Nintendo

GAME BOY COLOR

COMMANDER KEEN

CGB-BCBE-USA

INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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

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SAVE THE WORLD!

It is a normal morning for Billy Blaze. Half awake, he gets his cereal and sits in front of the TV, switches it on, and watches... static...

A sub-space anomaly has mysteriously appeared in the Earth's core—everything's gone haywire: telephones ring randomly, the clouds have turned blue, and morning cartoons have ceased to exist.

With one quick look at his all-new "Computer-Wrist" computer, Billy Blaze realizes things aren't as they should be. He must find out who is responsible!

Little does he know, his old enemies have joined forces in one last-ditch attempt to destroy the universe. The Droidiccus, Shikadi, and Bloogs of Fribbulus Xax have created the fabled Omegamatic Warp Drive. Using super powerful plasma crystals, they can destroy sub-space stability. Even his old arch-rival Mortimer McMire may have a hand in the mayhem. Only Commander Keen™ has the ability to re-unite the three plasma crystals at the Omegamatic Warp Drive and save the world!

Donning his brother's football helmet, Billy Blaze sets off down the garden path. Determined to get to the heart of the matter, he jumps into the Bean-with-Bacon Megarocket.

After flying for what seems like an eternity, Commander Keen™ lands in the strangest place he has ever seen in all his travels.

Will Commander Keen™ succeed, or will the Earth be turned into sub-space shambles?

STARTING THE GAME

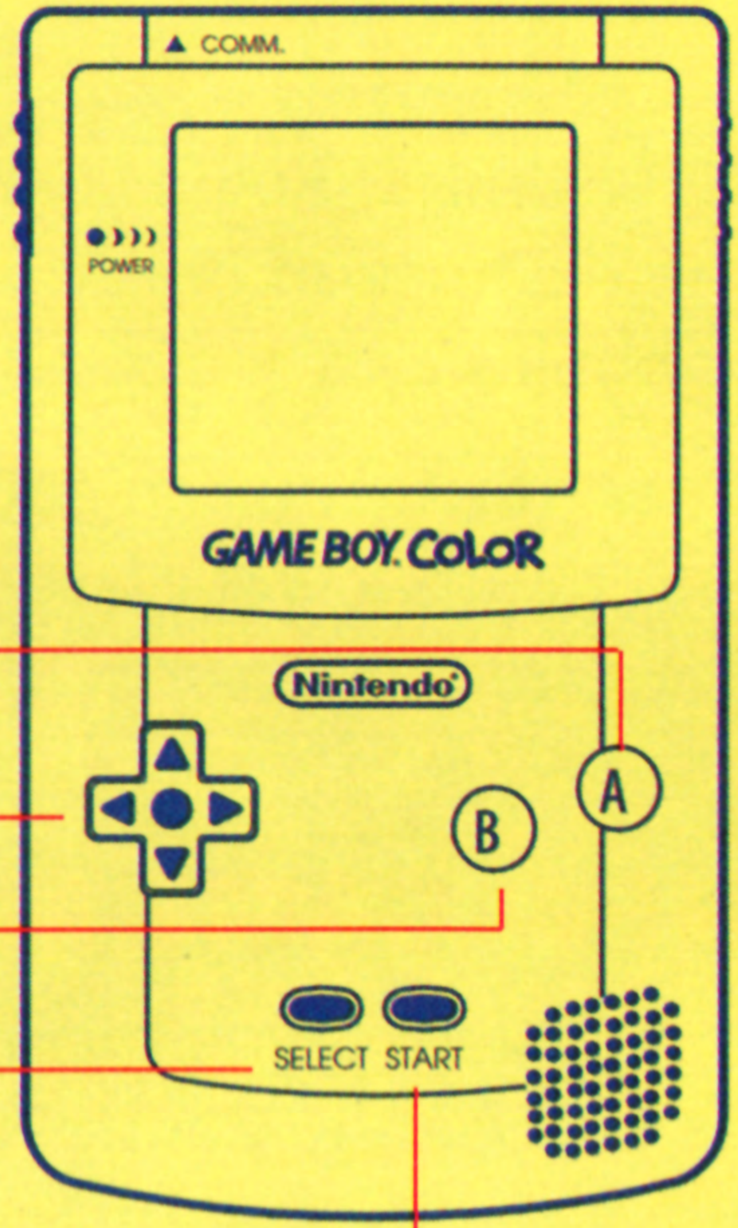
Make sure the POWER switch is OFF.

Insert the Commander Keen™ Game Pak into the Game Boy® Color slot as described in your Nintendo® Game Boy® Color instruction manual.

Turn the POWER switch ON.

Note: The Commander Keen™ Game Pak is for Game Boy® Color only.

GAME BOY® COLOR CONTROLS



JUMP/
Use Menu Option/Select Password Character

MOVE

FIRE/
Back Out of Password Screen

ACTIVATE SWITCH/TELEPORTER/
View Options from Status Screen

STATUS/PAUSE

TOGGLE POGO — ⇩ **+ A BUTTON**

MAIN MENU

New Game: Begin your journey to stop the destruction of Earth by the evil Fribbulus Xax.

Password: You can enter a password and return to your last saved position in the game.

NEW GAME MENU

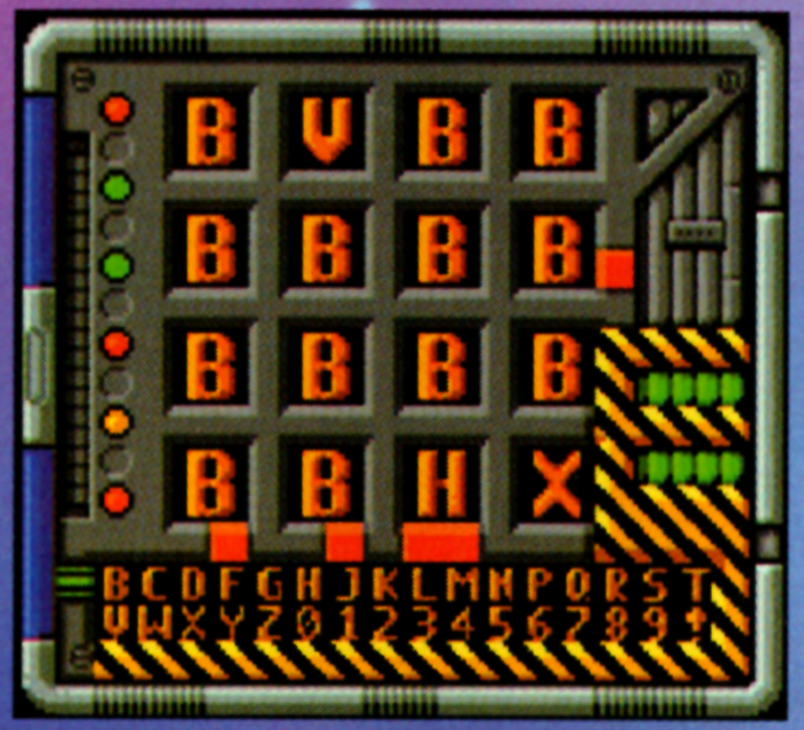
In the New Game menu, you can select the skill level for your game. Use the Control Pad to select between Easy, Medium, or Hard and then press the **A Button** to start the game. Press the **B Button** to exit the New Game menu and return to the Main menu.

Easy: Commander Keen™ has nine lives and nine continues to make it through the game. Monsters will move more slowly on this skill setting.

Medium: Keen has seven lives and seven continues on this skill setting, and the monsters will move at their normal speed.

Hard: Keen has five lives and five continues on the hard skill setting. Monsters move incredibly fast and fire more accurately, so watch out!

PASSWORD MENU



In the Password menu, you can input a password to continue from your last saved position. To input a password, select the character box you would like to change by holding down **SELECT** and pressing the Control Pad ⇧, ⇩, ⇨, or ⇦ until a box is blinking. Release **SELECT**. Press the Control Pad ⇧, ⇩, ⇨, or ⇦ to choose the appropriate character and press the **A Button** to select that character. Once you have completed the password, press **START** to begin playing. If the password is correct, you will begin playing at your saved position. If the password is invalid, the Password menu will remain onscreen. You will then need to recheck the password and try to input it again. To exit the Password menu, press the **B Button**.

Keep in mind that passwords are only awarded after you finish each level. A password will allow you to continue the game at the level following the last level you finished, so make sure to write down your passwords after each level!

Note: If you lose all of your lives and choose to continue your game by selecting **YES** at the continue screen, your score will reset to zero points regardless of whether you use a password or not. To get the highest scores possible, start the game from the beginning and play all the way through without using a continue.

STATUS SCREEN

You may pause the game at any time by pressing **START** – Status screen will be displayed. Use the Status menu to keep track of the skill level, view your score, and see the number of continues, lives, keys, and plasma crystals you have in your possession.

You can also quit out of any level or World Map from the Status screen. To quit out of the current level from the Status screen, press **SELECT**, and choose **YES** on the 'Return to World Map?' screen. To quit the game from the World Map, press **START** to bring up the Status screen, and then press **SELECT**. Then choose **YES** from the 'Quit Game?' screen.

PLAYING THE GAME

The Hub

Commander Keen™ begins the game in the center of the Omegamatic Warp Drive. There are two main features of the Warp Drive: three teleporters and three crystal-like indentations in the ground.

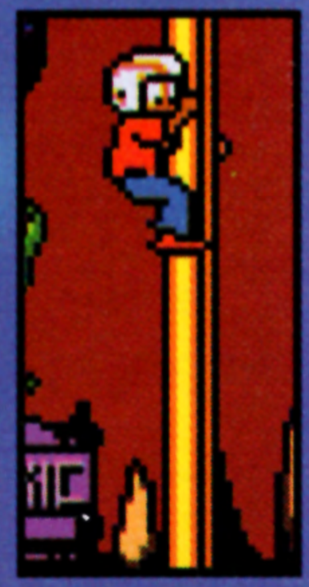
Each teleporter will send Commander Keen™ to a different world (Droidiccus Prime, Fribbulus Xax, ShiKadi) from which he can enter one of three levels of play. The three crystal-like indentations are for three plasma crystals that, once united in the Omegamatic Warp Drive, will destroy the sub-space anomaly. Planet Earth is safe! Victory!

To enter any world from the Warp Drive, use the Control Pad to move Commander Keen™ onto a teleporter pad, and then press **SELECT** to teleport.

LEVEL ELEMENTS

Toxic-Slime: Some floors and platforms have toxic slime all over them, that'll kill if you're foolish enough to step in the slime.

Poles: Climb up or slide down a pole to get to an otherwise unreachable area. To use a pole, simply press ⇧ or ⇩ on the Control Pad when Commander Keen™ is in front of the pole.



Shootable Blocks: Some blocks are shootable, allowing you to reach otherwise inaccessible areas.

Switches: Switches activate and deactivate some platforms. To use a switch, jump on top of it and press **SELECT**.

Teleporter Doors: When Commander Keen™ uses one of these, he pops out of another one in a different area of the level. To use the teleporter, jump onto the pad and press **SELECT**.

Color Key Doors: Commander Keen™ must open these with colored keys (see page 15), and once they're open, he can move forward.

Clues: Watch your surroundings for clues on what Commander Keen™ must do to finish the level. Some clues may be color-coded, others will be symbols or pictures.

Neural Ray Blaster: Commander Keen™ can use his Neural Ray Blaster to stun his enemies. Commander Keen™ starts with a Neural Ray Blaster in his inventory. You can use the Control Pad in combination with the **B Button** to fire ⇧, ⇩, ⇨, or ⇦.

Note: Commander Keen™ can only fire down while in the air.

Pogo Stick: Commander Keen™ uses his pogo to get to otherwise inaccessible places, and to knock out his stunned enemies. Commander Keen™ starts with a Pogo Stick in his inventory. To pogo for extra height, press the **A Button** just as your pogo hits the ground.

ITEMS AND POWER-UPS

Items and power-ups award Commander Keen™ with points or bonuses. Commander Keen™ can pick up items and power-ups by running into them. Commander Keen™ earns an extra continue for every 100 (on Easy), 150 (on Medium), or 175 (on Hard) items he collects. Commander Keen™ can also survive one hit by an enemy if he has picked up at least one item. Make sure to grab all the items you can find!

Keys: Colored keys are distributed throughout the levels. They can be vital to completing the level, as they allow you to unlock Color Key Doors (see page 13).

Extra Lives: Grab the icon of Commander Keen™'s head to get an extra life. A bonus life is also awarded for every 1000 points on Easy difficulty, 1500 points on Medium difficulty, and 3000 points on Hard difficulty.

Plasma Crystals: Commander Keen must defeat the bosses in the final level of each world to recover the three plasma crystals. They all must be collected to complete the game.

Candy and Snacks (various pieces)
Points vary

Batteries
10 points

Mushrooms
10 points

Water Bubbles
10 points

Fire Extinguishers
25 points

Keys
25 points

Small Crystals
25 Points

Computer Chips
50 Points

Rockets
50 Points

Vials of Potion
50 points

LEVELS

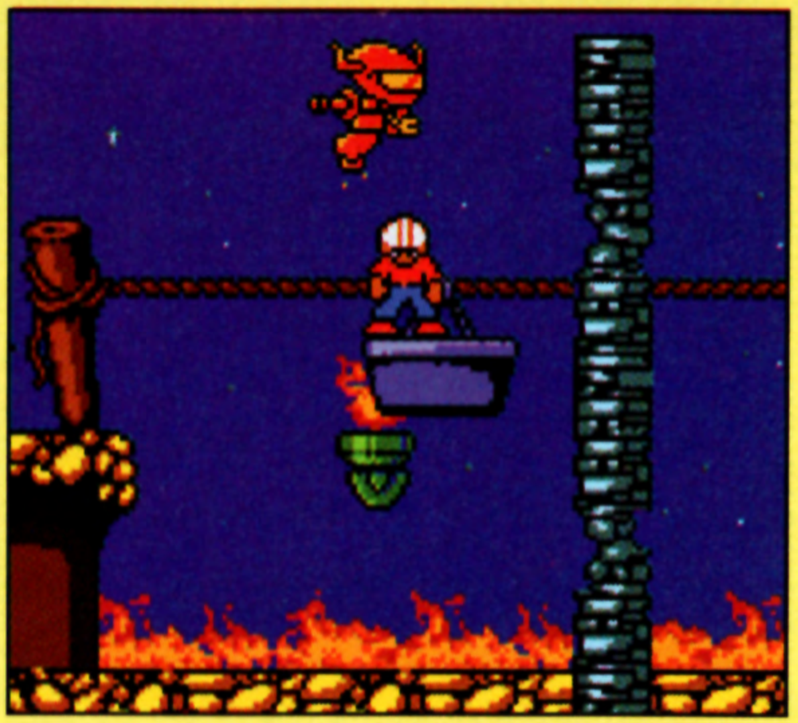
Droidiccus Prime

Robot Hive

A huge factory with high-tech robot construction equipment. As you'd expect, your main enemies are an assortment of robots with varying intelligence. They buzz around like bees and are looking for heroes to sting!

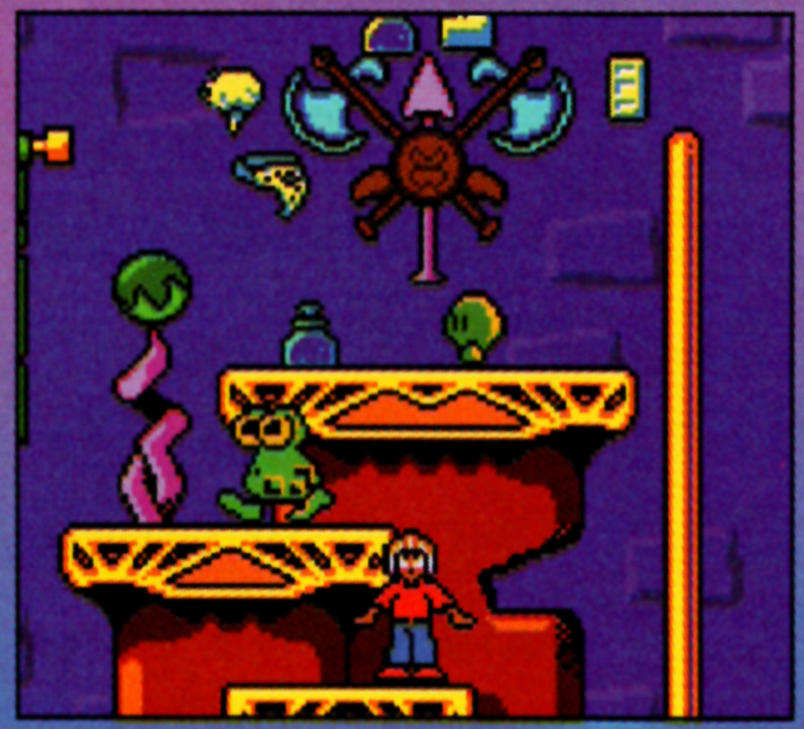
Fiery Canyon

This dark and shadowy cavern is full of fire pits, falling platforms, fire imps, and moving platforms. Be careful where you jump!



The Imperial Palace

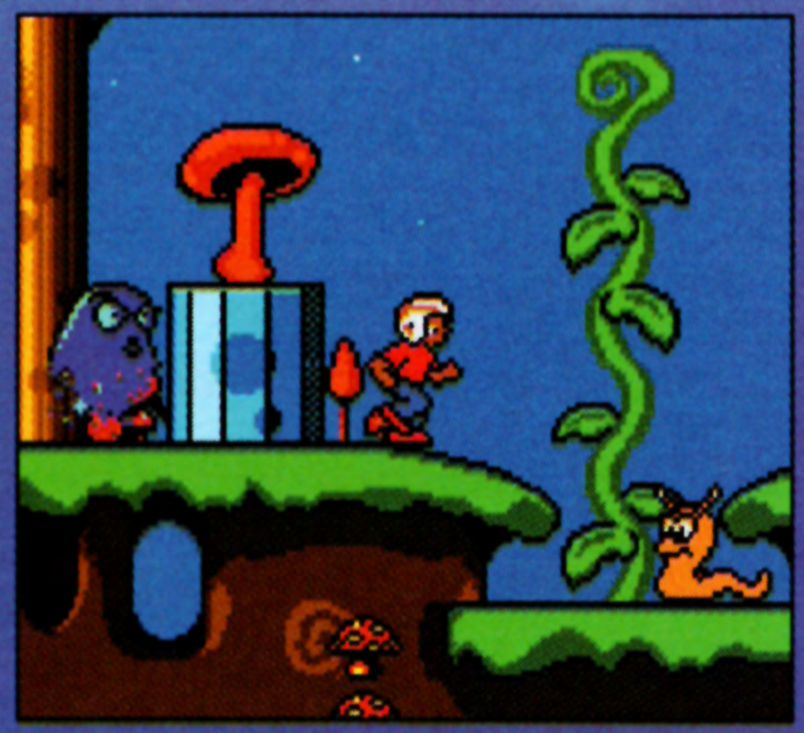
It's the third level in the world of Droidiccus Prime and things are getting tricky. To complete this level, you'll have to face the Droidican Emperor.



Shikadi

Forest of Crazy Mushrooms

Oversized alien mushrooms are all over this level. Commander Keen™ must also avoid the deadly slugs that compete with the mushrooms for the sparse sunlight on this strange planet.



The Plasma Crystal Mines

The whole place has been littered with robo-mines, making it tricky to negotiate the maze-like tunnels and inlets where the Shikadi harvest plasma crystals.

Shikadi in Space

Commander Keen™ is beamed aboard the Shikadi Spacecraft for a showdown with the Shikadi Overlord. He'll hunt you down and blast you to smithereens with his rocket launcher, so you'd better be ready for him.

Fribbulus Xax

Blooglet Lake

This swampy lake-land is infested with deadly creatures, but some are harmless. The water in this lake contains some nasty surprises, so you'd better time your jumps right!

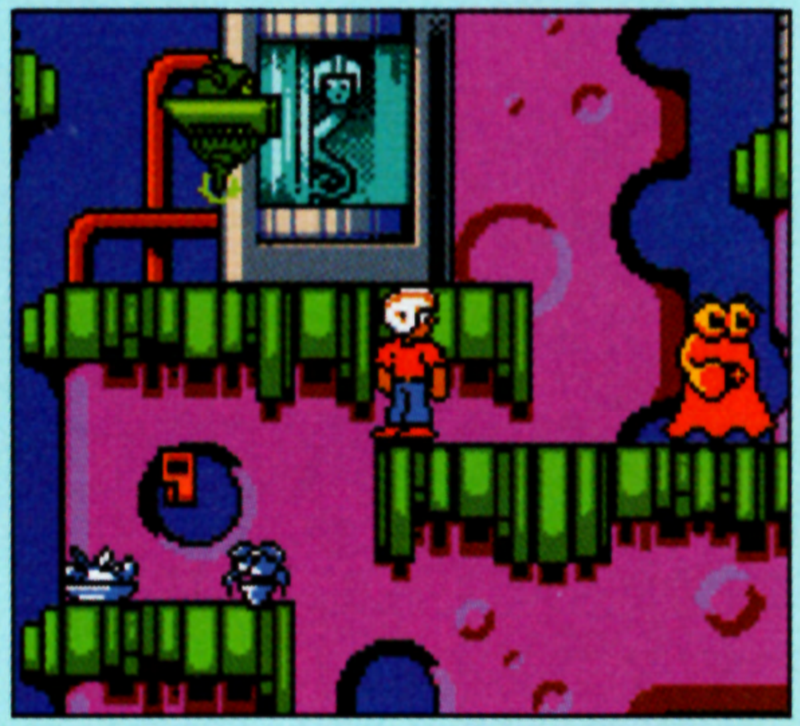
The Bobba Fortress

This fortress has so many traps, guards, and intruder deterrents; it'll be super-hard to get out alive. Keep your eyes on the ceilings, walls, as well as the floors, and you might make it through.

Techno Lab

What's worse than the Bloogs you've just defeated? The ROBO-BLOOG of course!

This guy is the last enemy on this world, and if you can defeat him you may just be able to save your planet. Watch out though, Robo-Bloog has the brain of an evil super-computer and can outsmart almost any being.



ENEMIES

Droidiccus Prime World

Dorp: The Droidiccus combined their robot technology with an organic alien life form to create the Dorp. The Dorp's skin is poisonous, so beware!

Darg: The Darg is like a Dorp on steroids. Don't mess with the Darg!

Sentry Droid: You may spot these seemingly mindless sentries throughout the Droidican cities. The Emperor uses them to keep tabs on his soldiers. They are indestructible, so don't mess with them!

Droid 1: This low-flying pest has no real personality. Its presence is less-than magnetic. You won't be shocked when you see it. Don't let it annoy you.

Droid 2: This hopping robot's primary function is to guard the Hive, but it does other menial work during its off-duty hours. Don't drop your guard around this mechanical menace!

Droid 3: This is one of two robots created for menial work and guard duties around the Robot Hive. This robot moves fast along vertical platforms and may smack into you if you don't look out. Again, no serious threat, although they can get annoying.

Droidican Soldier: These robotic troopers are the Droidican Emperor's prime defense—serving to keep the Warp Drive technology safe. Droidican Soldiers aren't very smart though, so they need a lot of discipline.

Droidican Elite: The Droidican Elite are master soldiers, and the Emperor counts on them to keep the other troops in line. Armed with deadly lasers, these droids are a serious threat!

Dood: This tiny guy seems pleasant enough until you least expect it, then he goes all to pieces!

Fire Imp: These fiery creatures think they're pretty hot. They lurk in the rocky wasteland between the Imperial Palace and the Robot Hive.

Cyba-Mallow: One day, when they were bored, the Droidiccus created the Cyba-Mallow. It's part marshmallow and part cyborg, and all trouble!

Shikadi World

Arachnu: Insane, crab-walking creatures that hold their dangerous mouths high in the air.

Berkeloid: This fiery fella is not to be toyed with. He throws big fireballs, and is tough to kill.

Bounder: These red, friendly, bouncing guys can help you reach high places!

Poison Slug: The most common inhabitant of the Mushroom Forest, Poison Slugs mean trouble twice– once if you touch them, twice if they charge at you!

Badoing: The Shikadi kidnapped these mutant worms from a far away galaxy for reasons unknown. The Badoings mostly hide in the floor panels of the Shikadi mother ship, waiting to surprise any unsuspecting visitors.

Mad Mushroom: Dangerous fungi that hop and are deadly to touch. They jump higher every three bounces.

Little Ampton: This little fellow slides up and down poles and works on his computer terminals. Don't be on the pole he's on, 'cause he slides up and down quickly!

Robo Red: Robo Red is a nasty guard. If he hears a sound, he shoots first and asks questions later. Avoid, avoid, avoid!

Shikadi: These energy beings built the Omegamatic and plan to destroy the galaxy. Watch out for them near poles.

Shikadi Master: The most frightful foe aboard the Omegamatic, they cast Electrospheres at you and teleport around. Very dangerous.

Shikadi Sentry: Woe be the hero that wanders near one of these. They will move back and forth until they hit you!

Sphereful: Frightful plasma orbs with orbiting razor sensors, tread carefully by these dangerous denizens.

Fribbulus Xax World

Bobba: Bobbas are nasty red beings that hop and fire deadly energy bolts from their eyes.

Bloog: The Bloogs stole your babysitter a long time ago. These one-eyed green carnivores are driven by their hunger across the galaxy.

Blooguard: These burly Bloogs have big clubs to bonk their enemies. Avoid these creeps at all costs!

Blooglet: The little Blooglets are just as hungry as their big brothers, but they're not quite as frightening, are they?

Bubba: Bubba likes to float above the calm waters of Blooglet Lake and watch the fish swim below. He's been known to mistake heroes for seafood, so watch out!

Dopefish: The second dumbest creature in the universe, this creature's thought patterns go "swim swim hungry, swim swim hungry." They'll eat anything alive and moving near them, though they prefer heroes.

Casta: The Fleex designed the floating Casta to monitor the high-tech machinery in their laboratories. The Casta won't attack you, but it's indestructible, so try not to get too close!

Nospike: These blue fellows walk around until they find something to charge at. But even charging, their favorite pastime, will bore them after a bit. Watch out for their fearsome horn!

Flect: The Flect is always in a hurry, and has nowhere to go. This terminally worried creature has tentacles for hair and a reflective plate on its chest. It's best to be sneaky when dealing with a Flect.

Gik: This hard-shelled customer's worst points are its points! Its legs are spikes, so it will jump and try to poke you.

Fleex: The Fleex are amongst the finest engineers in the universe, having designed all of the buildings and devices on Fribbulus Xax. Unfortunately, the Bloogs built them, devastating the sleek and elegant designs. The Fleex have very sensitive eyes (a natural consequence of spending a lifetime in a basement lab). To compensate, they've developed an oversized ear which allows them to hear other creatures as they move around.

Hovva: This robotic centurion is somewhat like a flying tank. The robot itself is harmless, but beware! He carries an electric coil to help him float, and will run you down without hesitation.

Mortimer McMire: Commander Keen™'s arch-nemesis, school rival, and all-around evildoer. He's masterminded your entire adventure and wants to see the Universe destroyed! You'll never catch him, but he's out there! Waiting to see you fail!

BOSSES

There are three bosses in the game—one for each world. For each boss Commander Keen™ beats, he will receive one plasma crystal which, when reunited with the other two plasma crystals, disrupts the sub-space anomaly and saves the Earth from impending doom. Each boss has its own style of attack and its own particular weakness. Your job is to figure out how to kill each of them!

The Droidican Emperor

The Droidican Emperor is a poisonous foe. You'll have to face him on his home turf: the Royal Chambers, which is a strange and unnerving

place. The Emperor runs from one side of the chamber to the other, alternately throwing poison at you and then releasing a robot to help him in his attack. Shoot the robot and avoid the Emperor's poison.

If the Emperor is defeated, Commander Keen™ will be awarded a plasma crystal.

Shikadi Overlord

This Boss is very simple to defeat, in theory.
It's a straight fight—your Neural Ray Blaster against his rather powerful homing rockets. But the odds are in his favor because he only has to hit you once but you must shoot him many times. To make matters worse, he has a personal teleporter, so watch your back!

If the Shikadi Overlord is defeated, Commander Keen™ will be awarded another plasma crystal.

Robo-Bloog

A Robo-Bloog is essentially a Cyborg Bloog. It's a Bloog with the mind of ten super-computers and the body of... well, 10 super-computers.

The Robo-Bloog can fire a huge ball of energy. If either the Robo-Bloog or the energy ball hits Commander Keen™, that's it. Unfortunately, every time the Robo-Bloog recharges his energy ball he adds one more shot to his attack. For example, after his second recharge, he'll have two energy balls. After the third recharge, he will have three energy balls, etc. The more overcharged Robo-Bloog becomes, the more erratic his behavior is. It'll be hard to time your attacks!

If the Robo-Bloog is defeated, Commander Keen™ will be awarded the third plasma crystal, and the Earth will be saved!

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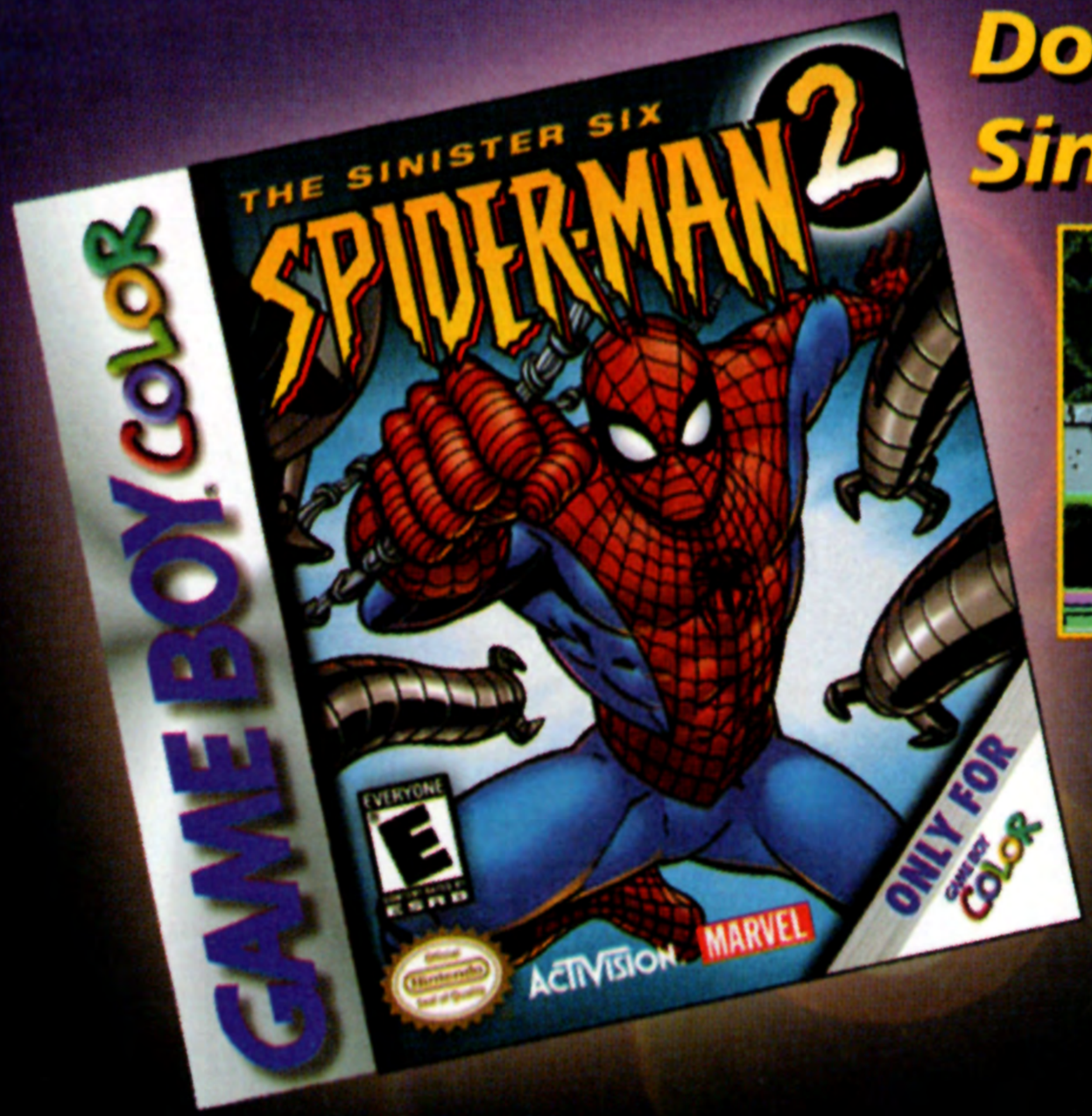

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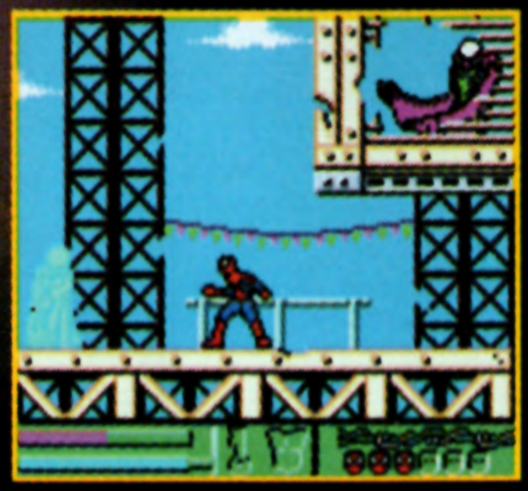

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