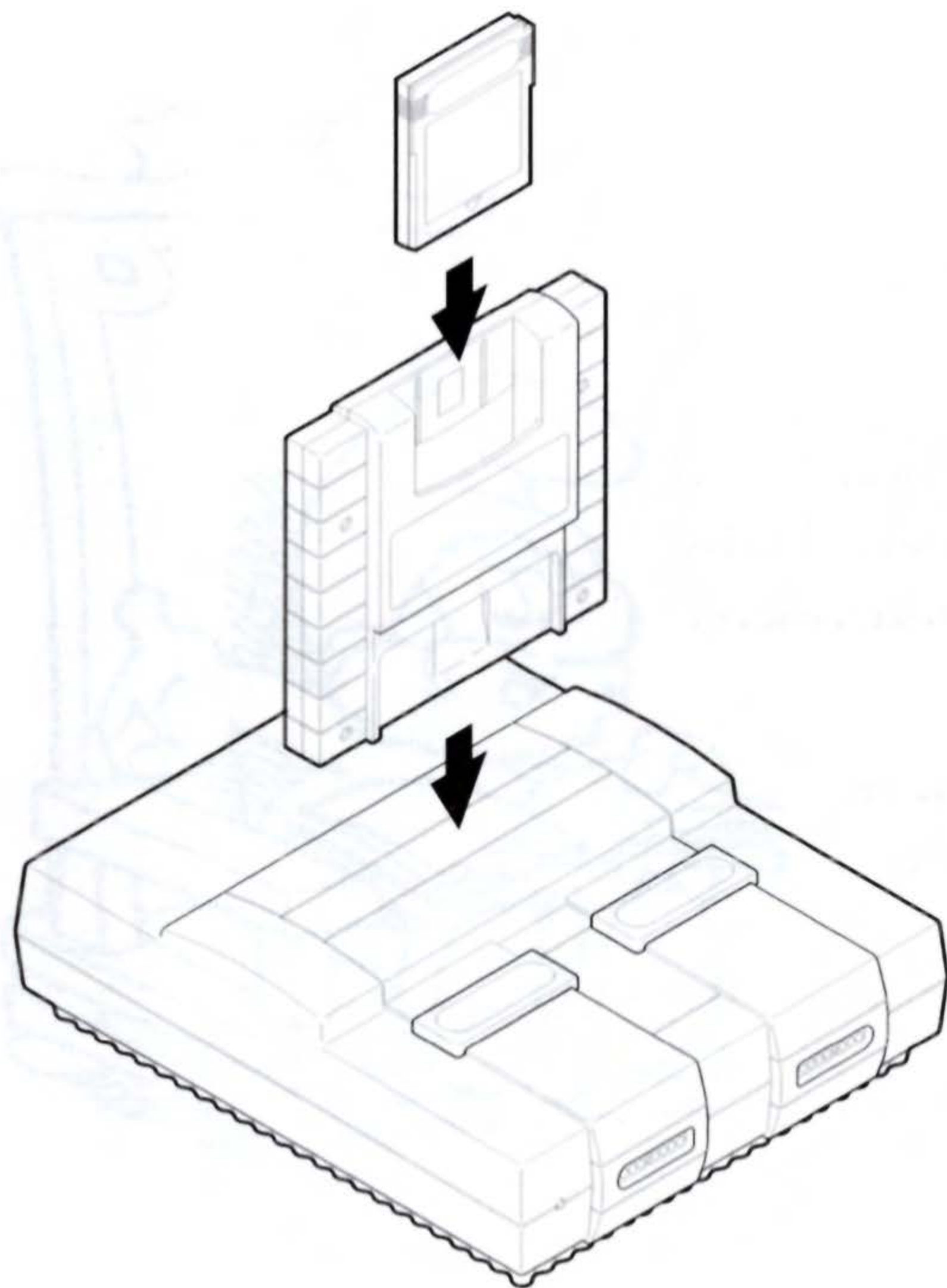
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Thank you for selecting the The Smurfs* Game Pak for your Nintendo® Game Boy® system.
Please read this instruction booklet thoroughly to ensure maximum enjoyment
of your new game. Save this booklet for future reference.

SUPER GAME BOY® ACCESSORY



Correctly insert the Smurfs Game Pak into the Super Game Boy® accessory. Next, insert the Super Game Boy accessory into the Super NES® and move the power switch to the ON position. For further operation information, please consult your Super Game Boy and/or Super NES instruction manuals.



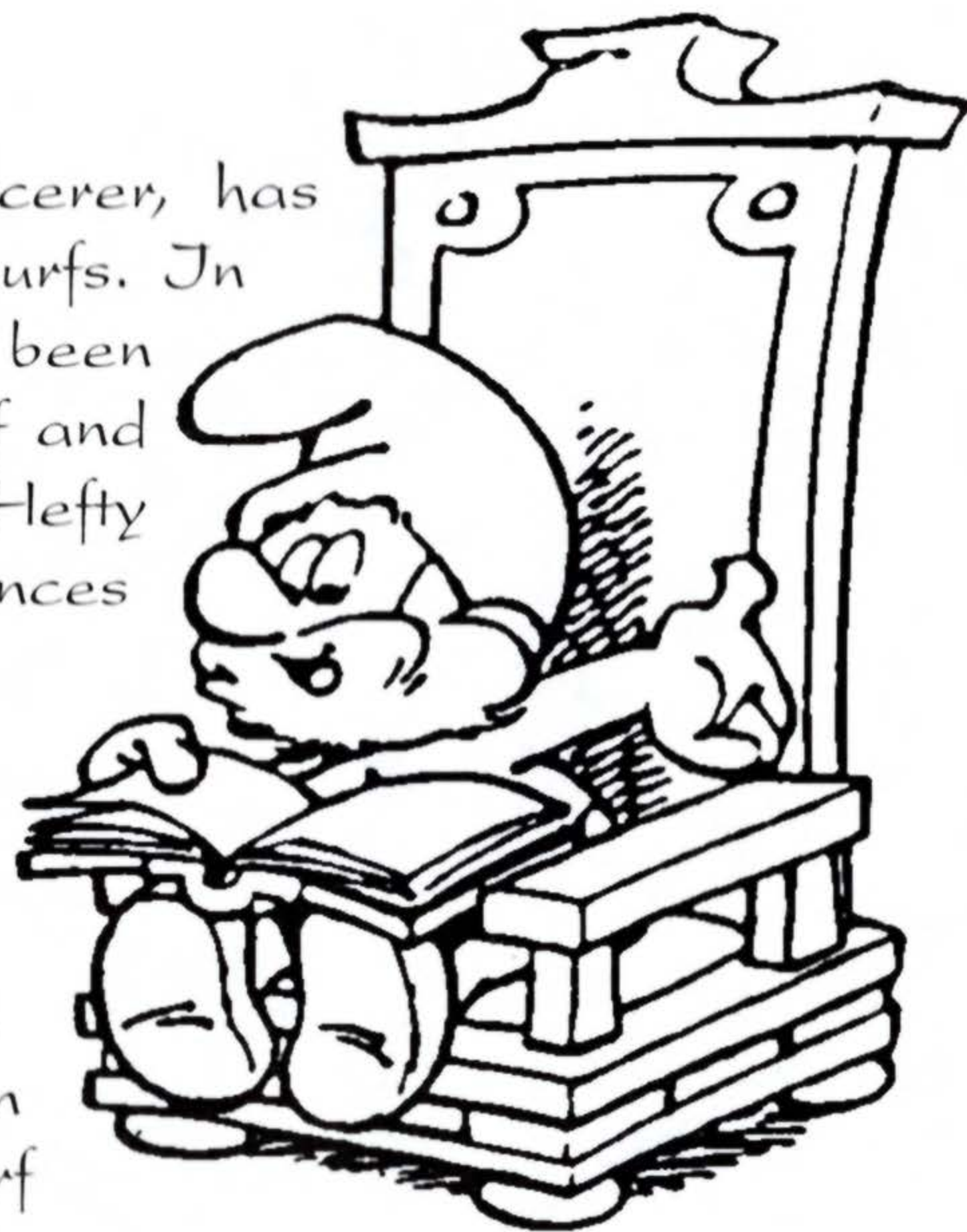


THE STORY

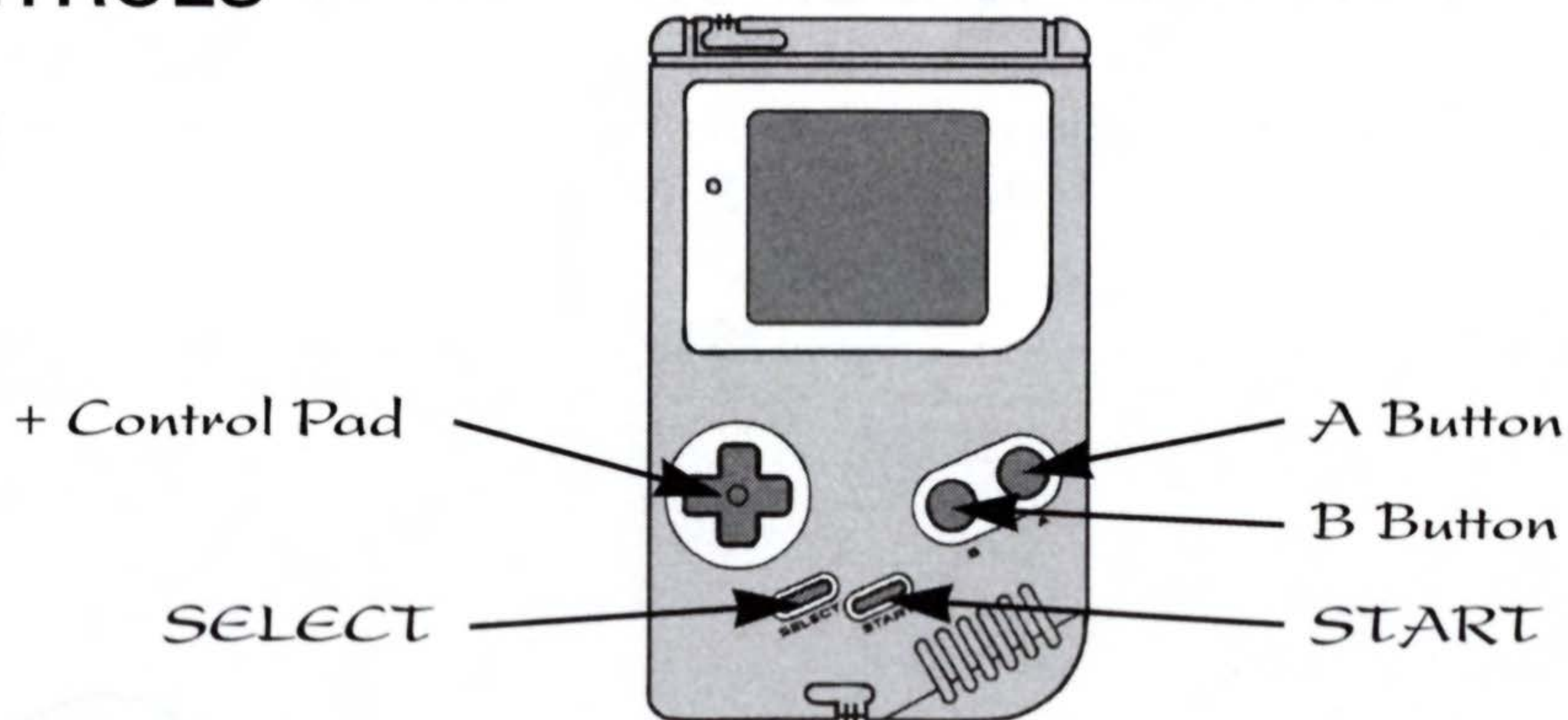
Smurfs to the rescue!

Gargamel, the nasty sorcerer, has decided to smurf ALL Smurfs. In fact, three of them have already been smurfnapped: Brainy Smurf, Jokey Smurf and Smurfette. Papa Smurf has nominated Hefty Smurf to put an end to all these disappearances and find the missing Smurfs.

He will have to look smurf for the dangers are smurfy. He must smurf the river before smurfing the mountain on foot and by sledge, then smurf the volcano lava, smurf the maze of mine galleries, smurf on the back of a stork... and finally smurf Gargamel in his manor.



CONTROLS



+ Control Pad: Moves the cursor through the menu
 Moves the Smurf
 Allows the Smurf to bend down
 Allows the Smurf to pick up an object

A Button:

B Button:

START:

SELECT:

Jump
 Confirm options

Run
 Throw an object

Start the game
 Confirm options
 Pause the game

Move the cursor through the menu



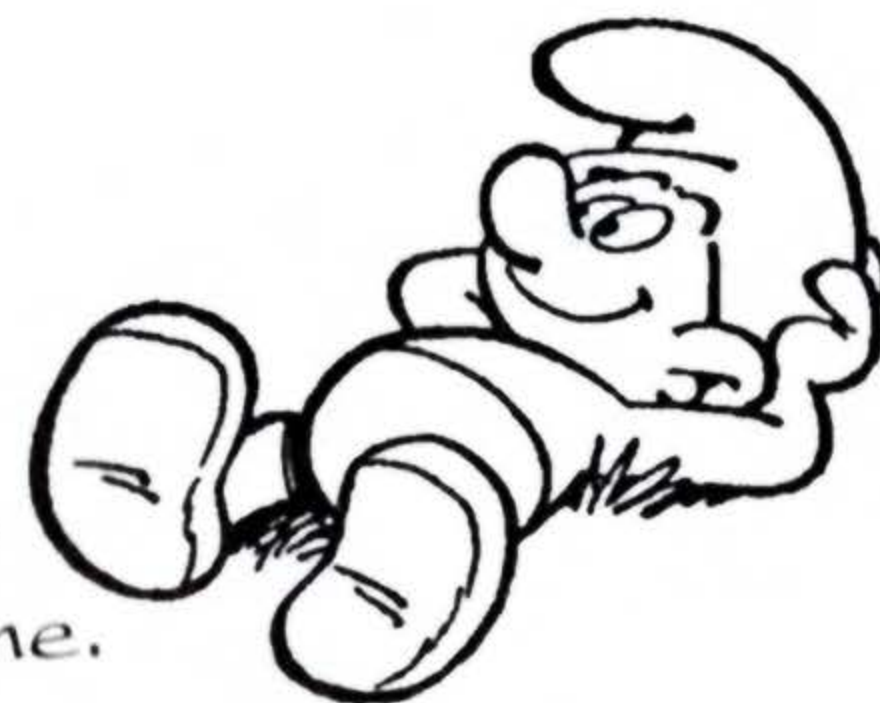
ENTERING THE SMURF UNIVERSE

To start smurfing, first insert the Game Pak into the Game Boy, then switch the Game Boy on.

The copyright screen, choice of language and main menu appear in succession. Press *START* to move from one screen to the next.

PAUSE FUNCTION

To interrupt a game momentarily, press *START*.
To resume the game, press *START* a second time.



OPTIONS



Press *SELECT* or use the + Control Pad to move the cursor through the menu. Press the A or B Button to confirm.

 You have a choice of three levels of difficulty: *Easy*, *Medium* or *Hard*.

 You can select to play with or without the music composed by *Harmony Smurf*.

 **Password:** If you have already played and already have a password, choose this option. This allows you to start playing further on in the game rather than at the very beginning.

Confirm the **PASSWORD** option by pressing the A Button. The first letter, on the right, flashes. To change the letter press up and down on the + Control Pad. To move from one letter to the next, press right and left on the + Control Pad. Press *START* to confirm your password.



SCORE BAR

The score bar is at the bottom of the screen. It smurfs you a certain amount of information:

The sarsaparilla leaf: Each time you smurf ten sarsaparilla leaves, you win an extra life.

Score: Your score depends both on the number of Bonuses you have collected and the number of enemies you have smurfed.

Time: As soon as the Smurf sets off, his time - displayed at the bottom of the screen in the center - decreases. The time left when the objective is reached is multiplied by ten and added to the score.

Hearts: The hearts displayed on the screen represent the number of life points you have. You can have a maximum of four. Hearts are obtained mainly by smurfing raspberries.

Smurf head: The number opposite the Smurf's head tells you the number of lives you have left.

POSSIBLE MOVES

Sprinting: To make the Smurf run, press the B Button and right or left on the + Control Pad simultaneously.



Jumping: To make the Smurf jump, press the A Button. Use the + Control Pad to direct the jump.

Climbing: If you press up on the + Control Pad after jumping, you can climb up the vines in the swamp.





Stunning an enemy: In the course of this adventure, you will encounter all kinds of enemies. The only way to smurf them is to jump on their heads.

Collecting bonuses: Jump on the mushrooms to uncover the bonuses hidden inside!



Picking up an object: There are three types of objects for you to collect: exploding gifts, trampolines and keys. Each of these objects will be useful to you. You can smurf them on your enemies, use them to move around or to free Smurf prisoners.



How to pick up an object: Position yourself on the object and press down on the + Control Pad to bend down. The object is picked up automatically. You can then move about with the object. If you bend down again, the object is put down again. To throw the object, press the B Button.

Warning: If you are hit by an enemy, the object you are carrying will automatically fall to the ground.



BONUSES

Throughout your journey you will be able to smurf bonuses to increase your score and obtain extra lives.



Mushrooms: Some bonuses are visible, others are hidden inside mushrooms. To uncover them, you must jump on the mushrooms. Opening a mushroom gives you 50 points.



Raspberries: Collect a raspberry and gain one life point.



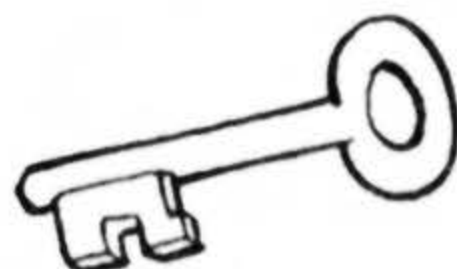
Smurf Doll: Don't forget the Smurf Doll! It gives you one extra life.



Sarsaparilla Leaf: Collect ten sarsaparilla leaves and get one extra life.



Stars: In each level you can collect a maximum of five stars. If you succeed in collecting all of them, you can access the bonus levels.



Key: Throughout the game you must try and find keys; they are essential for freeing the Smurf prisoners. To recover the keys, you must be smurf as each one is kept by the snake, the dragon and Gargamel.



BONUS GAMES

If you collect all the bonuses of a level, you will discover bonus games that give you a chance to collect many bonuses.

You will have to carry out various actions such as flying off inside a bubble, taking care to avoid the butterflies along your path.

You can also stroll along slippery mushrooms, taking care to choose the path that gives you the maximum bonus.

You must also hurry and get to the top of the dam to collect a maximum of bonus points before the water sweeps you away.

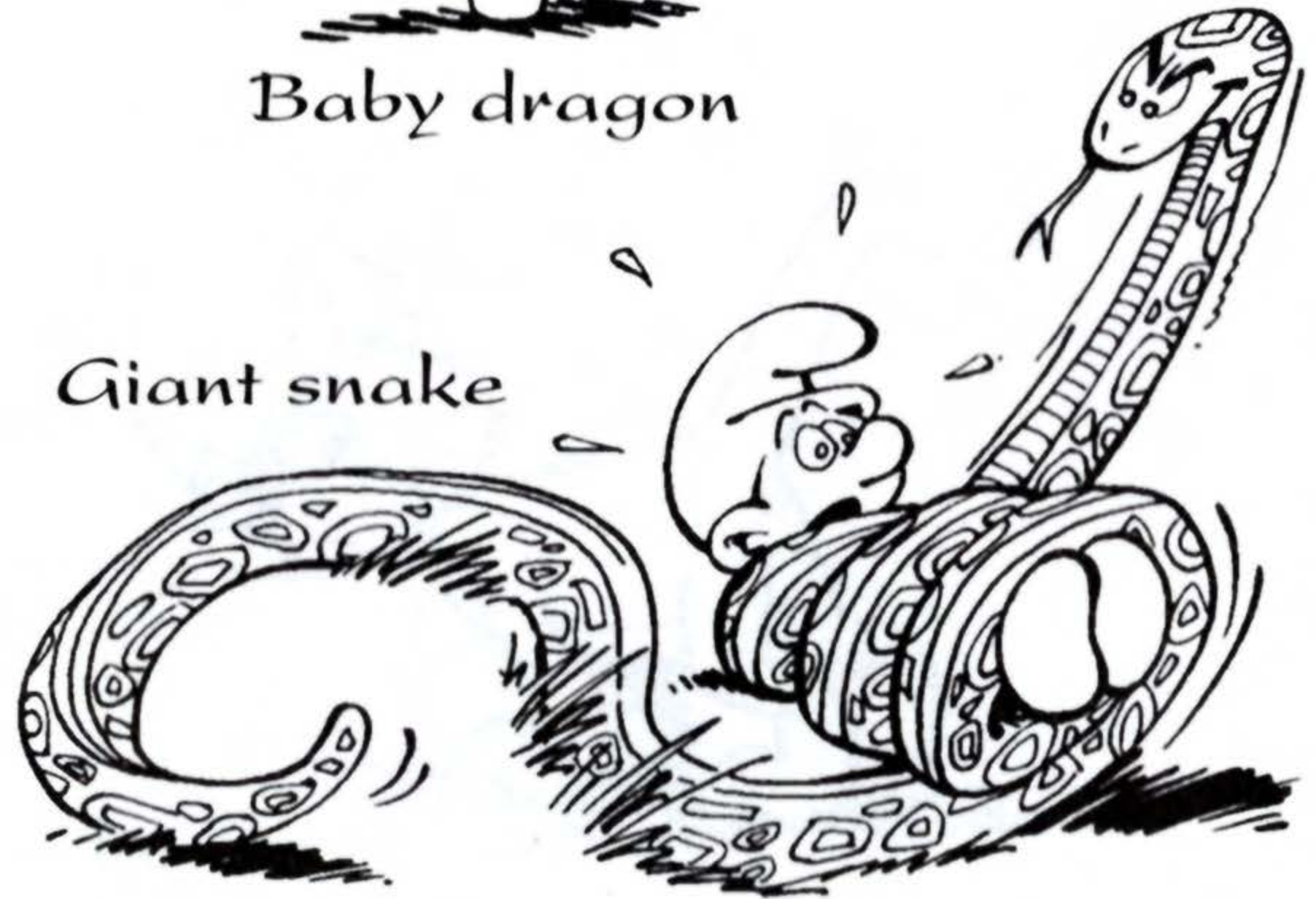
ENEMIES



Gargamel



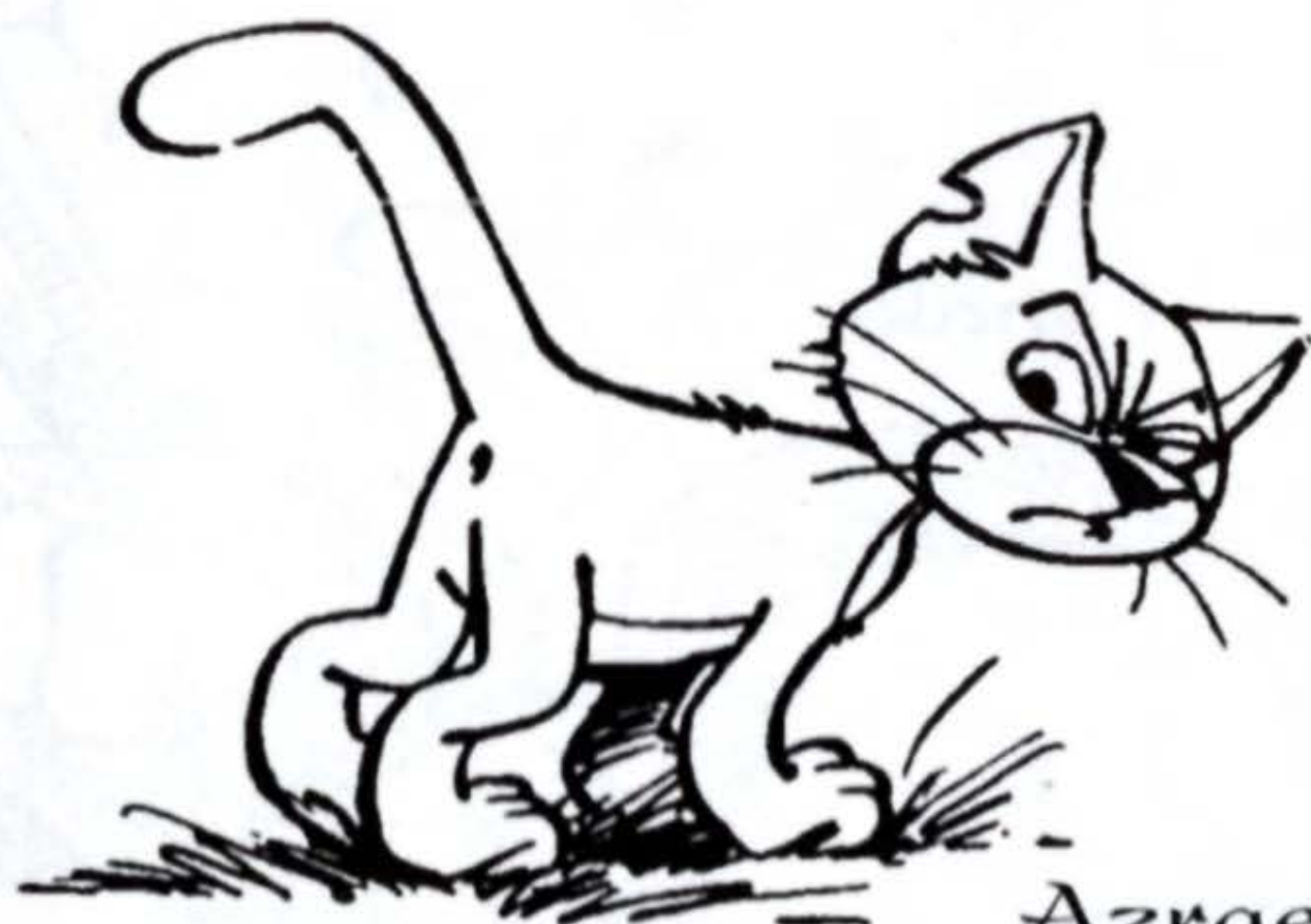
Baby dragon



Giant snake



Howlibird

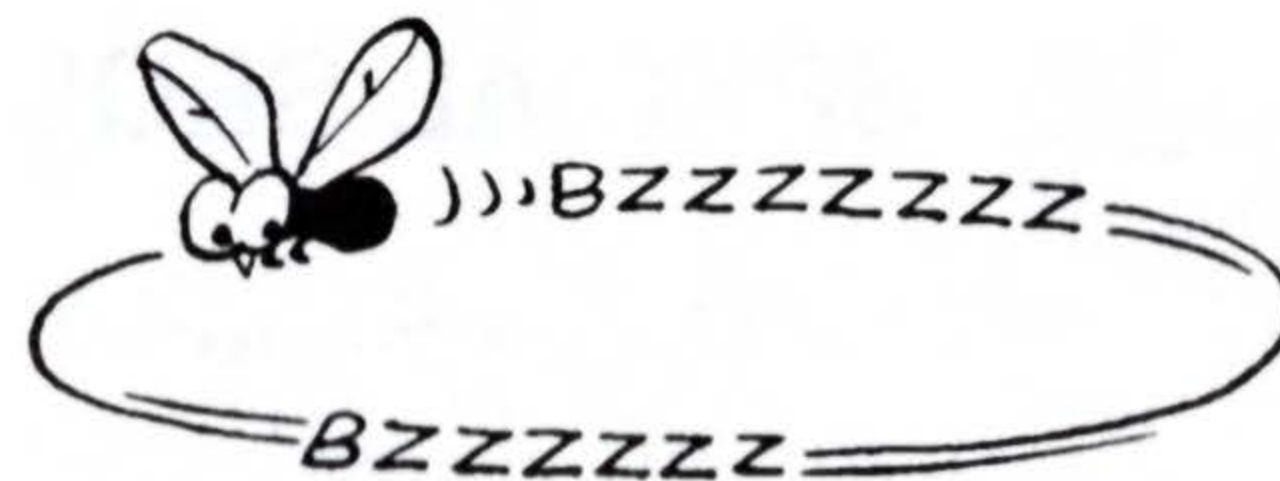


Azrael



Angry smurf

Buzz fly



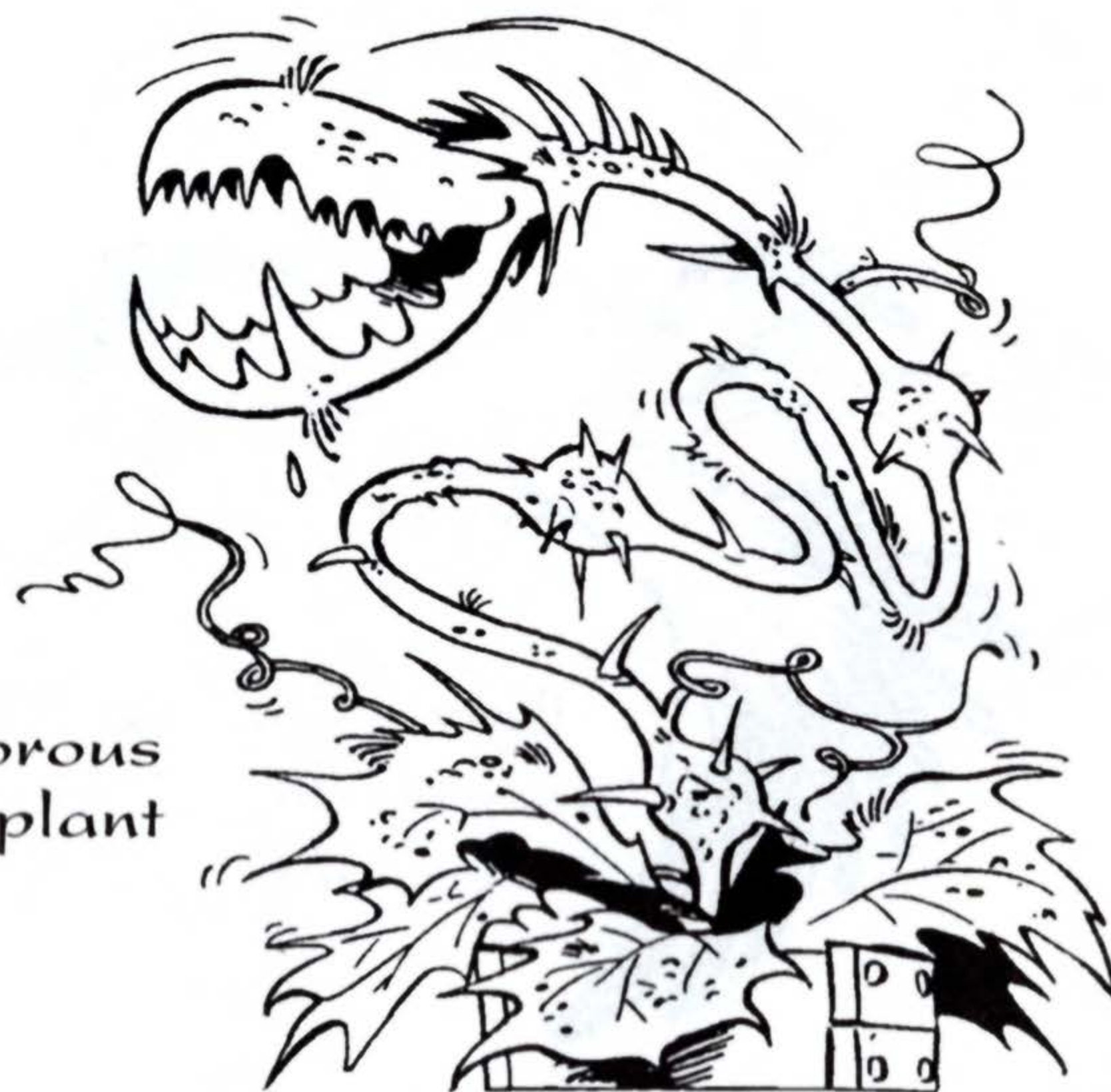
Mosquito



Caterpillar



Carnivorous plant





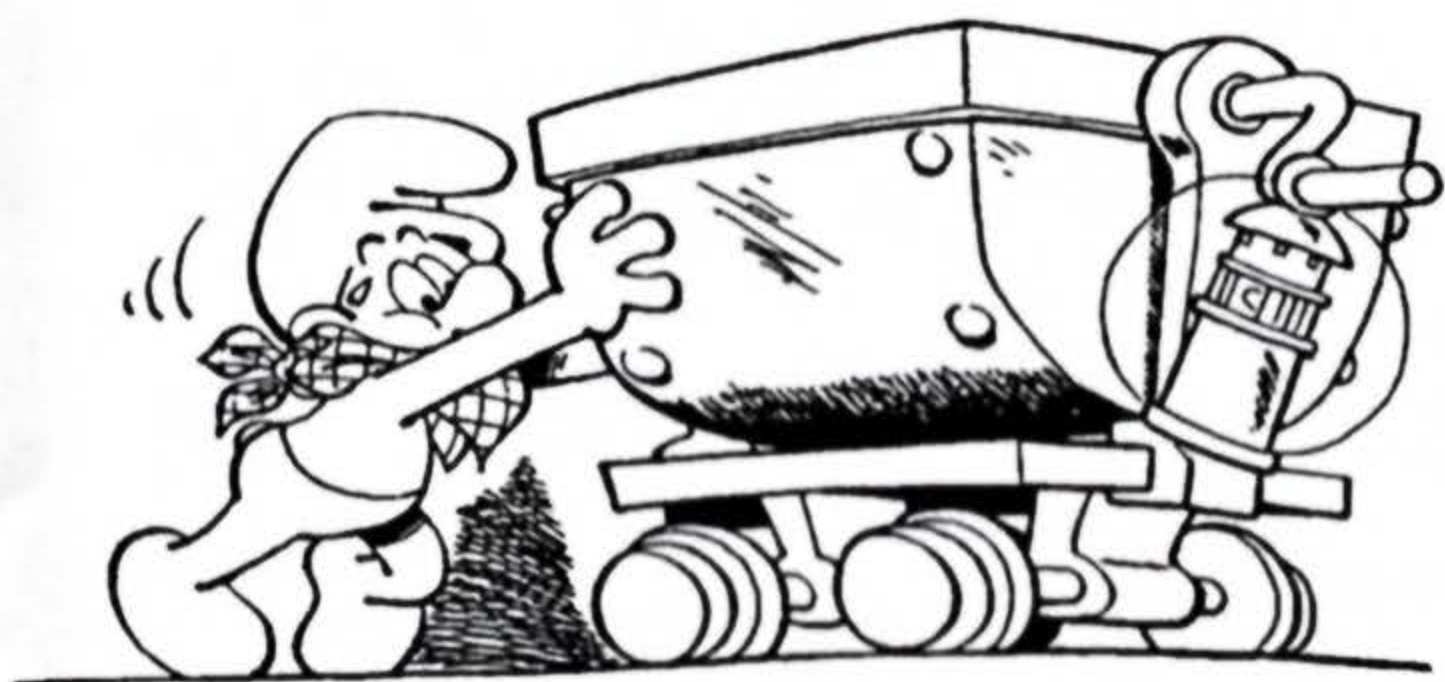
SPECIAL SEQUENCES

The River Smurf: During your travels, you will have to cross a variety of landscapes such as the River Smurf.

To travel down the river, you can use tree trunks. As soon as you are on a trunk, it starts to move. To steer it, use the + Control Pad.



Stork: When you reach the top of the mountain, you can smurf on to the stork's back. With the stork's help you can quickly cross all the snowy mountains. Once you are sitting on the stork's back, steer its flight using the + Control Pad. Use its long beak by pressing the A Button to smurf any obstacles you may encounter.



Mine: After your stork flight, you will have to cross the mine. Climb into the wagon and smurf out the exit. Press the A Button to avoid the rocks and to pass from a rail onto another.



Sledge: After escaping from the heat and flames of the volcano, you can use the sledge to slide down the mountain side.

However, your descent is made all the more difficult by the fact that you cannot steer the sledge or the Smurf; also your speed accelerates automatically every time you pass over an "S". All your action must focus on the jump! So keep a good look-out for everything in your path take care not to gather too much speed, as it might lead to your downfall! Accidents smurf so easily!



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REV-B

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1-800-255-3700 (U.S. and Canada)

Or your local authorized Nintendo retailer

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REV-J

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