

T•HQ, Inc.
TOY HEADQUARTERS

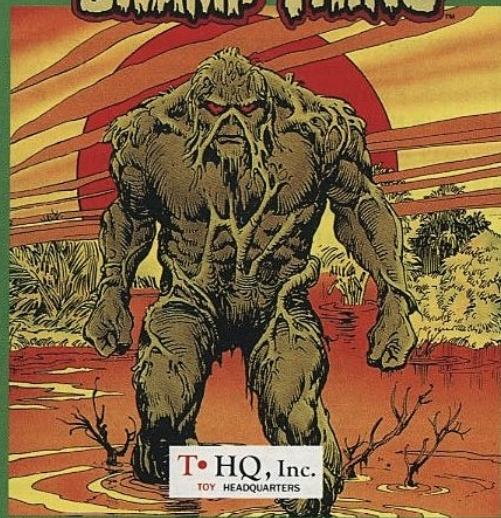
Distributed by T•HQ, Inc. (Toy Headquarters)
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Nintendo

GAME BOY

SWAMP THING



T•HQ, Inc.
TOY HEADQUARTERS

DMG-WG-USA

INSTRUCTION BOOKLET

INTRODUCTION

Thank you for purchasing **Swamp Thing** for the Game Boy. We are sure you will enjoy the planet-saving adventures of the Green Guardian. Join **Swamp Thing** on his mission to help the planet recover from the corrupting influences of Dr. Arcane and his vile Un-Men!

Swamp Thing travels around the world restoring the environment and its inhabitants to a healthy, natural state. Following the trail of trash and poisoned animals, **Swamp Thing** crosses sweltering deserts, treacherous forests and frozen Arctic regions to put down the Un-Men and collect the bio-restoratives that make him even more powerful! Help **Swamp Thing** clean up the planet and put an end to Arcane's evil plans!

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MADE IN JAPAN

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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.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and / or convulsions.

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THE STORY

The evil Dr. Arcane has hatched a scheme to rule the world. By releasing mutation serum into the atmosphere, he will transform Earth's inhabitants into an army of Un-Men for him to rule.

Only Swamp Thing can stop him! Knowing this, Dr. Arcane has sent his Un-Men to pollute the world to lure Swamp Thing out of his lair.

Weakened by the Earth's suffering, Swamp Thing needs you to help him find the Un-men and get the bio-restoratives they guard. Together you must heal the mutated creatures and recycle the garbage the Un-Men have scattered across the land. Once Swamp Thing restores the environment and regains his powers, he will be strong enough for his final confrontation with Dr. Arcane!



CONTROLLING SWAMP THING

At the title screen, use the **B** button to see Credits. Press any button to move through credits and return to title screen, then press the **A** button to move on to the introductory text. Press any button (but not the Select button) to move through text screens and begin the game.



Into-the-Green Screen

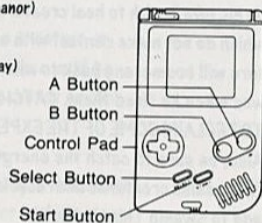
Select the environment which Swamp Thing is to enter first by pressing the corresponding arrow button and then the **A** button. Except when poisoned, Swamp Thing can return to this screen from any of the three regions. Once an area has been completely healed, Swamp Thing cannot return there.

CONTROLLING SWAMP THING

Controls

A button	Jump
B button	Heal (Arrow buttons direct shots)
Left and Right Arrows	Move Swamp Thing left and right
Down Arrow	Duck (Swamp Thing can duck and shoot)
Select + A	Into-the-Green (go to Selection screen)
Select + B	Recycle (if you have a recycle token)
A + Down Arrow	Push (ice blocks, hidden doors in manor)
Start + Left or Right	Select Special Power
Select + Start	Pause (press any key to resume play)

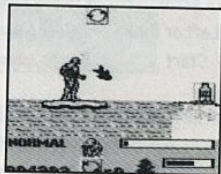
To reset the game at any time, press the **A, B, Start and Select** buttons simultaneously.



THE PLAY OF THE GAME

To reach Arcane, Swamp Thing must heal the creatures and recycle the garbage of all three polluted environments while avoiding being attacked or poisoned. He must also defeat each of the Boss Un-Men and collect the bio-restoratives that they guard. Swamp Thing should never let the environmental meter or his own health meter run out.

Healing and Recycling - Swamp Thing uses up his own health to heal creatures. Energy bolts which do not make contact with a poisoned creature will boomerang back to where Swamp Thing was when he fired them. **CATCH THESE BOLTS TO RECLAIM SOME OF THE EXPENDED HEALTH!** Also, be sure to catch the energy released from fully healed creatures and recycled garbage, they add to Swamp Thing's health.



ITEMS

Water and Sun Tokens - Increase Swamp Thing's health.

Leaf - Extra Life.

Bio-Restorative - Beaker of Liquid that grants special abilities.

Recycle Token - Collect and throw at garbage to recycle.

Garbage Token - Cans and bottles, removed with recycle token.

Key - A small pyramid. There are two in the Desert.

Important Note! - If Swamp Thing is poisoned by a creature or environmental hazard, his health will continue to decrease until he gets a Water or stationary Sun Token. Swamp Thing cannot go into the-green when poisoned.

Lives - Swamp Thing starts with three lives. A life is lost whenever the health or the environmental meter goes to zero, or he falls into a pit. Extra lives (up to 8 total) are gained every 40,000 points.

SPECIAL POWERS

Each time Swamp Thing defeats one of the Un-Men, he must retrieve the bio-restorative it was guarding before he can exit the level. These potions give Swamp Thing incredible powers to help him heal the planet and get rid of its enemies. These are the powers:

Bark Skin - Protects Swamp Thing from physical attacks, but he cannot jump.

Camouflage - No creature can see the Swamp Thing; however he cannot move or attack during this time. (Choose another power or Normal to get out of it.)

Thorn Skin - Keeps Swamp Thing from being poisoned by rabid or poisonous creatures, but he cannot heal as effectively.



SCOREBOARD

The scoreboard indicators are:

Information: **Score**

Location: Lower Left corner.

Description: Points earned.

Information: **Swamp Thing's Status**

Location: Upper Left Corner.

Description: Choose between: Normal, Bark, Thorn, Camo, and Poison.

Information: **Lives Remaining/Recycling Tokens**

Location: Lower Middle

Description: The display will alternate between these two pieces of information.

The number of lives is represented by a leaf.

The number of recycling tokens is shown by two arrows spinning.

SCOREBOARD

Information: Swamp Thing's Health Meter

Location: Upper Right

Description: As his health diminishes, the picture of Swamp Thing changes to reflect this deterioration.

Information: Environmental Health Meter

Location: Lower Right

Description: The tree icon, representing the state of the environment, changes depending upon the position of the meter. Swamp Thing raises this meter by recycling garbage and healing creatures.

DR. ARCANÉ AND HIS UN-MEN

- | | |
|----------------------|--|
| Dr. Deemo - | Pollutes the Desert
Uses Voodoo doll to defeat Swamp Thing
Guards the Bark Skin Bio-Restorative. |
| Skin Man - | Pollutes the Arctic.
Flying attacks.
Guards the Camouflage Bio-Restorative. |
| Weed Killer - | Pollutes the Forest.
Attacks with a poisonous spray
Guards the Thorn Skin Bio-Restorative. |
| Dr. Arcane - | Pollutes the World from his hidden Lab.
Can mutate into many forms. |

WARRANTY

90 DAY LIMITED WARRANTY:

T-HQ, 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, T-HQ, 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 thru Friday.
3. If the T-HQ, 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 to:

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 T-HQ, Inc. Consumer Service Department at the phone number noted. If the T-HQ, 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 T-HQ, Inc. enclosing a check or money order for \$10.00 payable to T-HQ, Inc. T-HQ, 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.

WARRANT 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, INTERNATIONAL, LTD., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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