

Nintendo

GAME BOY[®] color

CGB-ALQE-USA

LUCKY LUKE



Infogrames

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INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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Story

In the Wild West, a law man's work is never done! Lucky Luke is once again reminded of this when a telegram arrives, informing him of a massive jail break... Among the prisoners to escape: the notorious Billy the Kid, Pat Poker, Jesse James and the dreadful Dalton brothers! There's no time to lose, so our lone ranger jumps on his horse and gallops off in pursuit of the criminals. The runaway desperadoes must be put behind bars at all costs, before they get the chance to wreak havoc throughout the Wild West.



LUCKY LUKE



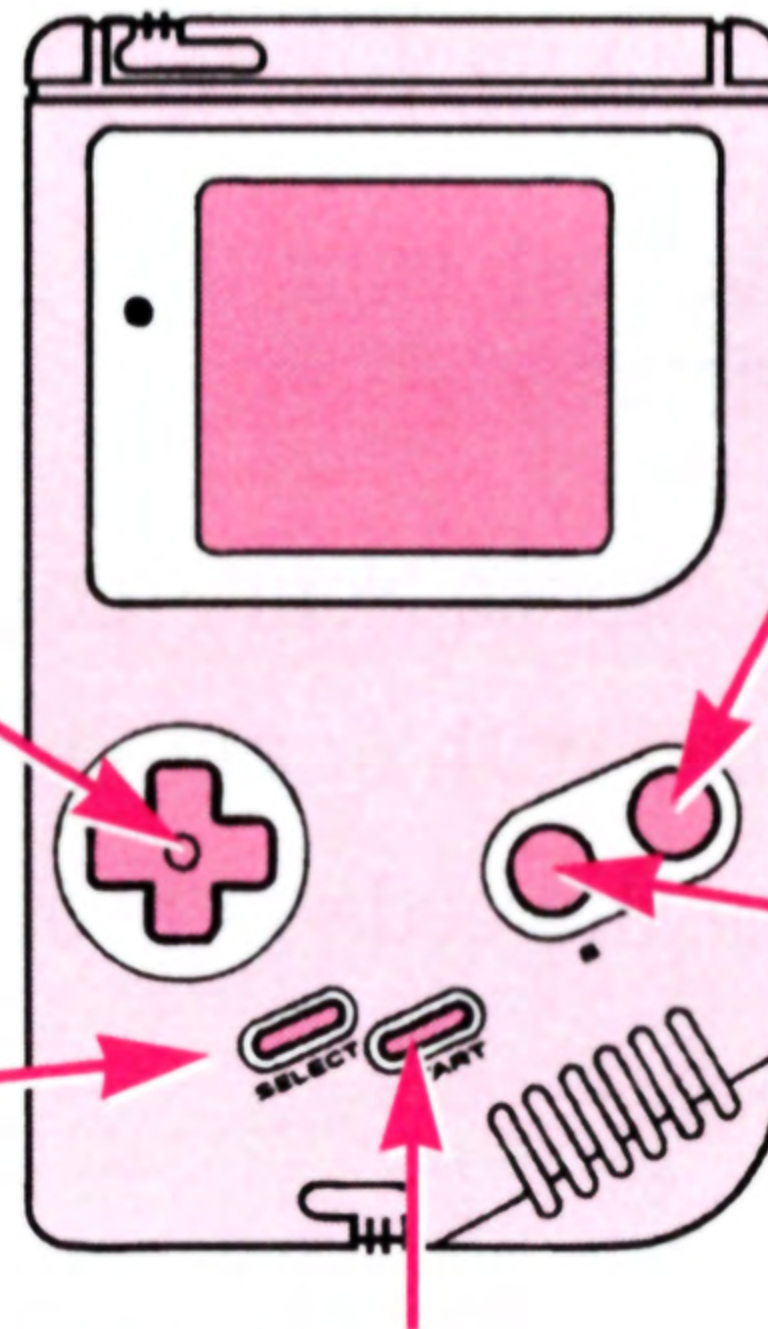
Controls

- **Control Pad:**

- move the character around the screen
- change an option.
- put down an object

- **Select:**

- move the cursor through a menu



- **A Button:**

- fire a shot or punch

- **B Button:**

- jump
- place dynamite

- **Start:**

- start a game
- confirm options
- activate / deactivate pause



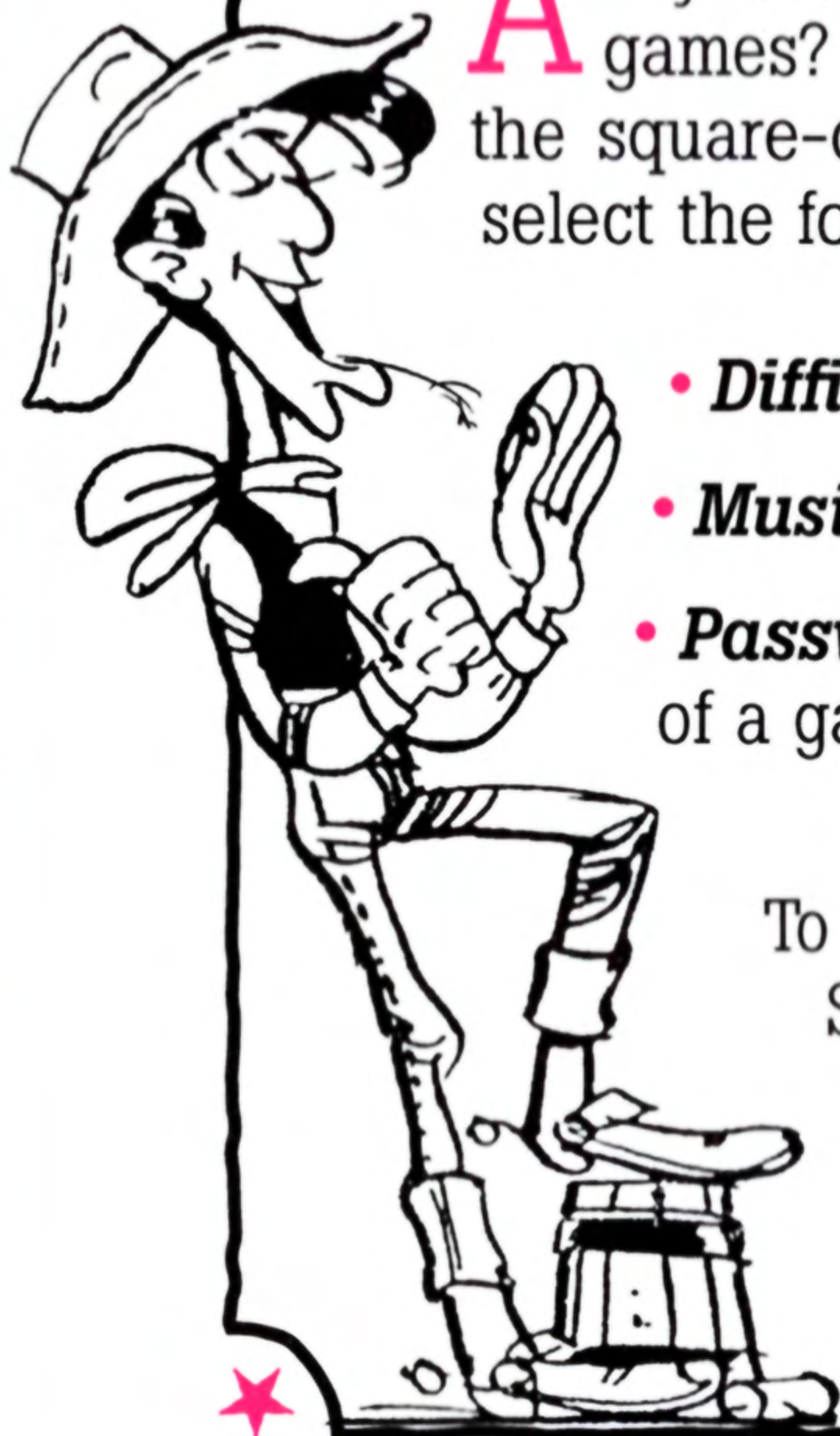
LUCKY LUKE

Options

Are you a "Big Chief", or simply a "papoose" when it comes to video games? Do you prefer the silence of the desert to the lively rhythms of the square-dance? Whatever your tastes, the options menu will let you select the following options:

- **Difficulty level:** choose from 3 possibilities (Easy-Medium-Hard).
- **Music On/Off:** play with or without music.
- **Passwords:** enter the code to avoid starting over at the beginning of a game.

To select the option you wish to change, move the cursor with the Select Button, then change the settings by using left/right on the Control Pad.



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Passwords

At the end of certain stages of your ride, you will be given a password made up of 5 faces. Memorize it! This password is important, since it will let you start the corresponding section at the beginning.



To enter a password: select the "password" section from the options menu. Using left/right on the Control Pad, choose the face you wish to change. Then select the character you wish to see appear by pressing up or down on the Control Pad. Confirm the password by pressing Start.

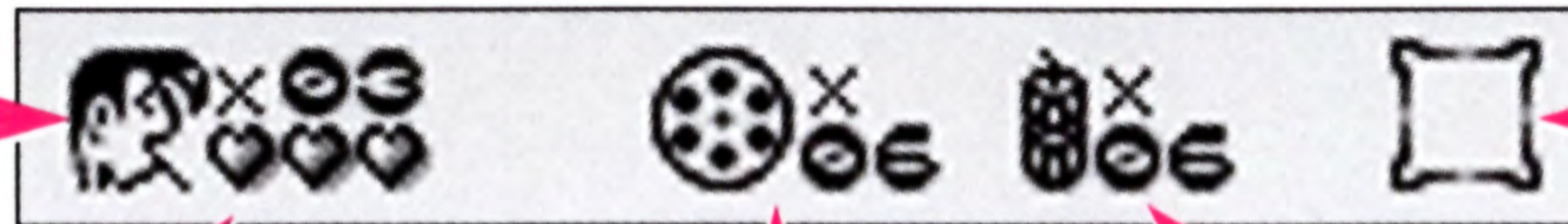


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Score Bar

If you don't want to spend your whole time visiting the undertaker, you must keep an eye on the score bar! It gives you a lot of important information:

*Lucky Luke's
Head*



*The Pony Express
saddlebag*

The Energy Bar

The Gun Cylinder

Sticks of Dynamite

- **LUCKY LUKE'S HEAD**

The number on the right of Lucky Luke's head indicates the number of lives you have left.

- **THE ENERGY BAR**

This is made up of 4 hearts which represent your energy points. When you have no more energy points left and Lucky Luke gets hit, you lose a life.

LUCKY LUKE



- **THE GUN CYLINDER**

This contains 6 bullets, and each shot uses up one bullet. The number at the right of the symbol indicates the number of cylinder reloads that Lucky Luke has in his possession. You get limited ammunition in the game, so make sure you keep close track of your supply!

- **STICKS OF DYNAMITE**

The number to the right of these indicates the number of sticks of dynamite carried by Lucky Luke. Don't waste them! You won't find them in all of the screens!

- **THE PONY EXPRESS SADDLEBAG**

If you pick up an object, it will be displayed here for as long as it is in your possession.





LUCKY LUKE

Bonuses

Your path will be littered with all kinds of "coyotes", but also with many different bonuses:



- ***EXTRA-HEARTS***

2 bonuses in the form of large hearts are hidden in the game. If you find one of these extra-hearts, it will be added permanently to the energy bar and will increase your chances of survival. Find one of these bonuses and there will be 5 units on the energy bar instead of 4.



- ***HEARTS***

You will also find hearts hidden in all the screens. Each time you collect one, you get 1 energy point.



- ***GUN CYLINDERS***

There are two ways you can get hold of these: you can either disarm certain enemies or find the secret places where ammunition is hidden.

LUCKY LUKE



- **STICKS OF DYNAMITE**

You will need to search the screens very carefully to find the dynamite. But they can be of great help to you: to blow a hole in a wall to uncover hidden bonuses or to kill an enemy quickly, for example.



- **SHERIFF'S STARS**

To access a bonus level, you must find the 5 stars hidden in the screen. If you collect less than 5, they will be added to your score.

- **SCORE**

This appears at the end of each screen once your points have been added up. It changes depending on the number of enemies you have killed, and the amount of bonuses you have collected. If you get a good score, you will gain a life or a "continuation", depending on the number of points accumulated.



LUCKY LUKE

Possible Actions

- ***RUN***

Use Left or Right on the Control Pad.

- ***JUMP***

Press the B Button.

- ***DUCK DOWN***

Press Down on the Control Pad.

- ***CLIMB STAIRS***

Press Right or Left and Up simultaneously on the Control Pad.



LUCKY LUKE



- ***SHOOT / PUNCH***

- To fire a shot, press the A Button.
- To fire several shots in a row, hold down the A Button.
- To direct the shots, use the arrows on the Control Pad.
- When you run out of ammunition, you can throw a punch by pressing the A Button.

- ***PLACE A STICK OF DYNAMITE***

Duck down to place a stick of dynamite, then press the B Button to light the fuse.

- ***PUT DOWN AN OBJECT***

Move to the place where you want to put the object down and duck down.



LUCKY LUKE

Bonus Screens

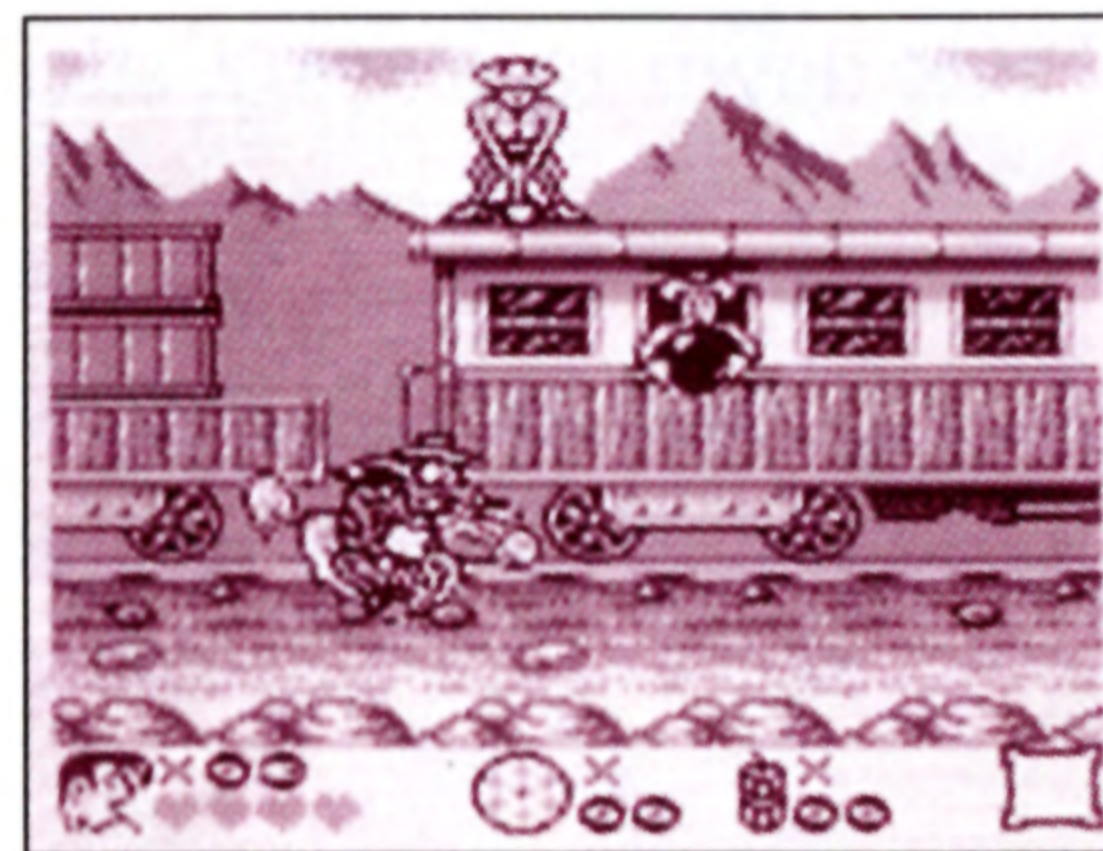


- ***THE BONUS-SCREEN***

Frequently during the game, Lucky Luke will take target practice. When the empty bottles are lined up in front of you, keep your cool, move the sights using the Control Pad and fire when ready. An extra life is within reach... if you don't miss any!

- ***THE TRAIN***

In this screen, Lucky Luke rides Jolly Jumper alongside a train. You can make your horse run slower or faster by using Left and Right on the Control Pad. To help him avoid any obstacles, press the B Button.

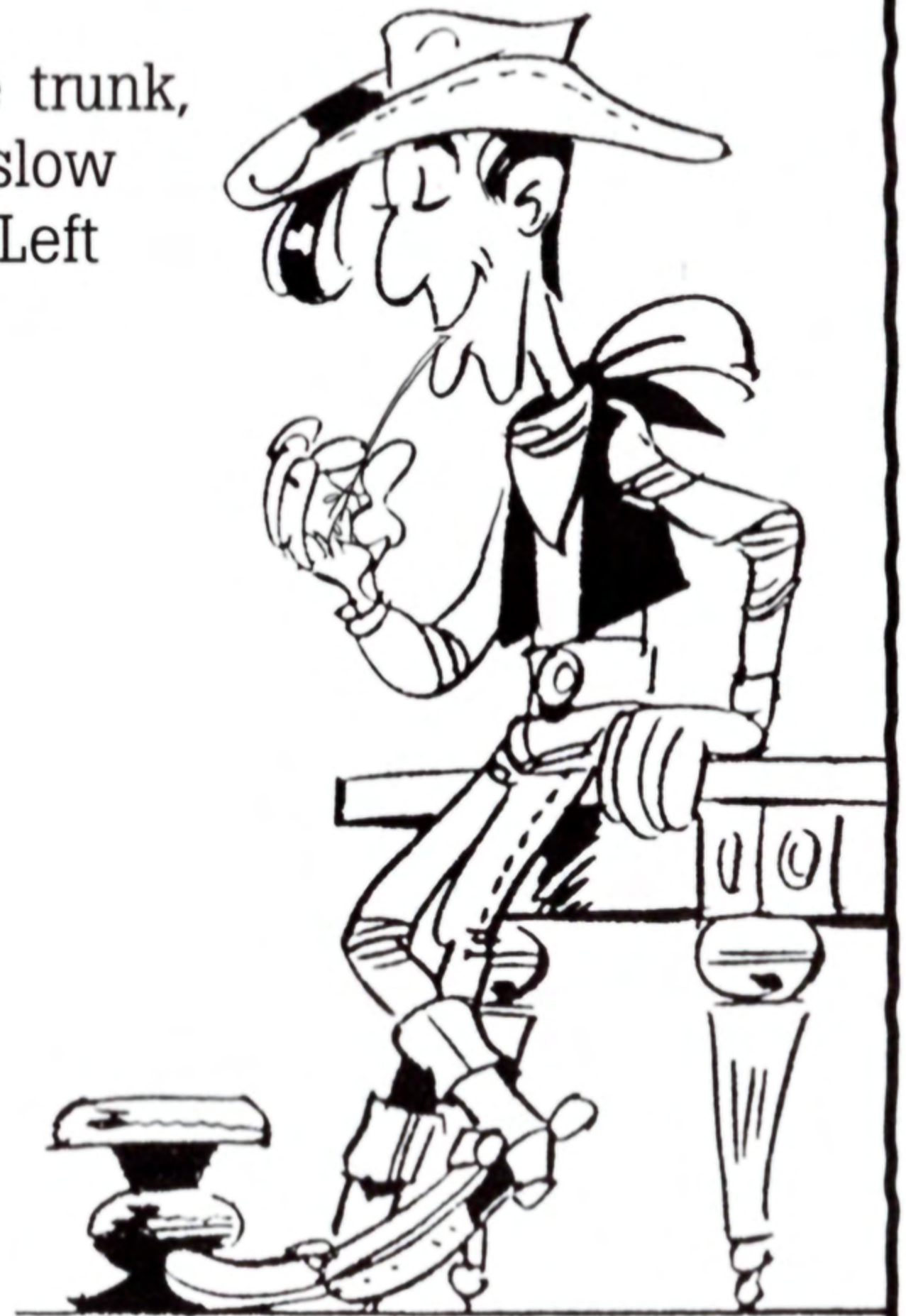
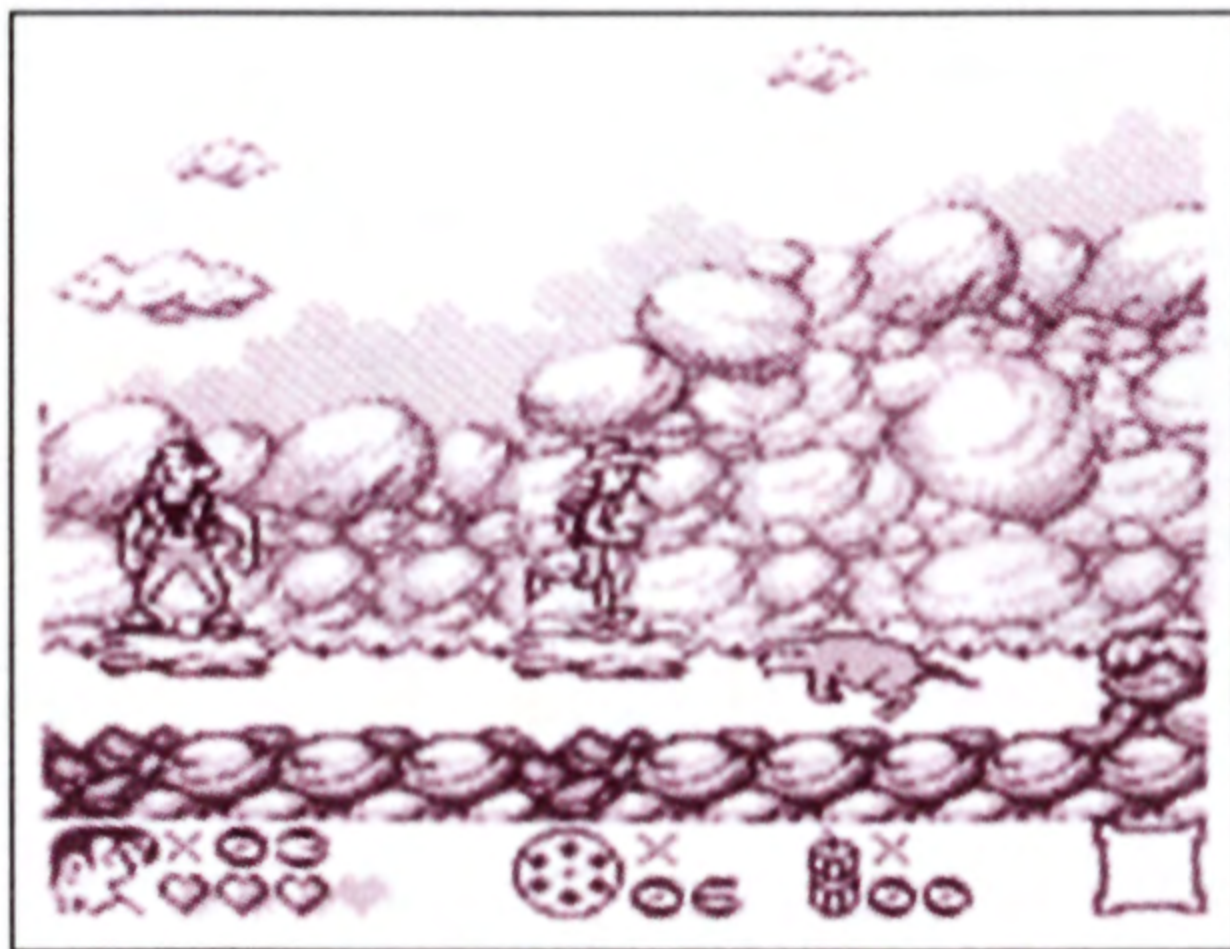


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• **THE RAPIDS**

Lucky Luke will find himself balanced on a tree trunk, which has been swept away in the torrent. To slow down or speed up as you shoot the rapids, use Left and Right on the Control Pad.



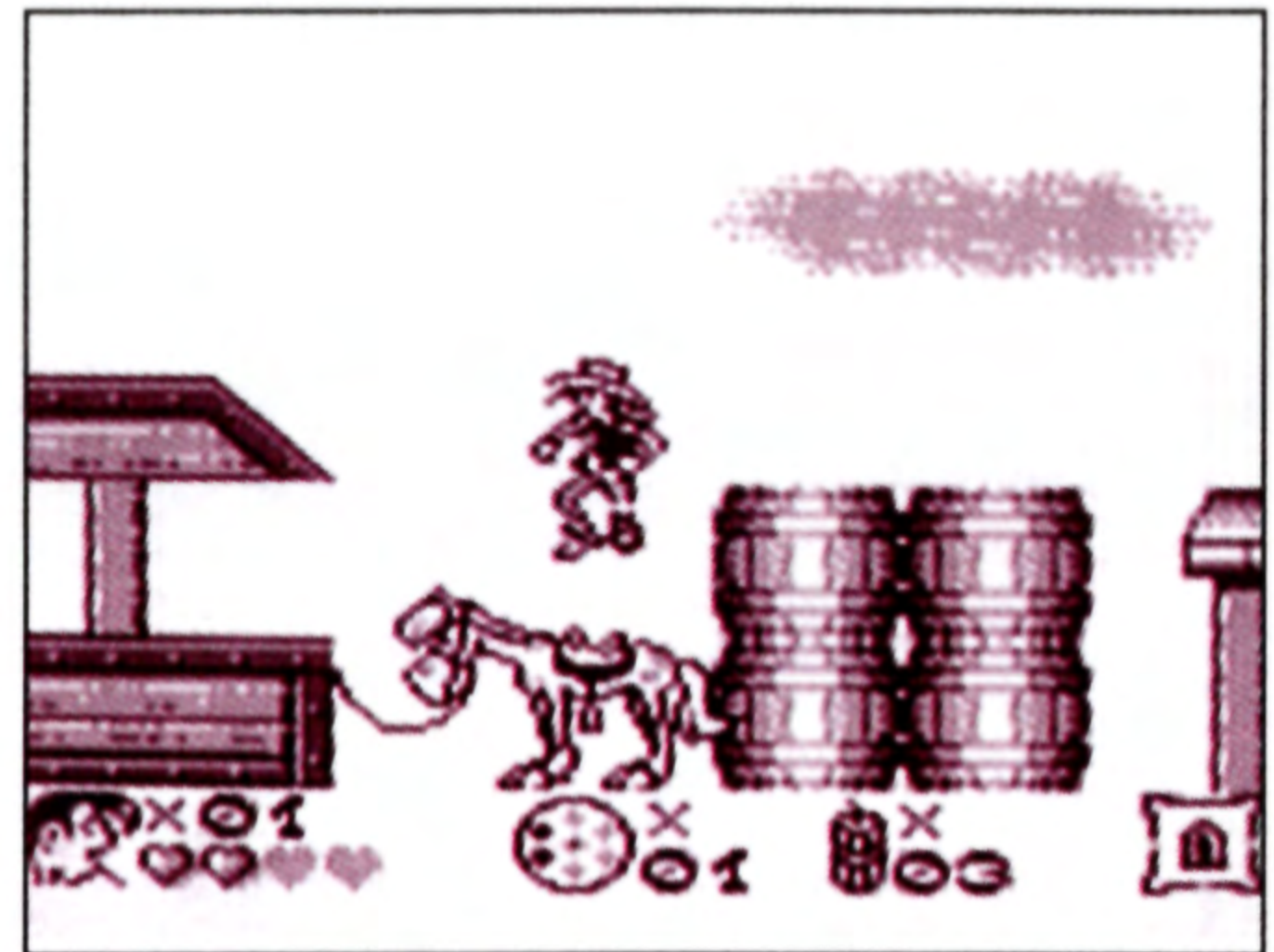


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Hints and Tips

In certain screens, Lucky Luke will find himself unable to continue when he gets to a particular spot. You will not be able to continue unless you find the object you need to solve the puzzle. Here are a few tips:

- **Mexican Village:** A small stick can be a big help...
- **Painful Gulch:** Jolly Jumper won't leave the stable without his horseshoe...
- **Saloon:** You need four aces to beat Pat Poker...



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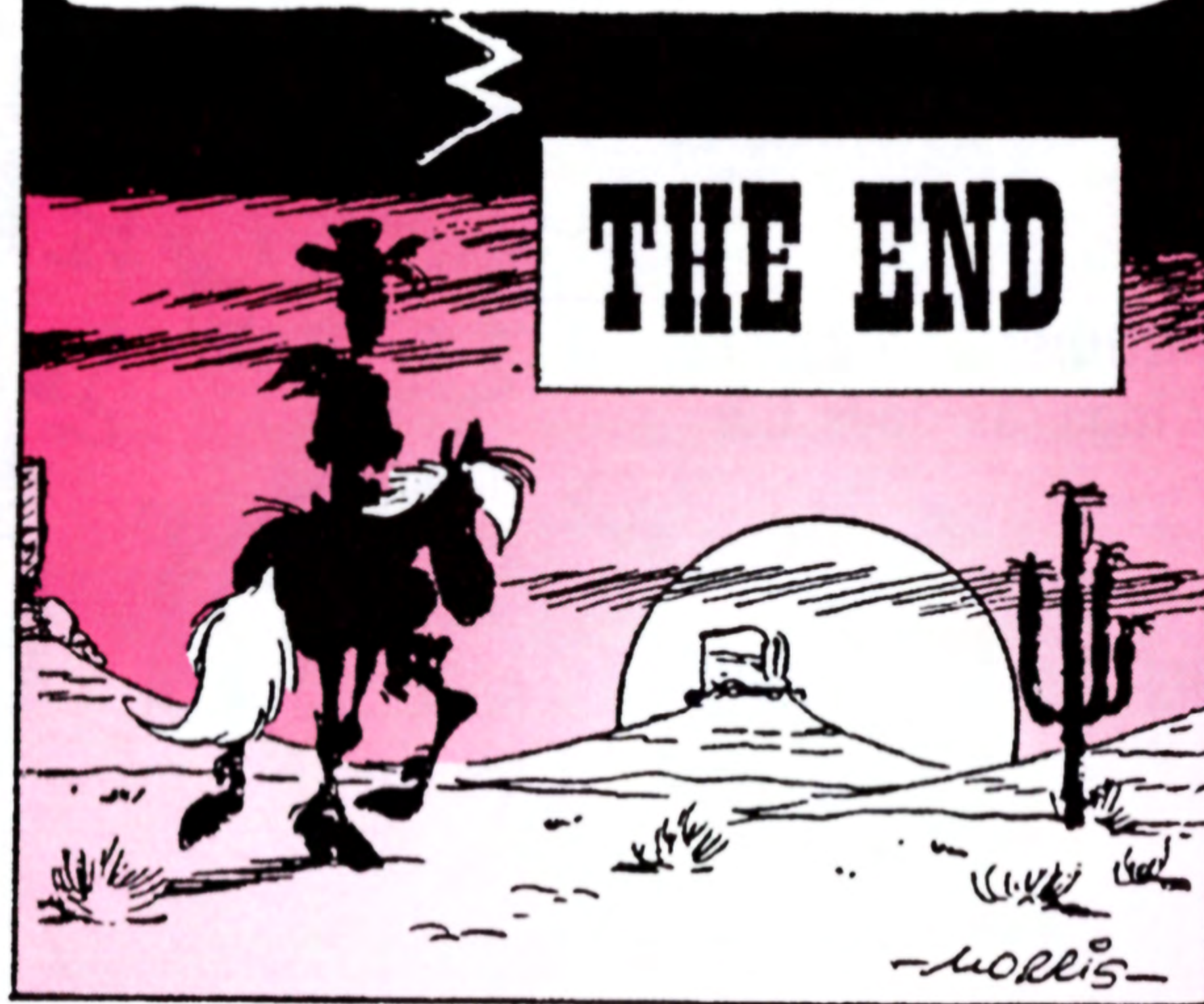
- **The Prairie:** Dr. Doxey's miracle potion doesn't just make your hair grow...
- **Ranch:** What happens when you show a red rag to a bull?
- **Cheyenne Mountains:** The royal eagle has two wings, as does the totem...
- **The Jail:** Rintincan often forgets where he buries them...





LUCKY LUKE

♪ I'M A POOR LONESOME COWBOY ♪
AND A LONG WAY FROM HOME... ♪



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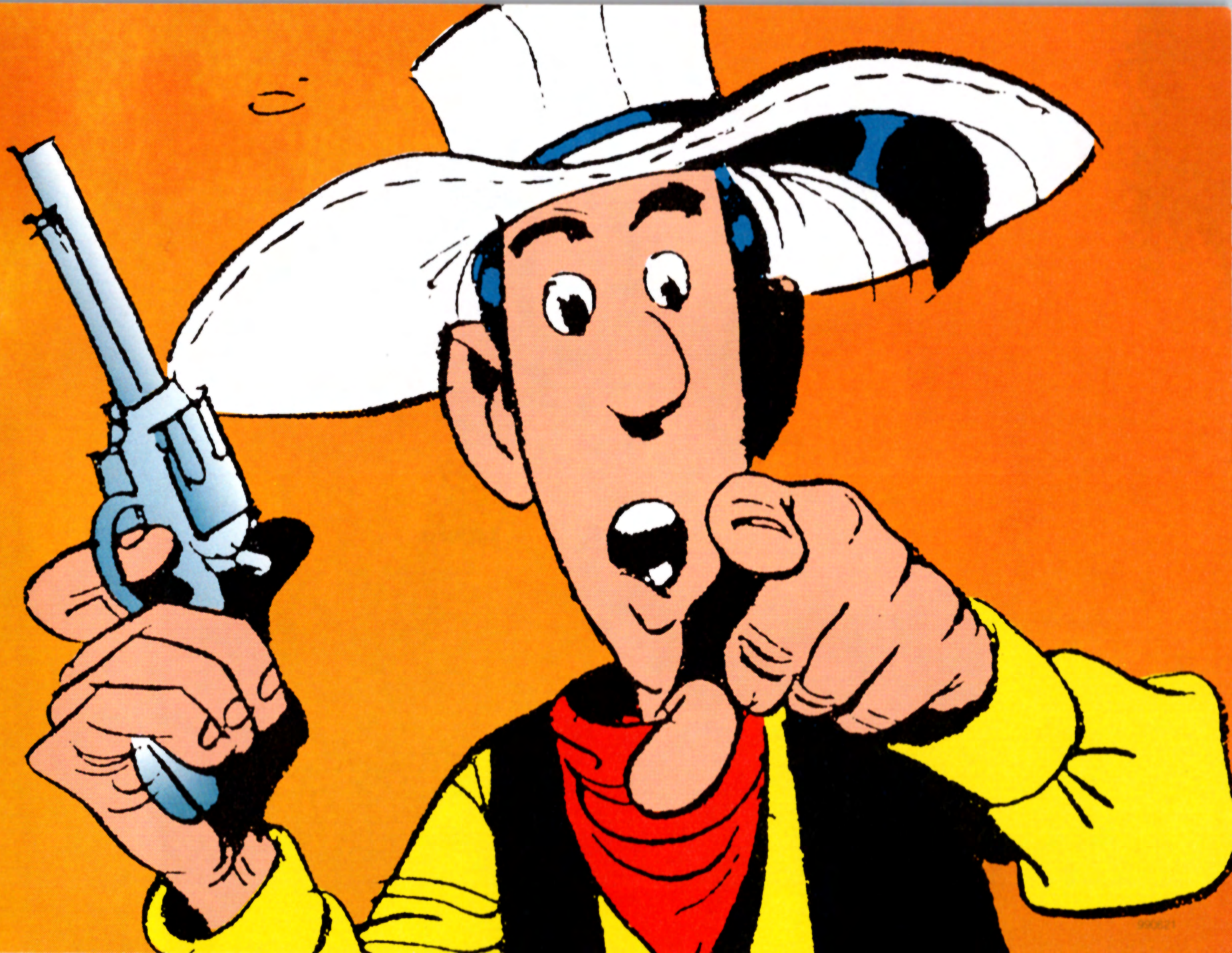
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Notes





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