

Nintendo

GAME BOY COLOR

DMG-APXE-USA



TM



Instruction Booklet



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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.



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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).



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Keep on Buggin'

Every year on Ant Island, under the rule of the Queen Ant and Princess Atta, the colony works tirelessly gathering food for winter. And every year, Hopper, the evil grasshopper, with his henchmen, Molt and Thumper, fly in with their gang and steal the ants' food. It's not only terrifying to the ants – it's downright humiliating.

While the other worker ants are busy gathering food, the creative ant Flik is inventing a machine to harvest the crop effortlessly. Impatient because Hopper is expected soon, Princess Atta orders Flik to go out to the field and pick grain like everybody else. Hopper shows up early looking for his food. Flik accidentally spills the bowl of grain, which infuriates both the ant colony and the grasshopper gang.

Encouraged by his colony to leave, Flik goes to the City to find bigger bugs for protection against Hopper's gang. Coming across some out-of-work circus bugs, Flik mistakes them as warriors and hires them on the spot. Together, Flik and the circus bugs must attempt to free the ant colony from the grips of Hopper and his evil grasshopper gang.



Getting Started



Turn OFF the power switch on your Nintendo Game Boy. Never insert or remove a Game Pak when the power is on.

Insert the Game Pak of *A Bug's Life* into the slot on the Game Boy. To lock the Game Pak in place, press firmly.

Turn ON the power switch. The credit screens appear (if you don't see them, begin again at step 1).

When the title screen for ***A Bug's Life*** appears, press the Start Button to proceed.



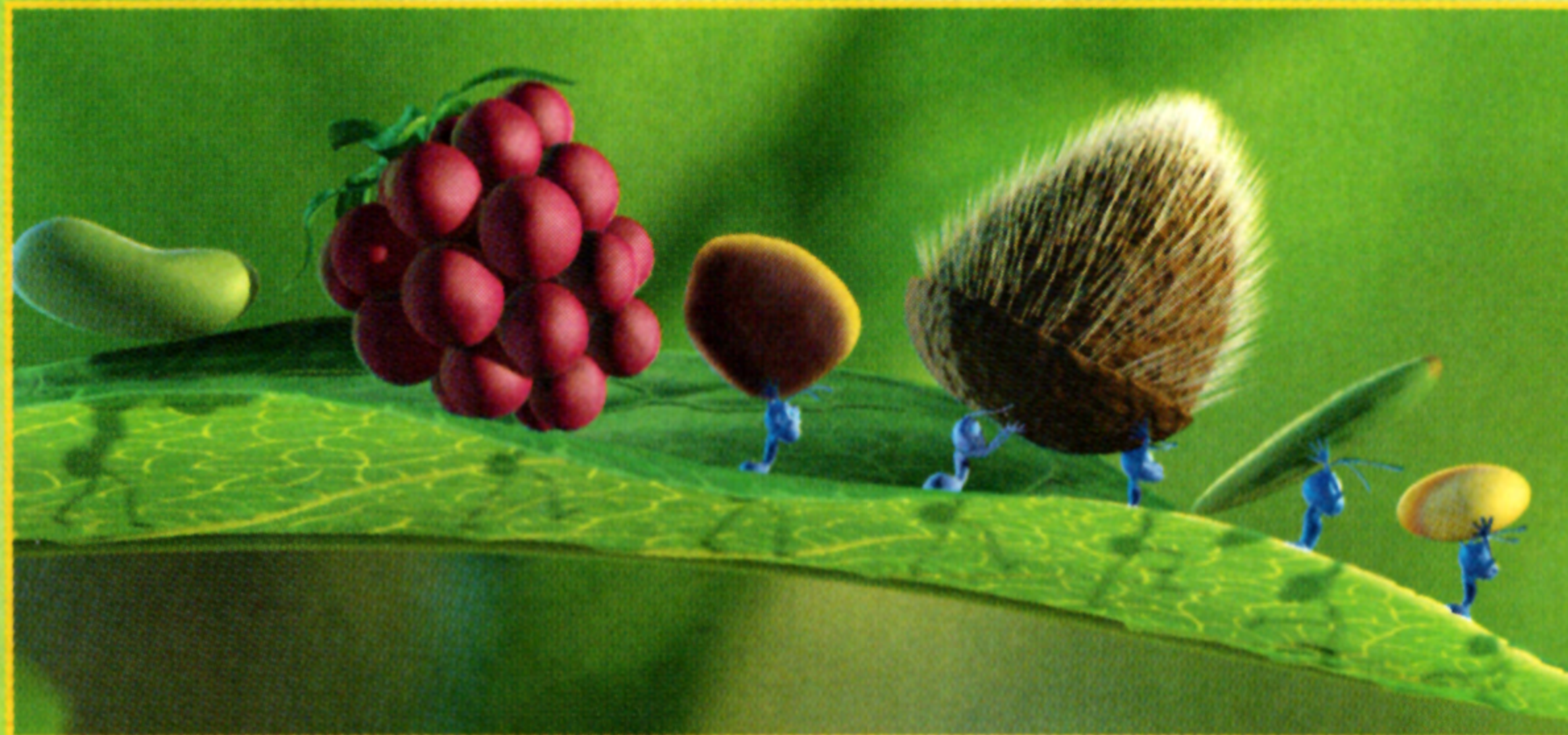


Main Menu

Press the A Button to select any of the following options:

- START GAME** Begin a new game
- PASSWORD** Enter a previously acquired Password
- OPTIONS** Customize your game
- CREDITS** View the team that made **A Bug's Life**

Note: By pressing the START Button, you will automatically begin a new game.



Options Menu

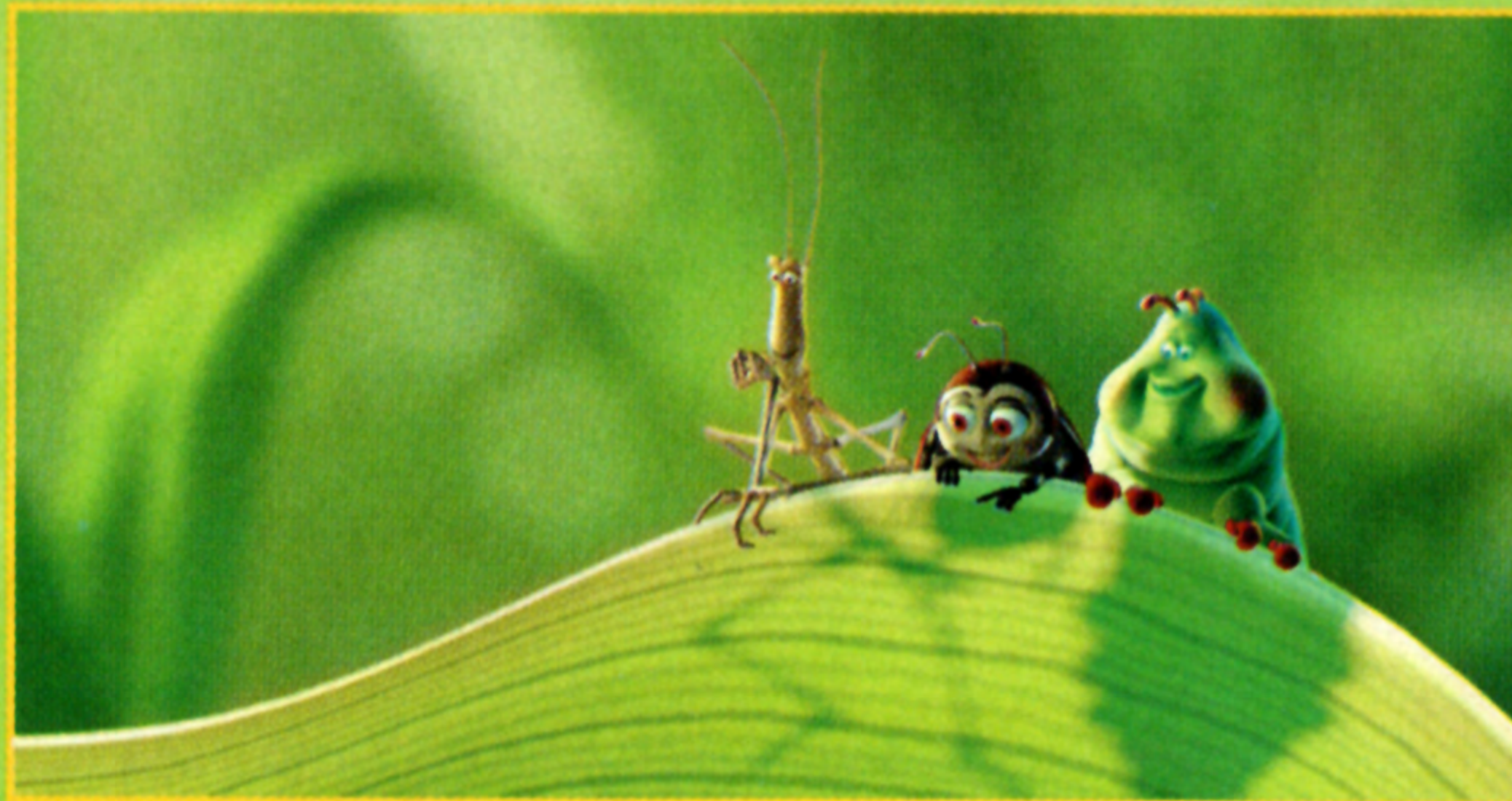


Press the A Button to change each of the following options:

- SFX** Toggle the sound effects On or Off
- MUSIC** Turn the music On or Off
- SKILL** Toggle the game difficulty between Easy or Hard
- EXIT** Return to the main menu



Note: By pressing the START Button, you will automatically return to the Main Menu.





Take Control

Through Flik's adventures, many obstacles can interfere with his quest and slow him down. Following is a list of buttons on the Game Boy used to aid Flik in his endeavors.

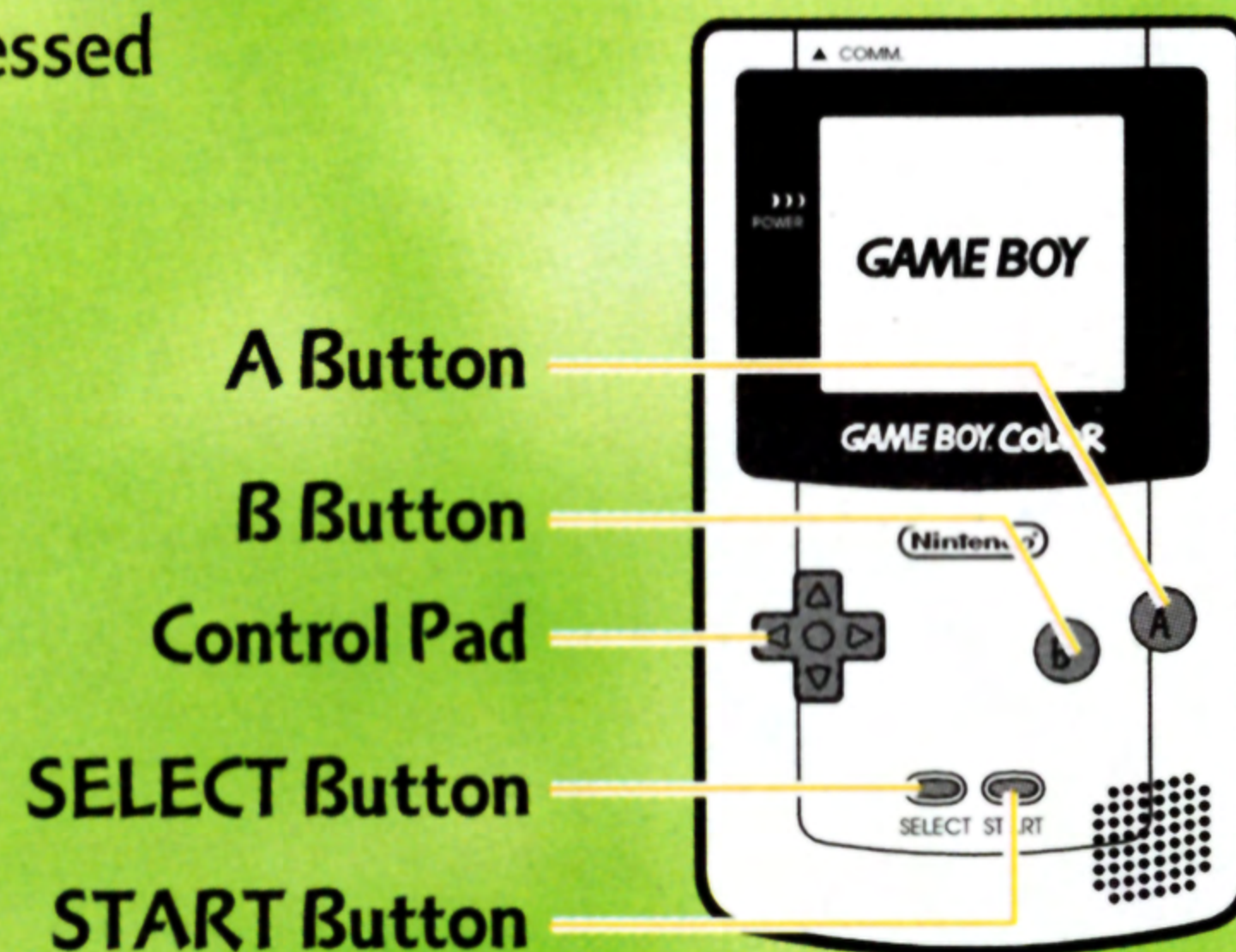
A Button: Jump

B Button: Throws berries (Flik must collect some first) Press and hold to run w/Control Pad

LEFT/RIGHT: Flik walks in the direction pressed

DOWN: Crouch/Look Down
When crouched, press the Control Pad Left/Right to make Flik walk in a crouched position

START Button: Pause the game



Health Indicator



Flik begins his adventure with 6 lives to progress through the game. Each life contains three health units, which decrease every time an enemy injures Flik. These health units can be replenished by picking up food items. When Flik loses the three health units, he loses a life. When all 6 lives are gone, the game is over.





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The Characters

Flik – Imaginative, inventive and full of ideas, Flik, the worker ant, is always looking for new ways to help the colony. Unfortunately most of his inventions backfire – getting him into trouble. Through many hard lessons, he comes to realize that his self-worth doesn't depend upon the approval of others. Because of this, Flik gains acceptance from the colony.



Princess Dot – Tired of being told “not until your wings grow in,” all Dot wants to be is grown up – and fast! Knowing what it feels like to be an outsider, Dot is immediately drawn to Flik. Her unwavering belief in him helps Flik ultimately believe in himself.

Heimlich – As part of the clown trio, there's only one thing that comes between this oversized caterpillar and his performance: food, food and food!





Tuck & Roll – Identical Hungarian pill bugs, Tuck and Roll are the acrobatic cannonball act for P.T. Flea's circus. The only problem is, they speak in gibberish and don't understand a word of English–Gnnheh?



Dim – Big, lovable, not-so-bright
Dim performs as the roaring, ferocious beetle in Rosie's wild insect taming act. Dim will do anything for Rosie and is very protective of her.

Rosie – A black widow with a heart of gold, Rosie is a performer whose talents range from wild insect tamer to high wire acrobat. However, Rosie's web-spinning ability is all thumbs, or legs. With a little encouragement, especially from Dim, Rosie spins the web of her life to help save her circus pals from danger.





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Hopper – He's hungry. He's horrible. He's Hopper! Jumping at the chance to be cruel, Hopper and his bully gang rove from ant colony to ant colony to steal the food that the ants work so hard all year to collect. When brave little Flik unites the colony against him, Hopper's worst fears are realized. Like Hopper says, "it's a bug-eat-bug world."



Molt – Hopper's bumbling brother Molt may look like a big mean grasshopper, but deep down, he's not so bad. Easily frightened, Molt has been known to jump out of his exoskeleton at the slightest scare. He also knows the secret that might save the ants – Hopper's afraid of birds.



The Levels



Level 1 – The Harvesting Machine

Help Flik invent his Harvesting Machine by collecting the items necessary to build it. Watch out for Bees, Worms, and Grasshoppers.

Bonus round – Harvest the Crop

Flik must use the Harvesting Machine to harvest the crop. Press the Control Pad Up/Down/Left/Right to move Flik in that direction. The round ends when:

- Time expires
- Flik collides with a worm or bee
- Flik harvests the entire crop

Note: If Flik did not collect all of the pieces for the Harvesting Machine in Level 1, he will not be able to harvest the crop.





Level 2 – The City

Flik and his new friends must overcome several obstacles together. Be careful as you jump onto Rosie's webbing, it may fall apart beneath you.

Level 3 – The Warriors Arrive

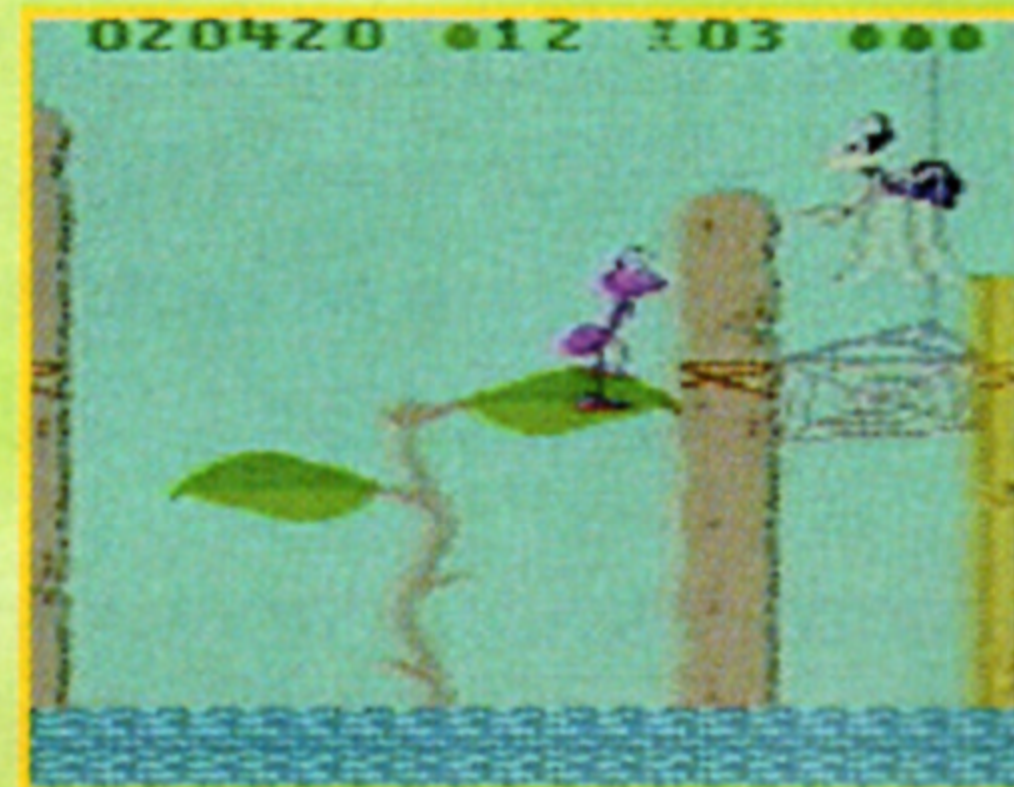
Flik must return to Ant Island with the Circus Bugs.

Level 4 – Princess Dot and the Sparrow

Princess Dot is trapped near the Sparrow's nest on the far side of the riverbed canyon. Flik must rescue Dot before the Sparrow eats her.

Level 5 – The Mechanical Bird

Flik sets off through the ant tunnels looking for parts to create the Mechanical Bird.

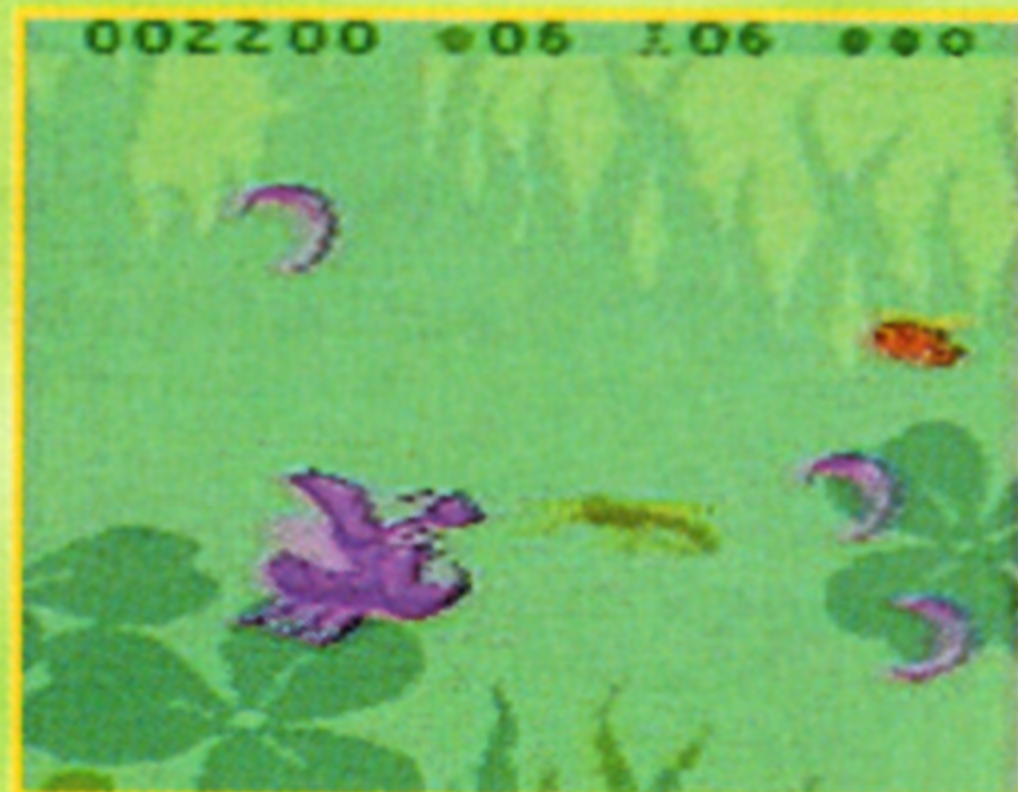




Level 6 – Return to Ant Island

Flik returns to Ant Island riding on Dim's back. They must travel against the wind and avoid flying obstacles.

Note: Press the Control Pad Up/Down/Left/Right to move Dim in the direction pressed.



Level 7 – The Grand Banquet

Flik must release the Mechanical bird from the top of the tree.

Level 8 – Hopper's Demise

Flik must lure Hopper to the nest of the real bird.

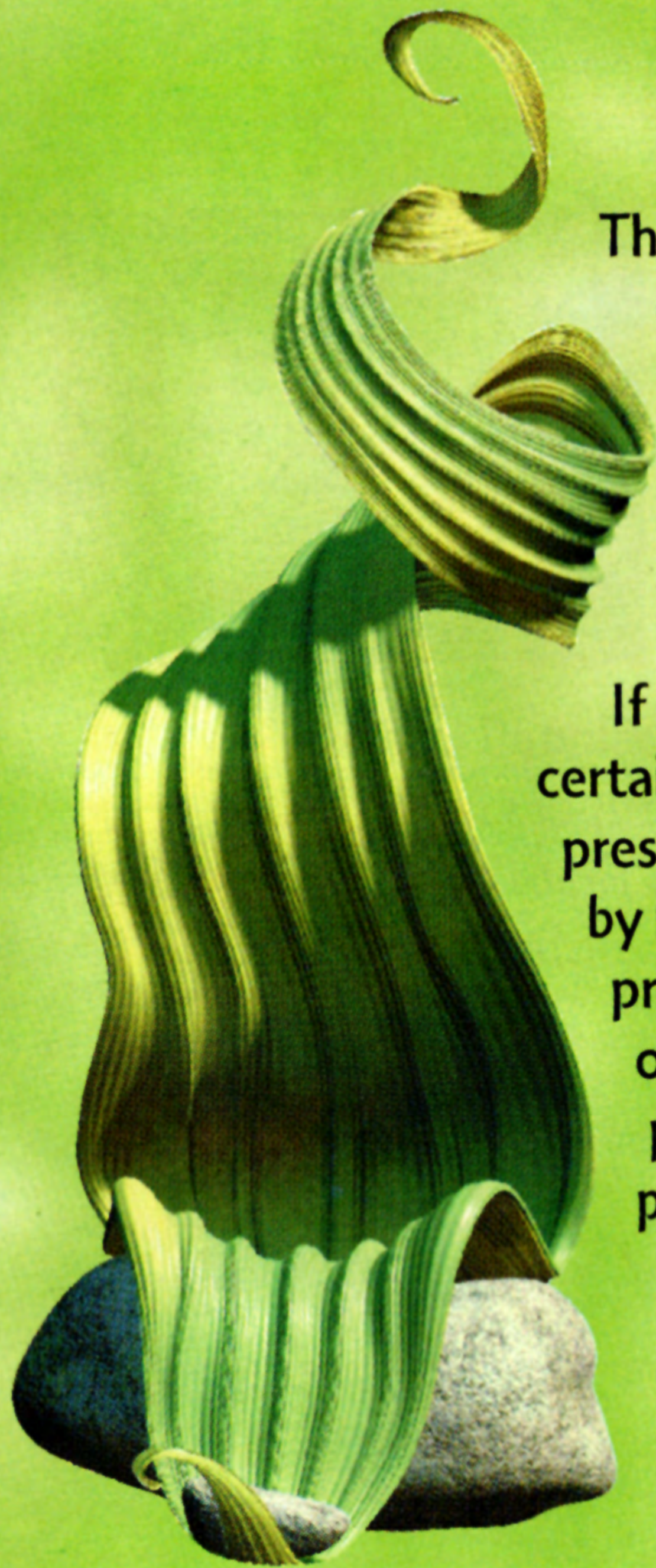




Scoring

There are several ways to score points in **A Bug's Life**. In order to gain the highest score possible, you will need to gain items and defeat the enemies. You can also gain bonus points at the end of a level and during the bonus round.

50 points		Berry (Flik's Weapon)
500 points		Bean (adds 3 Berries)
700 points		Health Berry (adds health)
1000 points		Raspberry (adds health and 3 berries)
1000 points		Harvest Machine pieces
1000 points		Mechanical Bird pieces
Enemies		
300 points		Bee
300 points		Worm
300 points		Wasp
200 points		Grasshopper



Passwords



The Password Screen allows you to enter passwords that you have earned from previous games. Be sure to write them down as you earn them so you won't have to play the level all over again.

If you have a password to start at a certain level, highlight PASSWORD and press the A Button. Enter your password by moving Flik along the leaves and pressing the A Button for each number or letter. When you have entered the password correctly, you will commence play at the beginning of that level.

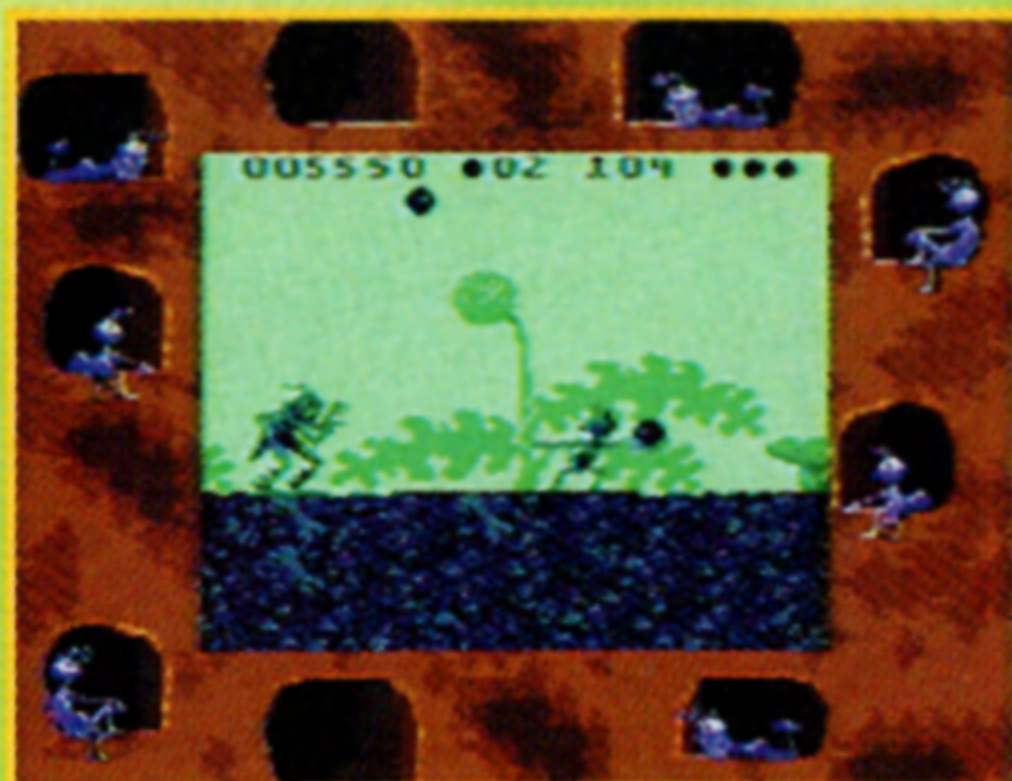
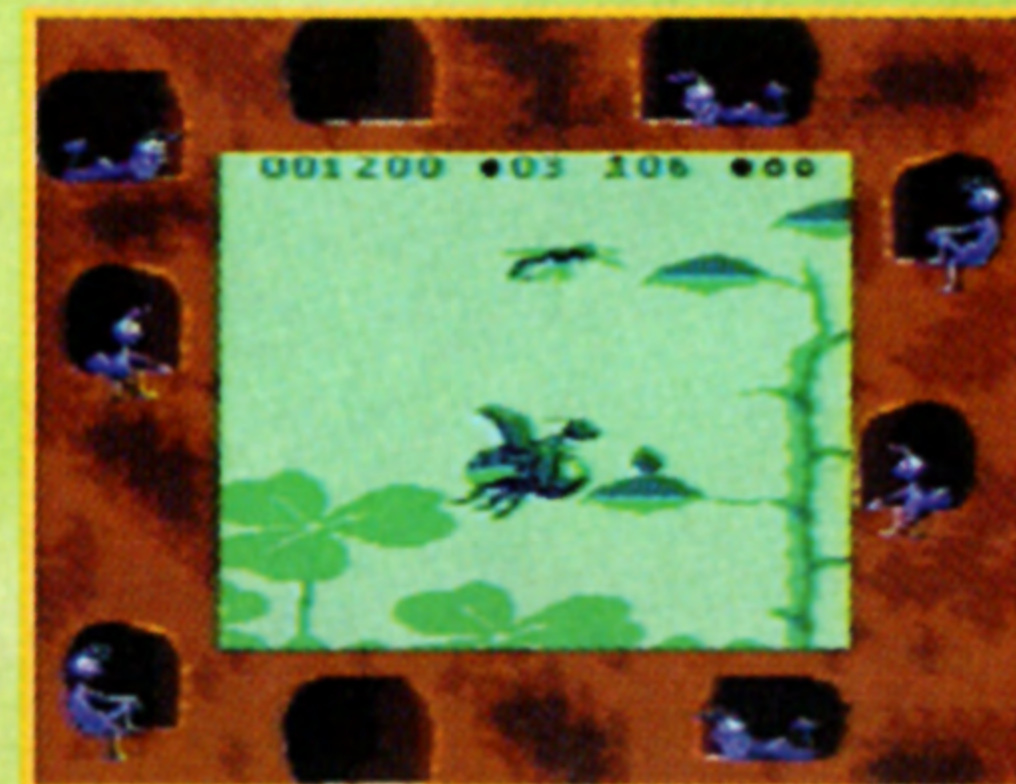




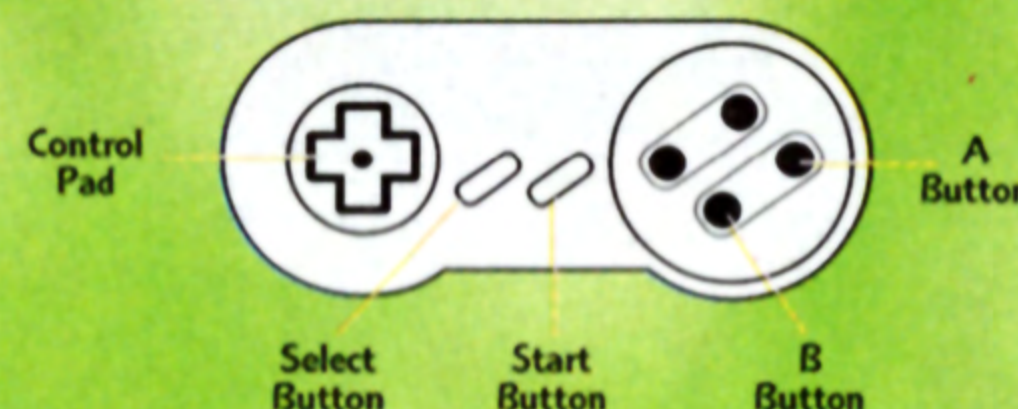
Using Your Super Game Boy Adapter

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.

For further operation information, please consult your Super Game Boy and Super NES instruction booklets.



This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the A, B, Start and Select Buttons on your Super NES Controller correspond to the same controls on the Game Boy. If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction booklet.



Notes



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Cracks and Shatters...



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Notes



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