

Nintendo

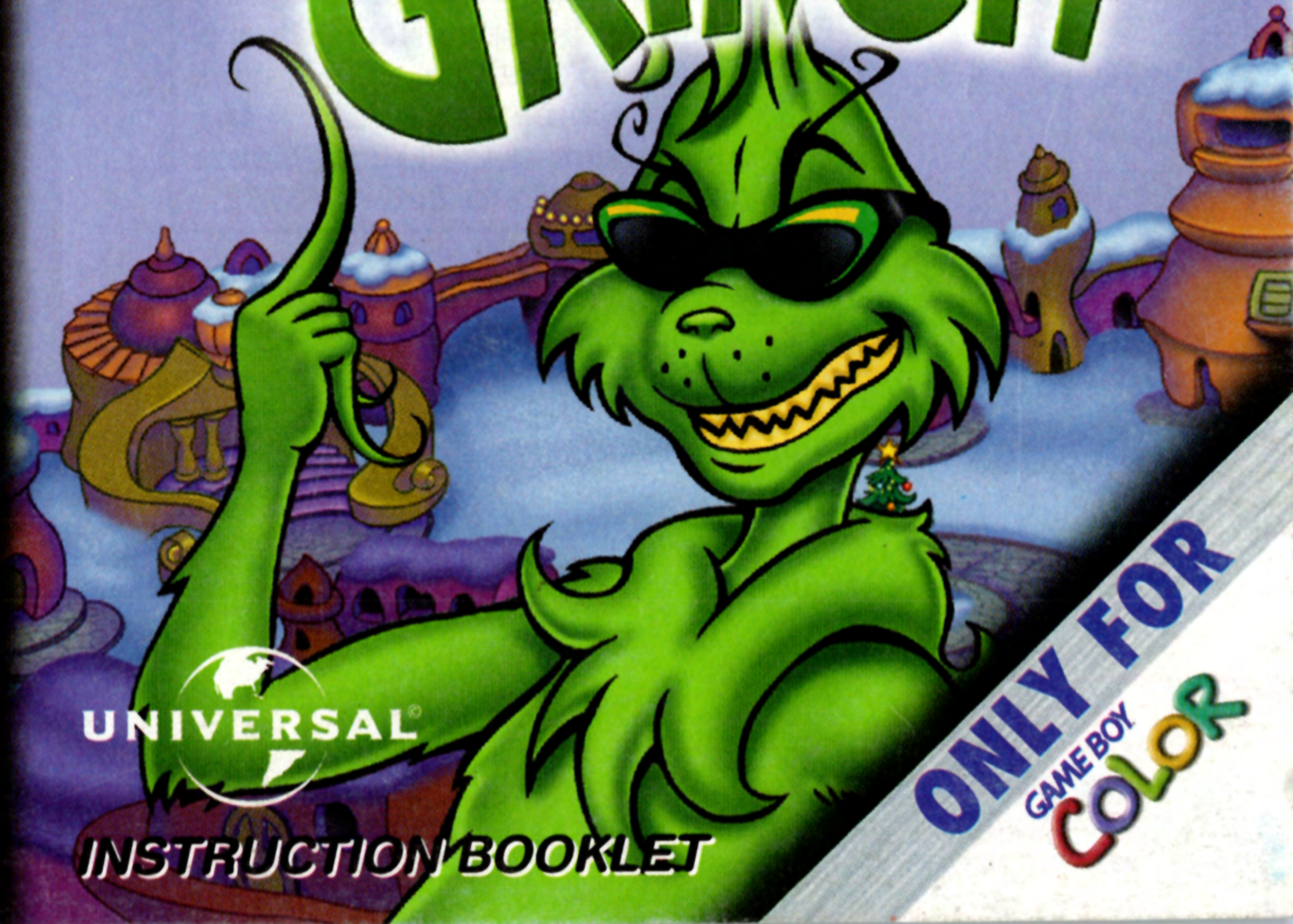
GAME BOY COLOR



KONAMI

®

# THE GRINCH™



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COLOR

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# THE GRINCH™

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# GRINCH

## Story

Welcome to Whoville, a town that loves Christmas above all else. When Christmas draws near, the town begins to bustle!



Children and grown-ups alike are filled with joy—why, it's Christmas after all.



But the Grinch living atop Mt. Crumpit does not share their joy as he looks down at the festive Whos down in Whoville through his telescope.





The Grinch hates Christmas so much he can't stand it. The Grinch looks down at his pet dog Max and grumbles bitterly,

"This pathetic rejoicing. I must put a stop to it, the sooner the better! I have been putting up with this absurd Christmas celebrating for way too long! This is the year the celebrating stops once and for all!"

But how?

Suddenly a dreadful thought came into the Grinch's head. His mouth twisted into a grin at the brilliance of the idea.



"Heh heh heh... yes, that's it! Those Whos down in Whoville look forward to their Christmas presents most of all. So all I have to do is steal all the Christmas presents and decorations from the village. Then they will have to cancel Christmas..."



# Characters

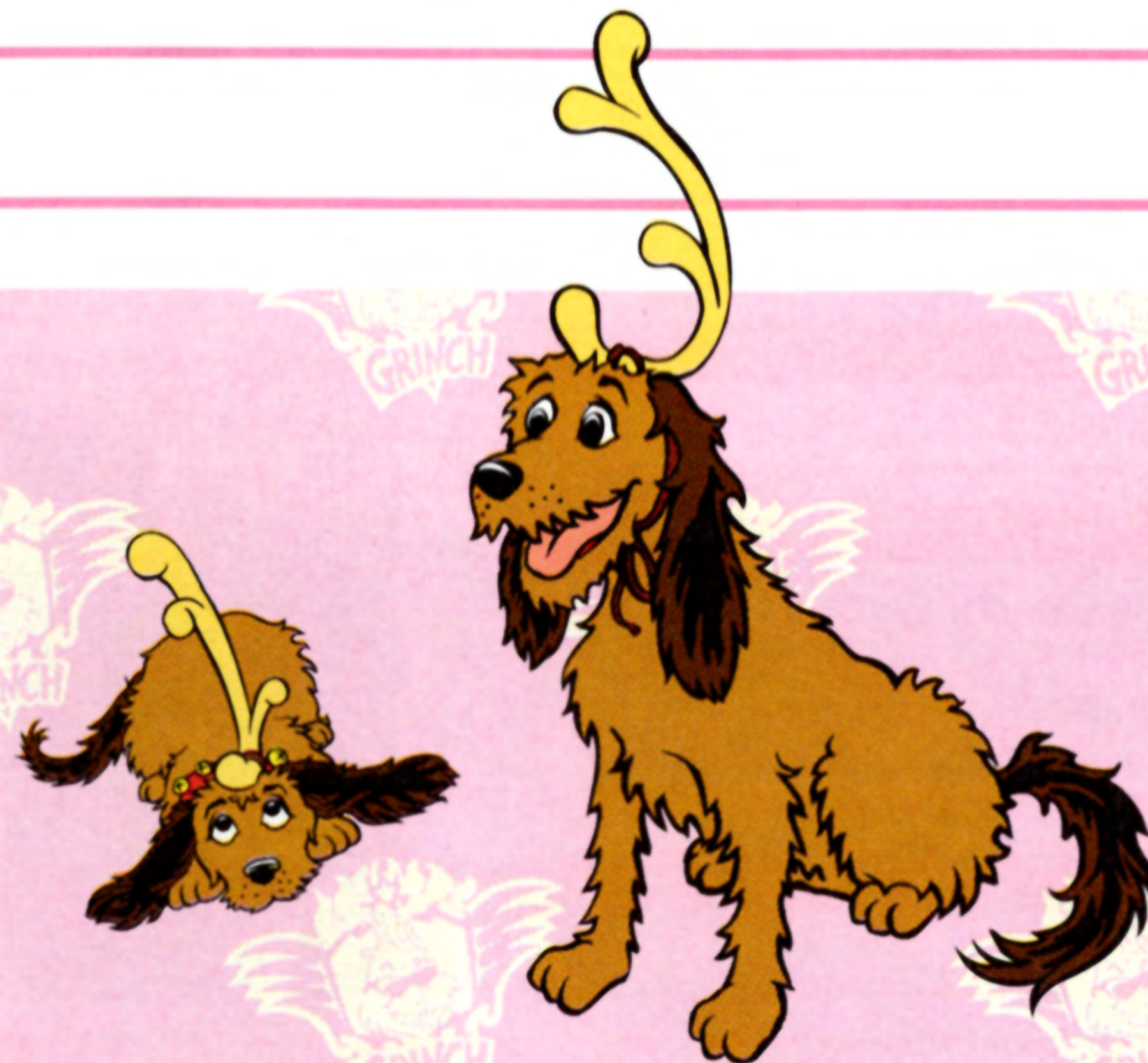


## The Grinch

"This despicable Christmas. I must see to it that it is ruined," says the Grinch, and plans the wicked act of interrupting Christmas in Whoville. Green from head to toe, the Grinch is an irritable creature with a mischievous personality. Yet there is something about him that is not so detestable.



# Characters



## Max

This dog is the Grinch's only friend. Although he is rather timid, Max does his best to help his master achieve his goals.

## The Whos in Whoville

Cherishing Christmas above all else, these Whos are teeming with goodwill. They want to spread their brotherly love to the evil Grinch and approach him whenever he is spotted.





## Controls

### Control Pad

Used for player movement

### B Button

Toggles between standing and crouching for the Grinch, Santa, Max,...

Controls the speed of bumper cars.  
Hold to accelerate and release to decelerate.

### START

Used for pausing

### A Button

Used mostly for attack-related actions:

#### ■ The Grinch

Standing : throw a snowball or blow bubbles when out of snowballs  
• You can't make snowballs without snow (not inside a house, for example)

#### ■ Santa

Standing: throw eggs or attack with bubbles when out of eggs.

#### ■ In a bumper car

Throw eggs (not effective when out of eggs)

#### ■ Max

Standing : jump

Crouching : bark (startles the opponent)

Crouching : make snowballs



# Game Screen



## Remaining time

If the time reaches 0, one life is lost.

## The Grinch's status

Displays the Grinch's status, which changes when he is discovered by a Who.

## Remaining for quota

Number of gifts etc. needed to achieve the quota for the current mission. The mission is accomplished when this number reaches 0.

## Number of snowballs/eggs

Maximum is 5.

## Power meter

Indicates the speed of the car.

## Keys

Shows the color of the keys you are carrying.

## Remaining lives

Shows how many lives the Grinch has left.

## Game screen

The following items can be found during play in the game screen area. The Grinch acquires these items by passing over them.

## Gifts (and other Christmas items)



The Grinch is plotting to steal everything that smells of Christmas. This is one example of a gift.

## Time



Acquire this to increase your remaining time by 5.

## Eggs



Eggs can be thrown at enemies.

## Keys



Enable you to enter doors of the same color.

- When controlling Max, the Grinch's name will be replaced by Max's.
- The above game screen is provided only for explanation. You are unlikely to encounter the same situation during play.



# About the Game

In this game, you play the role of the Grinch (or Max), who intends to steal Christmas.

## Mission

You must creep stealthily about the village and steal packages and Christmas decorations without being seen by the Whos.

Your mission will be accomplished after you have stolen all the presents. However, the mission is a failure if the Grinch is caught in the act by children, for he will be touched by the children's love and will not be able to continue his despicable act.



## Scoring

Scoring is performed according to the following guidelines.

### Gifts and Christmas goods

Normally 100 points, but 200 points in dangerous situations (when being chased)

### Secret gifts

Occasionally, the Whos in Whoville will drop gifts they've been hiding when you hit them with a snowball or cause them to collide with one another. These secret gifts are worth 1000 points.

### Time bonus

You score 100 points for each unit of time remaining after clearing a stage.

### Special bonus

Add 10,000 points to your score by meeting specific conditions when clearing a stage. (The Grinch must clear a stage without using one snowball or egg. Max must clear a stage without barking once.)

# About the Game



- Scores continue to be tallied until three lives have been lost. When restarting using a password, you will start with 0 points as in playing a new game.

## The Grinch's enemies

Considerate and warm hearted; the Whos try to reform the wicked Grinch by giving him their love whenever they see him. However, the Grinch considers this to be a great nuisance.

### The children in Whoville

Whenever they spy the Grinch, the children of Whoville approach him. But if the Grinch hits them with a snowball or blows a bubble on them, they sit down in surprise.

### The grown-ups in Whoville

Unlike the children, the adults in Whoville shriek in fear when they see the Grinch. However, their shrieks attract police constables and children who try to win him over with love.

### Constables

The constables of Whoville have been placed on alert by the chief of the village and ordered to arrest the Grinch. Avoid them if you can, for if you are hit with a freezer, you will not be able to move.

### Doberman

These dogs guard the village and try to catch the Grinch's dog Max.



- Snowballs and freezers cannot hit you when you are crouched and can be offset by the Grinch's snowballs or bubble attack. If you are hit with a freezer, press the B Button rapidly and try to escape.



## Starting the Game

Insert the Game Pak into the Game Boy and turn on the power. Select Play Game/Password in the Title screen.



### Select Play Game

The game will begin after an introductory video.

### Select Password

You will be taken to a Password Entry screen. Enter a password you received from a previous game to continue playing that game.



In the Password Entry screen, enter a password you have written down by selecting characters with the Control Pad and entering the password with the A Button after entry is complete. Press the A Button one more time when asked if it is OK. If the password is correct, the game will begin.



# Starting the Game



## Passwords

A password will be displayed every time you clear a scene. Don't forget to write it down!



- It is possible that your data could be lost if the power is shut down during these times.

## Game Over

Players lose one life whenever they are caught by the Whos or a Doberman or when time runs out. The game is over when a player loses all three of his or her lives.



- At the end of the game you'll be asked if you wish to continue. Select Yes to enjoy the game as many times as you wish. Select No to return to the Title screen. When continuing a game, you begin with 0 points as when starting from the beginning.



## Map

**This game is loaded with a total of 7 scenes and 40 stages!  
Steal all the presents to clear a stage!**

### Whoville (scenes 1 and 3)

These stages take place in a village that is home to the Whos, who cherish Christmas above all else. The player controls the Grinch to make snowballs, tease the children, and run from their pursuit in this action-packed chase game.



### Who Forest (scene 2)

The player controls Max to run around in the forest and collect gifts for his master. Since Max cannot attack enemies by himself, the player employs dodging techniques, such as jumping over an enemy or crouching and barking to slip by an enemy in their moment of surprise.

### The Whoville Carnival (scene 4)

The player can enjoy real car chase action by controlling the Grinch's bumper car. In the bumper car, the B Button operates the accelerator, while the A Button is used to throw eggs. The egg attack is ineffective when the Grinch runs out of green eggs.





## Who Mountain (scene 5)

You control Max again. Max will slip and slide when he walks on the frozen ponds and rivers on the mountain. However, there are rules for the way that he slides in this puzzle-type game. The fun is trying to figure out how he slides and where he slides to...



## The Who Garbage Dump (scene 6)

You operate the Grinch. The Grinch has set Warp Holes throughout the stage, which is similar to a maze. Use the Warp Holes effectively to jump about the garbage dump and collect parts for your sled.



## A Private Who Home (scene 7)

You control the Grinch, disguised as Santa, to steal all the Christmas gifts in the house. Some of the doors in the house are locked and you must search the house to find the keys. Since there is no snow in the house to make snowballs with, you must resort to the bubble attack. Creep through the house stealthily and blow your bubbles. Eggs found in the house can be thrown in the same way as snowballs.



**And what does the Grinch see after he has stolen all the presents and all the Christmas ornaments...?**



## Techniques

The Grinch possesses numerous techniques and secret elements. We will introduce a few of them here. After reading them, polish up your skills and go for the high score!

### ★ Learn to be stealthy. ★

Move under the cover of walls and buildings to stay hidden from the Whos. This is fundamental. There are also places in the village where you can hide by crouching. Try hiding in holes formed in a crumbling wall or under a bed or chair. Be creative and collect all the gifts!

### ★ Be daring on occasion! ★

It does not pay to hide all the time. One technique is to strategically show yourself and quickly run away. In Max's case it is best to remember that he cannot jump over enemies unless he is running. Take a chance! You receive twice as many points for grabbing a gift on the run than when picking it up at a walk.

### ★ Get villagers to collide! ★

When villagers spot the Grinch, they rush toward him. If two villagers bump into each other, the collision drops them back on their heels. This can give you just enough time to grab a gift or slip by them. Hence, learning to lead the villagers is a vital technique!



### ★ Attacking off-center ★

The Grinch's bubble attack is still effective when a half body off-center. By using the ground formations effectively, you can avoid risking detection by not approaching straight on!

# Techniques



## ★ Learn to show yourself, then hide! ★

Enemies not only do not enter the Grinch's hiding spots in holes and underneath chairs and beds, but also do not notice the Grinch hiding there. You can use this to your advantage in a fun technique called show yourself, then hide. Move just slightly out of your hiding place. When the enemy sees you, jump back into your hiding spot. By doing so, you can get the enemy to change positions or cause him to panic and run into someone else. The possibilities are limited only by your imagination!



## ★ Remember the routes! ★

The maps are fairly large, particularly in the latter stages. A key to a successful mission is to learn the routes on the map and proceed along the shortest possible path. Your powers of memorization will be particularly tested on the warp stage of scene 6 and the key search of scene 7!

## ★ Collect secret gifts! ★

Some of the Whos in Whoville are hiding secret gifts. By hitting them with a snowball or getting two villagers to collide together, you may startle them into dropping their gift. Secret gifts are worth 1000 points!

## ★ Go for the special bonus! ★

Although attacks with the Grinch's snowballs and eggs and Max's barking are extremely effective techniques, once you have gained experience you can attempt to clear a stage without using them! If you are successful in your mission without attacking once with snowballs, eggs, or barking, you will earn a special bonus of 10,000 points!





# Notes



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Hints are available 24 hours a day. Live support Monday-Friday 8:00 A.M. to 4:30 P.M. Pacific Time.  
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