

Nintendo®

GAME BOY[®] color

U/DMG-ACRE-USA

Donker's pocket tales[™]

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INSTRUCTION BOOKLET

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Thank you for selecting the CONKER'S POCKET TALES™ 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.

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THE STORY

"Surprise!" cheered Berri and friends as Conker stared speechlessly at the mountain of presents before him.

"Happy birthday, Conker!"

He thanked them heartily, jumping up and down as he eyed the stash of gifts.

"Hold on," said Berri, stepping between the squirrel and his birthday hoard. "There's something else you have to do first..." She gave a whistle, and in came a trolley bearing the biggest birthday cake Conker had ever seen.

"Wow, Berri! This is great!" he exclaimed.

But Berri was frowning. "Hang on," she said suspiciously, "this isn't the one I made..."

Suddenly the fake cake burst open with a crash. A bulky figure sprang up from the wreckage, cackling as it landed amidst the presents and started gathering them up for itself.

"Hey!" Berri squealed angrily at the intruder. "What do you think you're...Yikes!"

Quick as a flash, their uninvited guest turned on Berri and grabbed her under one arm, even as it turned to flee with its haul of goodies.

"Conker!" came Berri's suddenly-panicked voice.

But by the time Conker had pushed through the stunned crowd and made it to the door, the Evil Acorn and his captive were nowhere to be seen...



STARTING THE GAME

THERE ARE TWO VERSIONS OF THIS GAME. ONE VERSION PLAYS ONLY ON THE ORIGINAL GAME BOY/GAME BOY POCKET SYSTEM; THE OTHER PLAYS ONLY ON THE GAME BOY COLOR SYSTEM.

LANGUAGE SELECT

Use the + Control Pad to move the cursor ↑ and ↓ through the list of languages, then press the A or B Button to confirm your choice.

GAME SAVE SLOTS

The three books shown each represent a save slot in the game's memory. Blank books are empty slots, while those stamped with initials contain previously-saved games. Use the + Control Pad and the A or B Button to select an option from the menu.

Start: Press ← and → on the + Control Pad to highlight one of the books, and press START. If the slot is empty, enter your initials by pressing ↑ and ↓ on the + Control Pad to scroll through the alphabet, then ← and → to move from one initial to the next. Press START to confirm your entry.

Copy: Use ← and → on the + Control Pad to select the file you intend to copy, then press START. Choose the save slot you wish to copy the file into, and press START to confirm your choice or SELECT to cancel.

Erase: Use ← and → on the + Control Pad to highlight the file to be deleted, and press START to select. Confirm the deletion by pressing START again, or abort it by pressing SELECT.

 **WARNING:** You may either save games on the original Game Boy/Game Boy pocket system **OR** the Game Boy Color system, not both at the same time. If you transfer the Game Pak from one system to another, a message will appear warning you that your saved games will be erased.

CONTROLLER FUNCTIONS

-  On the original Game Boy/Game Boy pocket version, pressing **SELECT** while in Pause mode toggles the inventory between presents/invites and other items.
-  On the Color version, pressing **SELECT** while in Pause mode brings up the game save screen.



GAME SCREEN

GAME BOY COLOR

ENERGY BAR



AMMUNITION

CONKER

ENEMY



CONKER

ENERGY BAR



ENEMY

AMMUNITION

ORIGINAL GAME BOY/GAME BOY POCKET

CONKER'S MOVES



WALKING:

The + Control Pad lets Conker walk around and explore the game world.



JUMPING:

Pressing the A Button makes Conker jump. Get a running start to increase Conker's jumping distance.



RUNNING:

To make Conker run on all fours, double tap a direction on the + Control Pad and keep it held down.



PUSHING:

Stand next to a crate, press the + Control Pad towards it, and press the A Button to make Conker slide it across the room.



ATTACKING:

Pressing the B Button allows Conker to punch at first, then to fire conkers once he collects the slingshot. Conker can also stomp enemies by pressing the A Button once to jump, then pressing it again in the air.



DIGGING:

Stand in a patch of dirt and press SELECT. Conker will reappear in another patch nearby, usually on the other side of an obstacle.

SWIMMING

Conker can wade through shallow water without any help, but to swim through deeper areas he'll need to find a diving mask.



In the original Game Boy/Game Boy pocket version, the A Button is used to dive and the B Button to increase speed.



In the Color version of the game, SELECT is used to dive while the A and B Buttons boost Conker's swimming speed.

And remember—Conker has no attacks while underwater!

PLAYING THE GAME

You get to take control of Conker himself, roaming from level to level unravelling puzzles, battling bosses, and storming through sub-games in order to retrieve your stolen birthday presents and rescue Berri from the clutches of the Evil Acorn.



GETTING INFORMATION

There are plenty of friendly Acorn people wandering around who'll provide you with a quick hint or a word of advice. You can also gain information from notices stuck to walls, and signposts planted at junctions throughout Conker's world will keep you heading in the right direction. Press the A Button to read signs and talk to people when standing next to them; press it again to scroll through their text and return to the game.

GAINING AND LOSING ENERGY

You lose energy when you are hit by an enemy or run afoul of the devious traps that hinder your progress. If you lose all your energy, your quest will end. However, energy can be restored by picking up the acorns left scattered around Conker's world. Acorns also appear when you defeat certain foes.

CONQUERING LEVELS

You must retrieve all eight presents on each level to access all areas of the game world and ultimately track down the Evil Acorn. At the end of each level you will encounter one of the Evil Acorn's minions.



WHIRLPOOLS

These usually appear to warp you from a sealed-off area back into the main level.

SAVING YOUR GAME



At certain points throughout the original Game Boy/Game Boy pocket game, you'll come across rotating S symbols: these are Save Points. By approaching one and pressing the A Button, you'll bring up the option to save your position before continuing.



There are no Save Points in the Color version. Instead, you may access a save game screen at any time by simply bringing up Conker's inventory and pressing SELECT.



WARNING: You may either save games on the original Game Boy/Game Boy pocket system **OR** the Game Boy Color system, not both at the same time. If you transfer the Game Pak from one system to another, a message will appear warning you that your saved games will be erased.

COLLECTIBLE ITEMS

Here's a summary of the main collectibles.



ACORNS: Replenish Conker's energy.



CONKERS: Ammunition for the slingshot.



PRESENTS: There are eight of these to find on each level. While you don't always need to find them all to proceed to the next area, you will have to come back for them eventually if you're to make it to the end of the game.



INVITES: When all four of these are collected from a level, a door will open in the secret caves beneath Willow Woods...



SECRET PRESENTS: Hidden away in areas off the beaten path, you can ignore these completely if you like, but it's impossible to achieve the game's highest rating without them.



KEYS: To get past some of the locked doors you encounter on your way, you're going to need a key. These can be given to you by characters, found in secret places or earned by solving puzzles.



SLINGSHOT: Conker's long-range weapon, found early in the game in Willow Woods. Keep picking up conkers or you'll run out of ammunition!



PICKAXE: Useful for smashing any inconvenient boulders in Conker's way.



MASK: Allows Conker to swim in deep water—otherwise he can only wade.



SAW: Helps Conker hack down dead trees standing in his path.



TORCH: Brings light to dark places in later levels. You won't be able to make much progress without it.



SPECIAL KEYS: Only two of these exist, and their purpose is to get you into the Aztec Temple.

OBSTACLES



BOULDERS: Frequently block your path, but once you've collected the pickaxe they will pose no problem.



SPIKES: A common trap. Conker can jump over short stretches of spikes, but larger areas have to be tackled differently. Watch for sections that rise and fall...



TREES: Similar to boulders, but these are disposed of by finding and using the saw.



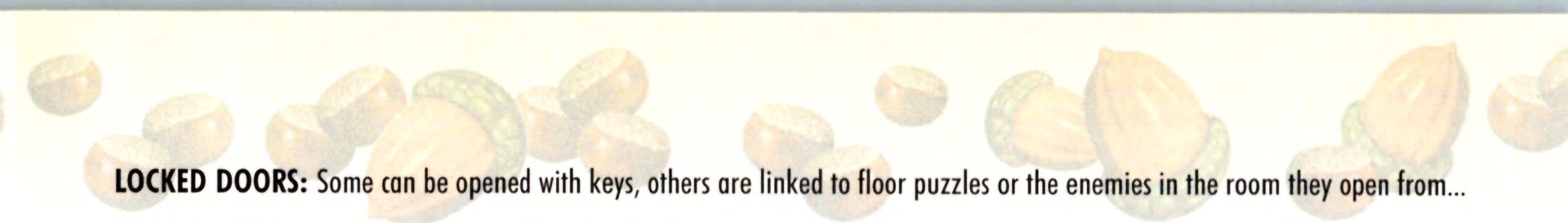
WALL HAZARDS: Whether they fire heavy cannonballs or lethal arrows, these are certainly something to be avoided.



PITS: Found in some later levels. Fall into one of these and not only will you take damage, you'll be transported all the way back to the doorway. You can also take damage from the fire pits in some peoples' homes if you're not careful.



BLOCK PUZZLES: You'll find many rooms containing a pattern of crates and holes in the floor which need to be filled in. Push the crates by pressing the + Control Pad and the A Button. If you make a mistake, simply exit and re-enter the room to reset the puzzle. Successfully solving it will usually unlock a nearby door.



LOCKED DOORS: Some can be opened with keys, others are linked to floor puzzles or the enemies in the room they open from...

LONG GRASS: Slows Conker's running or walking speed.

MUD PATCHES: Same effect as long grass, but more likely to be found in swampy areas.

FLAGSTONES: Sometimes cover the patches of dirt Conker uses for digging. You shouldn't have too much trouble breaking through them...

ROCK SLABS: Similar to boulders, but the pickaxe has no effect—you'll need to solve a puzzle somewhere in the same level to get rid of them...

SWITCH PUZZLES: A series of switches on the floor need to be stomped in a certain order. If the wrong switch is hit, it'll pop back up along with any others you've set. All of the switches must be pressed down to solve the puzzle.



SUB-GAMES

SHOOTING GALLERY:

Use your skill to shoot the targets as they pop up. Use the + Control Pad to move the cursor, and press either the A or B Button to shoot.

BANK SHOOTOUT:

Knock down the bank robber's energy bar before he lands too many hits on you. Avoid his shots by pressing the B Button, and return fire by pressing the A Button.

GOLD PANNING:

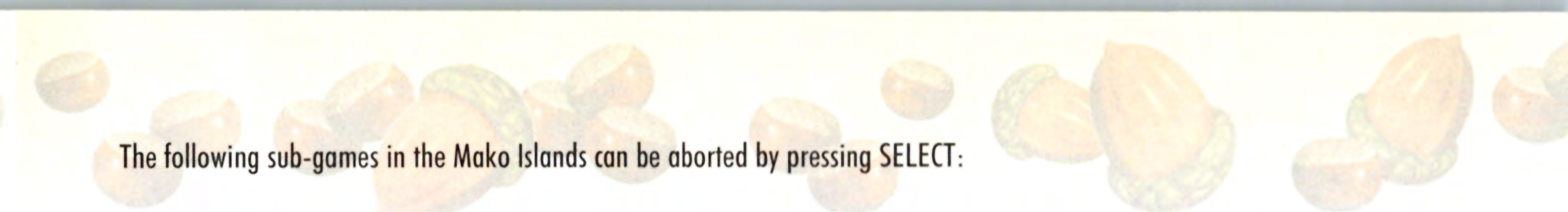
Submerge your pan by pressing either the A or B Button, catch the nuggets as they drift past by releasing the button, then quickly wiggle the + Control Pad ← and → to sift them before they drift away again. You've got 60 seconds to fill the bar at the bottom of the screen!

PEA-UNDER-CUP:

Watch carefully and see if you can keep track of the pea as the cups are shifted around. Use the + Control Pad to move the cursor, and press the A or B Button to make your guess. Get at least two out of three guesses right to win!

BOAT RACE:

In the Mako Islands, you'll be required to race Honker in a speedboat. Be sure to follow the buoys and cut as many corners as you can! Use the + Control Pad to rotate the boat's forward direction, and hold down the A or B Button to keep up your speed.



The following sub-games in the Mako Islands can be aborted by pressing SELECT:

HURDLES RACE:

Run as fast as you can by wiggling the + Control Pad ← and → as quickly as possible. Press the A or B Button to jump over the obstacles.

SWIMMING RACE:

Increase your swimming speed by rapidly wiggling the + Control Pad ← and →, pressing the A or B Button to come up for air when prompted.

LONG JUMP:

Get a running start by quickly wiggling the + Control Pad ← and →. When you hit the line, hold down the A or B Button to increase the angle of your jump, then let go and wiggle ← and → to jump as far as possible.

COCONUT SHOOT:

Shoot down the missiles thrown by the monkeys. Aiming is automatic—just press the A or B Button to fire as the targets pass through your crosshairs.

THE GOOD GUYS



CONKER:

Conker's always been a sucker for a good adventure, but in taking Berri prisoner and stealing all those unopened presents, the Evil Acorn has gone too far!



BERRI:

Berri's confident that Conker will come after her, but will the traps and enemies thrown in his path prove too much for her furry friend?

FOREST GUARDIAN:

The Forest Guardian lives in Willow Woods, near the Spooky Forest area. All the Guardian can do now is hope that Conker is successful in stopping the Evil Acorn!

FOREST WONG:

Forest Wong is a hermit who promises to give the crusading squirrel all the help he can.

ACORN PEOPLE:

These mostly cheerful folk inhabit Conker's world and are happy to help when they can.

THE BAD GUYS



EVIL ACORN:

Conker's nemesis is the final target of his quest and, unfortunately, Berri's captor.



HONKER:

A real skunk-of-all-trades, this scheming creature is always around when there's mischief in the air.



HSSSTAMEAN:

This slippery customer is a huge snake who patrols his domain day and night, ruthlessly running down any intruders.



LUXO AND SOL:

A pair of ragged and grouchy old birds who've lived in Vulture Ville since its earliest days—and it seems their tempers haven't improved with age!



WALDORF:

Krow Keep's only inhabitant, a miserly wizard whose main use for his spells is to get rid of uninvited guests who could be out to steal his treasure.



SWAMP FIEND:

This nasty piece of work doesn't need much persuading to lash out at anyone passing through.



SIEGFRIED:

The last remaining Stone Golem, and the Evil Acorn's most powerful ally.

THE LEVELS



WILLOW WOODS:

Conker's home territory, it used to be peaceful, before the Evil Acorn and his cronies showed up...



VULTURE VILLE:

The dry and dusty wilderness beyond Willow Woods is home only to some of the hardier Acorn people and an assortment of desert critters.



KROW KEEP:

A dark and gloomy castle, much like its only remaining occupant. Its scenic grounds are still used by travelling merchants, but few would want to venture into the Keep itself.



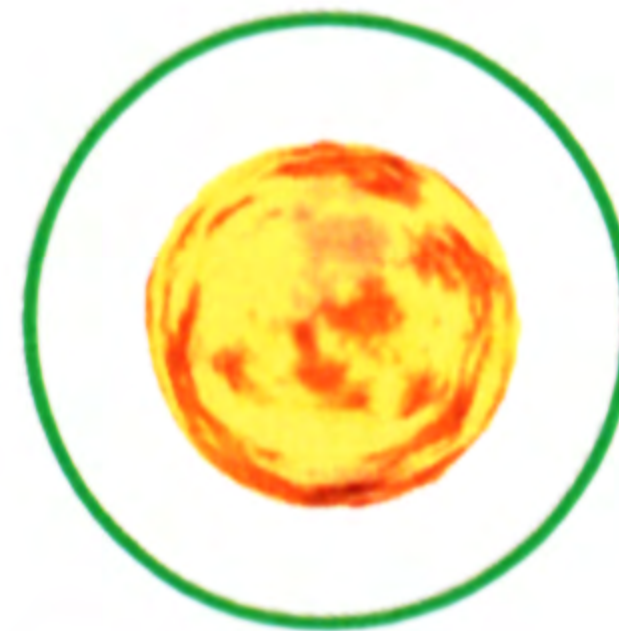
MAKO ISLANDS:

The tropical paradise of the Mako Islands has inspired many of the Acorn People to begin a new life there.



CLAW SWAMP:

The claustrophobic paths and scurrying denizens of Claw Swamp are best avoided by all but the most intrepid explorers...



AZTEC TEMPLE:

A seemingly-endless labyrinth of trap-ridden rooms and corridors, the Temple has been reopened for the first time in centuries by the fleeing Evil Acorn.

***Even after you've conquered all six levels, Conker's nemesis refuses to give up!
Can you track him to the final confrontation at his one remaining hideout?***

NOTES



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