

Nintendo®

CGB-BAPE-USA

GAME BOY[®] COLOR

CAUSTIN
POWERS™

Oh,
Behave!

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

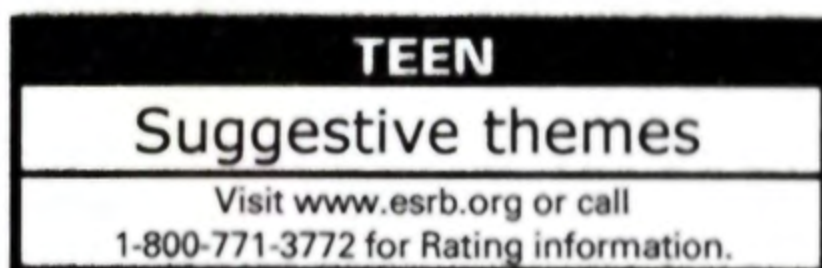
WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

TABLE OF CONTENTS

• Introduction	3
• Getting Started	4
• The Desktop	6
• Folders	9
• Groovy Stuff	9
• Programs	10
• Gadgets	12
• Games	14
• Game play Tips, Pick-ups and Special Items	16
• Help	18
• Credits	19

AUSTIN POWERS: Oh Behave!

Introduction

Being an International Man of Mystery isn't all it's cracked up to be, baby. Well, okay, it is. It's smashing. It isn't all jet-setting around the world, driving fast cars, meeting beautiful women and fighting evil. Well, okay, it is. And it's sound as a pound, or as the Americans would say, sound as a dollar, which doesn't really sound as good, does it? But the simple facts are, you have to put in the time and practice and learn how to recognize evil if you're going to triumph, and become a fully-fledged International Man of Mystery. And that's what Austin Powers: Oh, Behave is all about. Defeating evil in all its various forms, especially the large, square, lazy-eyed form - yes, Dr. Evil. The biggest square of them all, and a complete non-swingler. Using this cunning program, your Game Boy Color will be turned into a fully functioning PC. Oh, yes, what a tic, I know, computers are for squares, baby. Well, that used to be the case, but no longer. Now they are an integral part of every agent's repertoire, along with a pair of finely cut Italian boots, a fine medallion denoting gender and a healthy disregard for the life or limb of yourself or others. Anyway, enough of all this. Get to work, Agent. Evil is trying to take over the world and quite frankly, those gray uniforms and quasi-futuristic home furnishings are NOT conducive to world peace. And I'm spent. Oh, behave!

Getting Started

Austin Powers: Oh, Behave is a game for swingers and potential secret agents alike. The game very neatly transforms your Game Boy Color into a fully functional PC, working under the operating system Austin Powers 2000, and FAB-DOS. To initialize your Austin Powers Unit, you will be required to answer several personal questions about yourself.

Use the Nintendo Control Pad to move the cursor around, as you fill in some personal details, and make your selection. First of all, you will be asked for your name. When filling in text, such as your name, press up and down on the Control Pad to scroll through the letters in the alphabet, and right on the Control Pad to pick the next letter. When you've completed filling in your name, hit the B Button.

Then you'll be asked for your sex, followed by a few other personal details. When answering multiple-choice questions, use the B Button to choose an option. Then you'll be asked a few more personal questions of a quite unnecessary nature, and eventually after a painfully long time, you'll be able to begin. Just like the real thing. Just remember - keep using the B Button to make your choice, and then move onto the next screen. Your Game Boy Color will save all of your details, and use them to keep track of your progress through the training missions in Oh, behave. Everything you do is saved and measured to chart your progress. To erase your record, you need to go to Gadgets and check out FORMAT.

Once the game has all of your personal details, your Game Boy Color will be instantly transformed into a fully functioning (more or less) Personal Computer.

You are now looking at the desktop of a multi-million dollar research tool used for separating the swingers from the squares, the men from the boys, and a lot of other things from things they should be separated from. And because the whole aim of the game is to turn you into a fully operational swinging agent for Ministry of Defense, the more you play it, the better score you get.

START Whenever you are actually using a function or playing a game in Oh, Behave, you can pause or quit by pressing START on your Game Boy Color. If after pressing START you choose to minimize a function (select Mini-Me), you can re-open it using the Mini-Me Button on your Random Task Bar.

NOTE ON TRADING/LINKING:

Not only will you be able to trade gifts (the prizes that you earn: wallpapers, screen savers, sounds) and engage in link play with a friend when both of you are using an 'Austin Powers - Oh, Behave!' Game Pak, you'll also be able to link up and exchange e-mails with any two of the now 2 and soon to be 4 Austin Powers games. That's right, all you groovy guys and gals! Any Austin Powers game will connect with any other, so there's no need to worry about games not matching or incompatibility. It's all good.

The Desktop

Once you've completed the installation process and personalized your Nintendo Game Pak, you will be taken to the Desktop. You will always start off at the Desktop unless you shut down your Game Boy Color in an improper fashion. Oh, behave! Check out the fabulous MALE SYMBOL section to learn how to be proper when shutting down your Game Boy Color. Once you've arrived at the Desktop you will see a bunch of icons and folders. Here's what does what:



MOOD RING

This ring with an arrow pointing up (smaller than and located just above the Male Symbol) allows you to move the column of folders across the screen and to scroll up and down to access other folders that are off-screen. Move the cursor onto the Mood Ring, then press and hold down the B Button. Notice the ring spinning. Pressing left or right on the Control Pad (while still holding down the B Button, you silly) allows you to relocate the icons left or right, and pressing up or down on the Control Pad accesses any off-screen folders that may be hiding from you. The Mood Ring also comes into play in Games, Groovy Stuff, Programs, and Gadgets, and works the same way in each of those areas.

RANDOM TASK BAR



Across the bottom of the screen, you will see the Random Task Bar. The interactive buttons are the MALE SYMBOL Button, the MOJO Button, and the MINI-ME Button (when you have something minimized). On the right you will see a groovy head shot of Austin Powers, which will surely inspire you to fight evil wherever it may be found.



MALE SYMBOL Move the cursor onto the MALE SYMBOL Button and press the B Button. A screen with three options will magically appear:

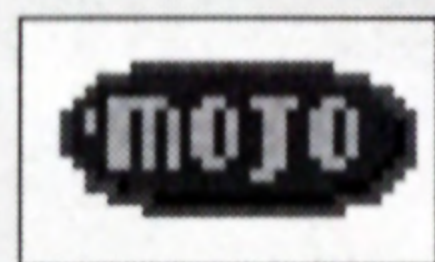
Top Box From this area, you can cruise all the groovy features in Austin Powers: Oh, Behave. Move the cursor to the right of the rectangular (not square) box on top of the screen. Press the B Button and red arrowheads will appear, allowing you to press up or down on the Control Pad to scroll through all available features. When you've made your choice, press the B Button to make the red arrowheads disappear. Slide the cursor on over to the white circle to the left of the box and press the B Button to fill it in. Ease on down and hit the OK Button and you're where you want to be.

Fab-Dos takes you out of 'AUSTIN POWERS 2000' and into FAB-DOS - there are various reasons for being in FAB-DOS:

- 1) You are a complete square who likes programming (see the extensive FAB-DOS section on page 11).
- 2) You pressed the button by mistake - in this case, simply type in EXIT and hit the B Button. Press up or down to scroll through letters and symbols, and left and right to move the cursor. Pressing START will allow you to pause and minimize or quit out if things get too hairy
- 3) You want to enter a cheat code, if you have one.

Shut Down When you're totally spent, baby, this is the proper place to be to turn the power down on your Game Boy Color

Skip DOS at Boot If the black and white DOS screens that appear when you first turn on Austin Powers aren't your bag, baby, just change the X mark to a check mark.



MOJO When you want things to be just right for general grooviness, you've got to have the right mood. Click here to change the background, and get your mojo working.



MINI-ME This lets you see all of the programs and features you have open, but minimized. You can relaunch them from here. This means you can pause a game, Mini-Me it, and then return to it later. Unless you have some stuff Mini-Me'd this button won't appear.

FOLDERS

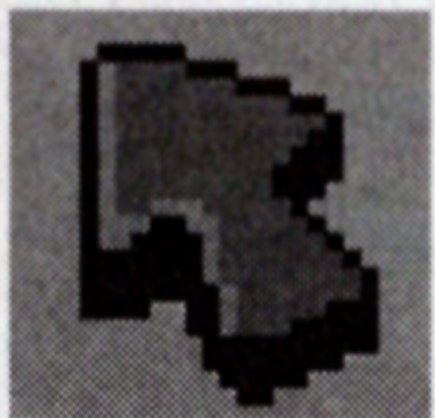
Double-clicking the B Button on any FOLDER will allow you to get to the smashing programs and fab functions inside. If you wish to return to the Desktop from within a FOLDER simply click on the deflated MALE SYMBOL in the upper right-hand corner of the screen.



GROOVY STUFF - Change the music, change the colors, change the mood. Personalized ambience, baby!



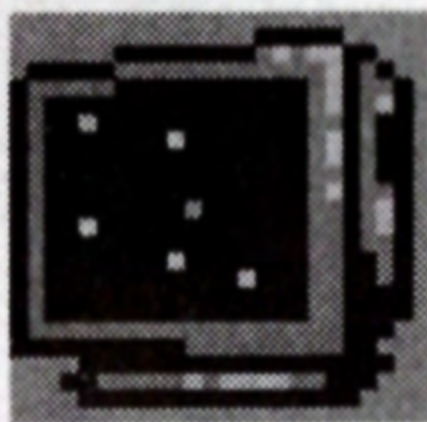
Sounds - Double-click on the Megaphone to change the in-game SFX, and to listen to your favorite Groovy Sounds and Lingo from Austin Powers.



Cursors - Double-click on the Big Arrowhead to change your in-game cursor. Your cursor may need to be more groovy.



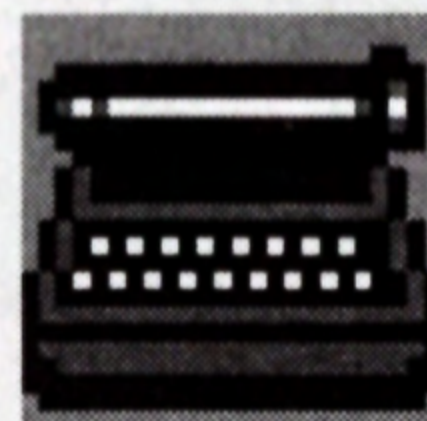
Color Scheme - Double-click on the Desktop icon with the small red arrowhead pointing down. This will allow you to change the color scheme on your Random Task Bar.



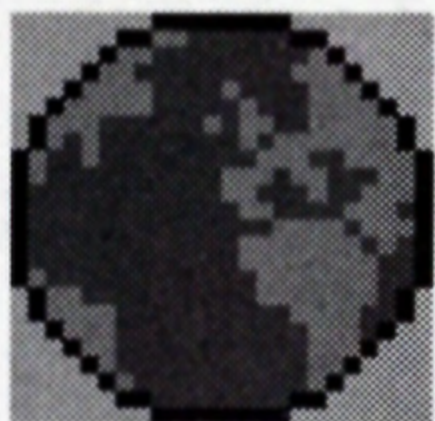
Screen Saver - Double-click on the Monitor icon to choose a new screen saver for when you grow tired of the old one, or when you just want to have a new one. Pressing the A Button while on the Desktop, or in any of the Main Folders, will activate the screen saver, or it will auto-activate after 30 seconds.



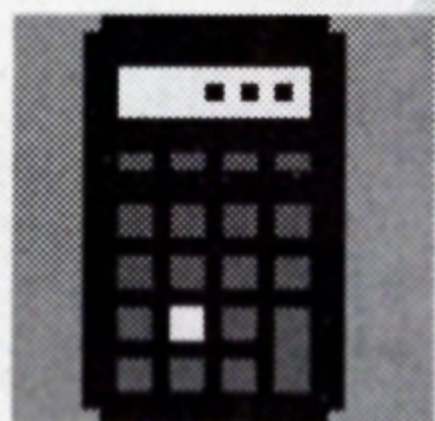
PROGRAMS - Meat and potatoes! Nuts and bolts! The tools to stop evil and general squareness are all in here.



Austin's Pad - Version 1.10. Double-click on the Typewriter Icon to create, delete, save, load or even send and receive messages to and from your friend and/or evil enemy (Using the Infrared Communication Port - see your Game Boy Color Instruction Booklet). If you're going solo you can type a fantastic memo and print it out with the Game Boy Color Printer.



Internet - Double-click on the Planet Earth (where we all live, baby) Icon to browse Austin Powers' favorite sites on the World Wide Web. There is loads of groovy info on the International Man of Mystery, and the help section if you need it (see HELP on page 17).



Shagulator - Double-click on the Shagulator to access Austin Powers' shagadelic calculator. You can add, subtract, and, if you're feeling especially groovy, multiply.



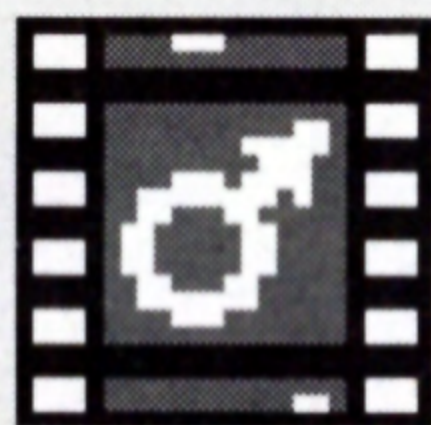
Trading - Double-click on the Gift Icon to send or receive Gifts. You can put a snazzy background, screen saver, or grooving sound inside, wrap it up, and send it to a friend using the Infrared Communication Port. The sender should press Send just before the receiver presses Receive.



Sample Player - Double-click on the woofer -- yeah, baby! -- to get Austin Powers sound clips galore!



Statistics - This nifty feature keeps track of the number of each of the different games you've played, your high scores, which programs you've run, and how many e-mails you've sent.



Movie Clip - Snazzy clips of the International Man of Mystery in action.



GADGETS - Gadgets? Sounds like we could do some tinkering. Oh, behave!



Fab-Dos - Double-click on FAB-DOS to enter the fab world of programming. Pressing START will allow you to pause and minimize or quit out if things get too hairy. Press up or down to

scroll through letters and symbols, and left and right to move the cursor. Typing in the following commands and pressing the B Button at C:\ will make the following things happen:

- CLS - Clear the screen
- CD - Identify Directory
- Typing in "A:", "B:", "C:", "D:", "E:", "G:" or "M:" will change the default drive
- DIR - Directory of current drive
- EXIT - Exit back to Austin Powers
- BEEP - Beep sound
- HELP - Display help
- ? - Display help
- MEM - Show free memory
- VOL - Display current disk volume information
- SHAGULATOR - Run calculator
- MY PAD - Run Austin's Pad
- MOJOMAZE - Run Mojo Maze
- DOMINATE - Run Domination
- ROCKS - Run Rock, Paper, Scissors
- PLATFORM - Run Platform Game



Analyzer - Double-clicking on the Analyzer will allow you to check your Game Boy Color for errors and viruses, and to fix any errors and stamp out any viruses that are found.



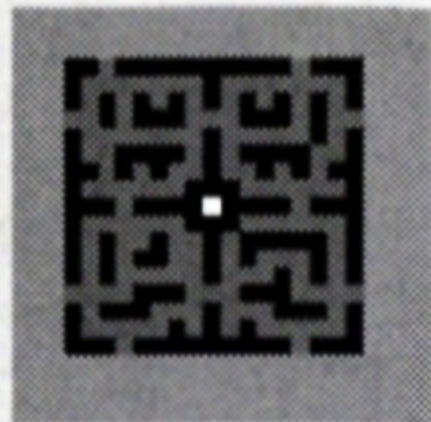
Format - Double-click on the Mushroom Cloud to clear out the old and start your mission anew. Here you can clear high scores, e-mails, documents, or all data.



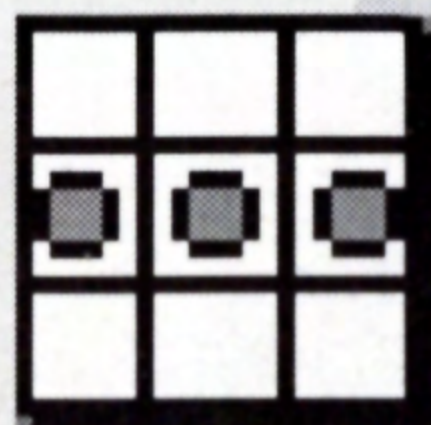
GAMES - Let's relax in the rec room, baby!



Rock, Paper, Scissors - When Austin Powers and Dr. Evil confront each other, they resort to the old-fashioned Rock, Paper, Scissors game to resolve the argument as to who is the "Top Dog." This game can be played against a bevy of Austin Powers characters, including Frau Farbissina, Paddy O'Brien, and Number 2. You can play best of 3, 5, 7 or 9 rounds in 1, 3, 5 or 7 sets. Play against a pal using the Game Link Cable.



Mojo Maze - This is a psychedelic game, with four mazes on each level instead of just one! You start off in the center and pick any one of the four mazes, each of which contains nasty enemies out to do you in. You have to clear each maze before you can advance to an adjacent one. When you've cleared all the mazes, return to the time machine in the center of the level.



Domination - It's mano a mano, Austin Powers vs. Dr. Evil in a battle for world... er, um... well, actually board domination. Place your chips craftily and surround and overwhelm the evil one. Use the Game Link Cable and select 2-player to challenge a friend.



International Platform of Mystery - Here you will star as Austin Powers in a rowdy battle through 25 levels in 5 locations. Collect all the goodies on each level and make your way to the time portal to escape. Dr. Evil has sent a heinous squad of assassins to make sure you are waylaid, and if you don't hurry then Mini-Me will be released onto the level to make your mission even more difficult.

GAMEPLAY TIPS, PICK-UPS AND SPECIAL ITEMS

Rock, Paper, Scissors - The mental pressure is on at it's hand-to-hand combat against any one of a squad of nasty opponents. When it's you against the computer make your move carefully and quickly. The time squeeze gets tougher as the game difficulty goes from easy to hard. When playing a friend/enemy in link play the mind game intensifies. Know your link opponent's patterns and tendencies to gain victory and world grooviness.

Mojo Maze - Keep your cool in your battle against dizzying maze madness. Grab the Heart Extra Life Pickup in the monsters' lair but make sure the coast is clear before going in. A Spinning Coin in the middle of the maze can be grabbed for extra points, and the Lightning Bolt Pickup gives you jet speed. Your big weapon is the Glowing Rod; there are two in each maze. These will let you turn the tables on the monsters as the hunter becomes the hunted. Use the Glowing Rod in conjunction with the Lightning Rod to maximize your score.



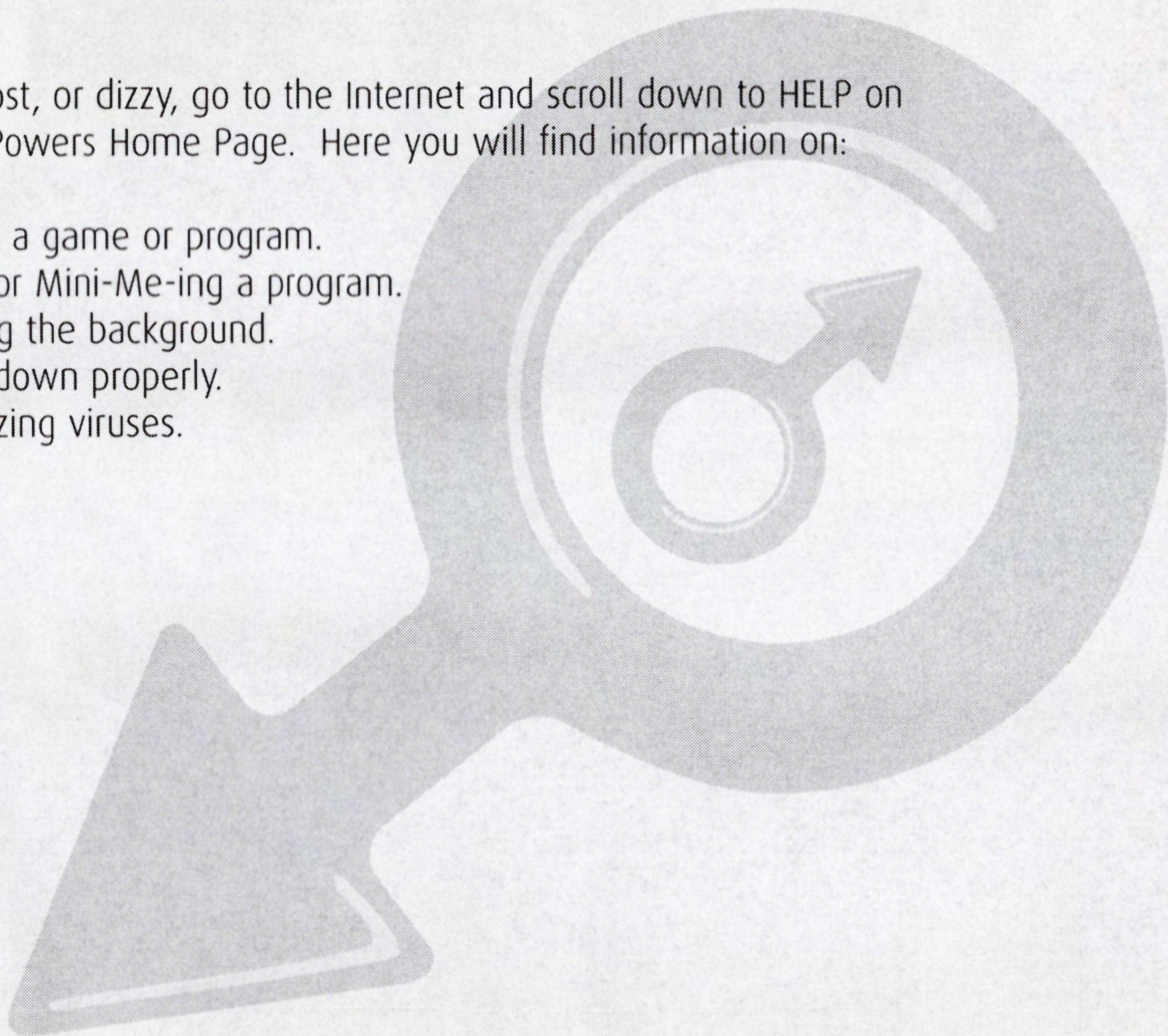
Domination - You'll find yourself painted into a corner if you don't make snagging the corners your highest priority. Learn to think two moves ahead if you want to dominate the world, or at least the board.

International Man in a Platform Game - Look, look, look before you leap. Extra Life Heart Pickups are rare so make the effort to get them when you see them. The Dr. Evil Symbol Pickup will KO all enemies onscreen for a while, but if you don't sweep them away in a few seconds they'll return, bigger and badder than before. The large bosses laugh at your pea-shooter so you need to hit them a lot to make them fall. Work on your hit-and-run tactics to defeat the bosses. All levels are filled with groovy items and you need to grab them all in order to advance to the next level.

HELP

If you get lost, or dizzy, go to the Internet and scroll down to HELP on the Austin Powers Home Page. Here you will find information on:

- 1) Opening a game or program.
- 2) Closing or Mini-Me-ing a program.
- 3) Changing the background.
- 4) Closing down properly.
- 5) Neutralizing viruses.



CREDITS

Rockstar Games

Executive Producer

Sam Houser

Producers

Dan Houser

Jamie King

Product Manager

Kevin Gill

Creative Services Manager

Jenn Kolbe

Production/ Graphic Designers

Alexis Fleisig

Stanton Sarjeant

QA Manager

Jeff Rosa

Lead Analyst

Bobby McCarthy

Game Analysts

Joe Greene

Rich Huie

Jeremy Pope

Manual By:

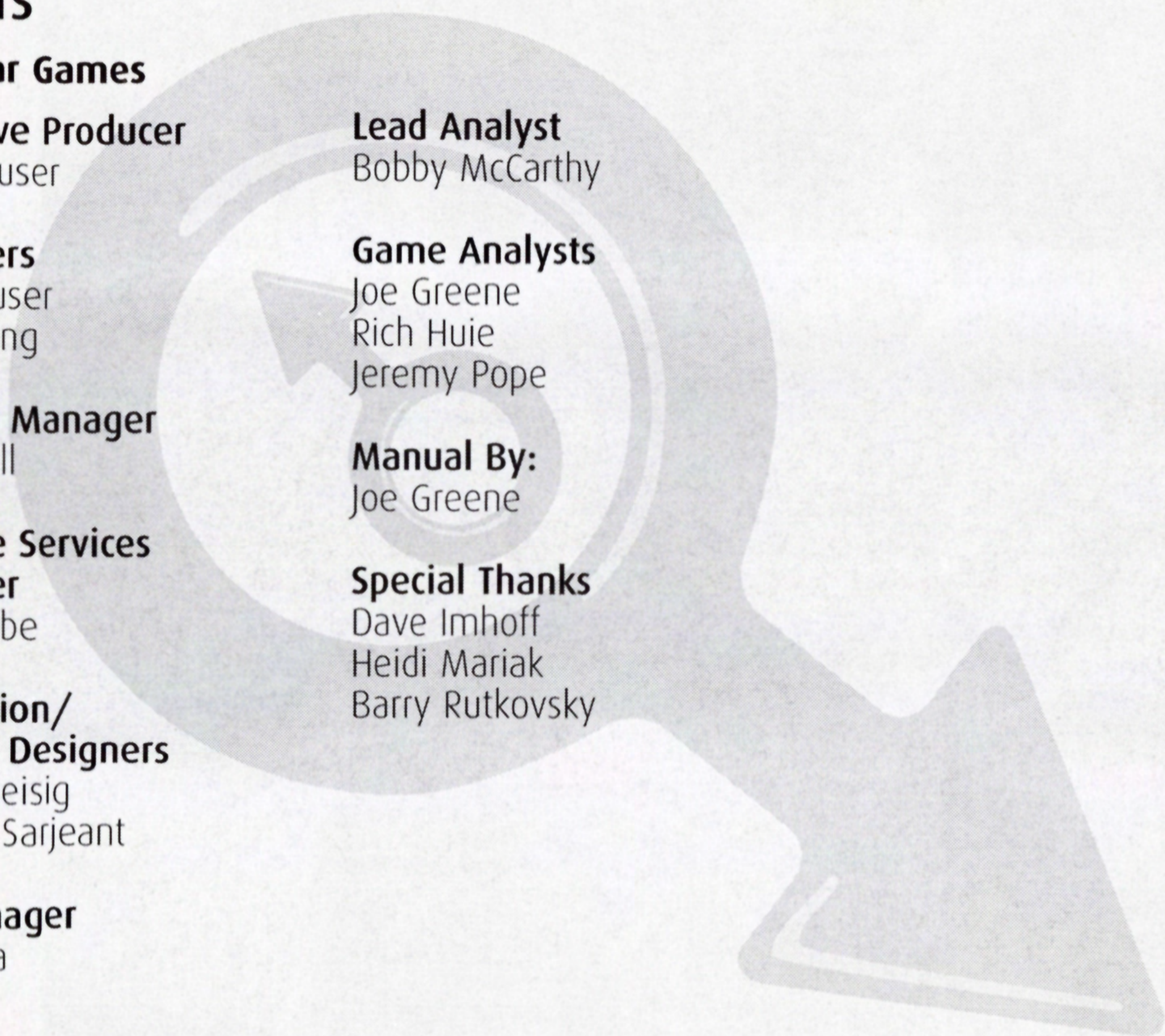
Joe Greene

Special Thanks

Dave Imhoff

Heidi Mariak

Barry Rutkovsky



Tarantula Studios

Steve Marsden

Studio Director
Project Director
Lead Designer

Chris Jones

Lead Programmer
Programming Tools
Game Design
Game Code

Dave Cooke

Senior Programmer
Programming Tools
Game Code

Russell East

Head Graphic Artist
Game Design

Martin McKenzie

Programmer
Programming Tools
Game Code

Ant Paton

Sound Engineer
Music/Effects
Sample Conversion

Robin Taylor

Graphic Artist
Level Design

Ian Watson

Graphic Artist
Game Design

Lewis Mann

Graphic Artist
Game Design

Ryan Stevenson

Graphic Artist
Game Design

Rudi Will

Graphic Artist

Dan Harper

Programmer
Game Code

Adrian Burgess

Programmer
Game Code

Mark Lloyd

Chief Tester

Tim Bates

Tester

Julian Turner

Tester

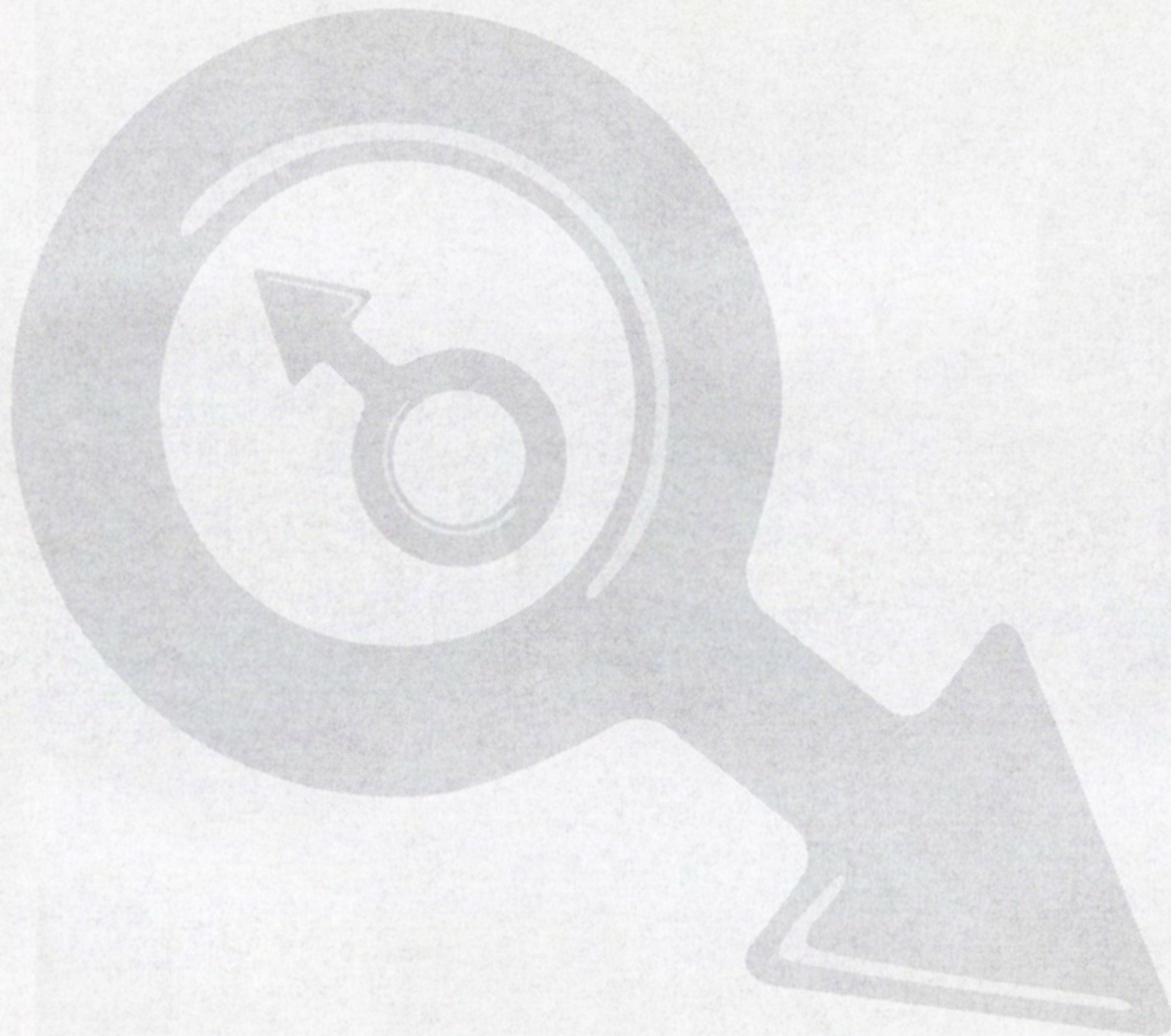
Rob Dunkin

Tester

Darryl Marsden

Field Testing

NOTES



WARRANTY

Rockstar Games warrants to the purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Rockstar or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the disc) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Rockstar Games shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by the law, damages for personal injury, even if Rockstar Games has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law, which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights, which may vary from state to state.

You may not reproduce, prepare derivative works based on, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease, or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program or accompanying documentation, and the recipient agrees to the terms of the Agreement. Further, you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation, nor may you make any copies of the Program modules for use with other programs. This program is intended for private use only.

ROCKSTAR GAMES, a division of Take-Two Interactive Software, Inc.
575 BROADWAY
NEW YORK, NY 10012

ESRB RATING

This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Also Available



Collect The Whole Series!

Rockstar Games
575 Broadway 6th Fl. New York, NY 10012

