

Nintendo

GAME BOY COLOR

CGB-BMUE-USA

Jim Henson's™ Muppets™



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

• <i>Introduction</i>	1
• <i>Getting Started</i>	1
• <i>Game Overview</i>	2
• <i>Game Controls</i>	3
• <i>Pick-ups and Special Items</i>	4
• <i>Game Play Tips</i>	4
• <i>Credits</i>	5

INTRODUCTION

Chaos is afoot in The Muppets™ theater. With a star guest set to arrive, the Muppets are nowhere to be found! It looks like Dr. Bunsen Honeydew and his assistant Beaker have been at it again, this time conducting experiments with their newly constructed time machine. Disaster struck when the device malfunctioned hurling our friends back in time.

Luckily Kermit and Animal were late for the show and have bravely volunteered to rescue their friends. Save Miss Piggy from the clutches of deadly Egyptian mummies and ancient gods. Solve challenging puzzles and free Gonzo, Fozzie, Rowlf, Sam the Eagle, even the Swedish Chef! Outsmart your enemies, but remember – only with your help can the show go on!

GETTING STARTED

Make sure the power is OFF on your Nintendo Game Boy®. Insert your THE MUPPETS™ Game Boy® Pak into the Game Pak slot as described in the instruction manual. Slide the power switch to ON by pushing it toward the top of your Nintendo Game Boy®.

GAME OVERVIEW

Select your character – Kermit or Animal – and you're ready to play! The action in THE MUPPETS™ takes place in six unique timezones: Prehistoric, Aztec, Egyptian, Roman, Medieval and Wild West. Each timezone has four different levels to explore. * Player's tip: look for special items in each of the first three levels – you will need these in order to rescue the Muppet trapped in the last level!

You can begin in the timezone of your choice and complete the first three levels in any order. Only when you have safely rescued all six lost Muppets and transported them back to the safety of present day can the greatest show on earth go on. But beware! Before you can rescue each Muppet you will have to pit your wits against fifty-four zany characters that will be doing all they can to stop you. These characters come in all shapes and sizes, so you will need to be alert at all times!

Timezone:	Description:	Rescue:
Prehistoric	"1 Million Years BC – Before Chef!"	The Swedish Chef
Aztec	"Raiders of the Lost Bark"	Rowlf
Egyptian	"The Curse of the Piggy"	Miss Piggy
Roman	"Fozzimus Maximus"	Fozzie Bear
Medieval	"Gonzo Hood and his Merry Chickens"	Gonzo
Wild West	"Bun Fight at the OK Corral"	Sam The Eagle

Unique to THE MUPPETS™ is a resume feature. Whenever you turn off your Game Boy™ unit, the state of your last game is saved internally. From the main menu, you can choose to resume your last game (assuming that at least one level had been completed).

On the Timezone map screen, there is an option to save the current game. Once selected, the player can choose a save slot denoted by a Muppet character. This function is additional to the resume game operation described above. From the main menu, there is an option to load a previously saved game and pick up where you left off!

GAME CONTROLS

Kermit:

- Select: display special pick up screen
- Start: pause
- A button: jump
- A button and directional pad up: big-jump (Kermit's special move!)
- A button and directional pad left: jump left
- A button and directional pad right: jump right
- Directional pad down: crouch
- B button: paper airplane (used against hostile characters)

Animal:

- Select: display special pick up screen
- Start: pause
- A button: jump
- A button and directional pad up: stomp (Animal's special move!)
- A button and directional pad left: jump left
- A button and directional pad right: jump right
- Directional pad down: crouch
- B button: drumsticks (used against hostile characters)

PICK-UPS AND SPECIAL ITEMS

- Food (i.e., cherries, cakes, fruit, etc.): used to replenish the character's energy!
- Ammo: used to fuel Kermit's paper airplane or Animal's drumsticks!
- Extra Life: rarely found, this gives you an extra shot at rescuing your friends!
- Special item: must collect all of these within the first three levels of a timezone!
- Mystery: an unknown pick-up that could be any of the above!

GAME PLAY TIPS

- Always explore secret rooms — you never know when (or where) you'll find bonus lives or other power-ups!
- Don't always take the most obvious route through the game. Explore each level completely for more pick-ups!
- Look for shortcuts on Kermit's levels by using your super jumps. Always try and keep two super jumps in reserve — you never know when you might have to do battle with an unexpected enemy!
- Finally, look before you leap! Each level of THE MUPPETS™ contains some potentially scary jumps!

Published by Take 2 Interactive

Executive Producer: *Sam Houser*

Technical Director: *Gary Foreman*

Take 2 Interactive Production Team

Terry Donovan

Robert J. Ricci

Jennifer Kolbe

Developed by: *Tarantula Studios*

Jim Henson's The Muppets and the Muppets logo are registered trademarks of Jim Henson Productions, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Take 2 Interactive, the Take 2 Interactive logo, Tarantula Studios and the Tarantula Studios logo are trademarks of Take 2 Interactive Software, Inc. © 2000. All rights reserved.

NOTE



NOTE

NOTE



WARRANTY

Take-Two Interactive Software, Inc. 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 Take-Two 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.

Take-Two 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 Take-Two 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.

TAKE-TWO INTERACTIVE SOFTWARE
575 BROADWAY 3RD FLOOR
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.



TAKE 2 INTERACTIVE
575 Broadway 3rd Floor New York, NY 10012

PRINTED IN JAPAN