

Nintendo®

GAME BOY COLOR

CGB-BMIE-USA

m & m's MINIS[®] MADNESS



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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EVERYONE

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



TABLE OF CONTENTS



Thank you for purchasing M&M's® MINIs® MADNESS for the Nintendo® Game Boy® Color System. Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

Introduction	2	Status Area	12
Getting Started	3	Collecting M&M's®	13
Controller Functions	4	Checkpoints	14
Main Options	5	The Factory Worlds	15
Passwords	6	Power-Ups	17
Name Entry	7	Arrows	18
Story Introduction	8	Pausing the Game	19
Meet the Characters	9	Hints	20
Playing the Game	11	Credits	22
		Warranty Information	25

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INTRODUCTION



Take hundreds of M&M's® MINIs®, four regular M&M's®, and one out-of-control candy factory, and what do you have? M&M's® MINIs® Madness! With M&M's® MINIs® MADNESS for the Nintendo® Game Boy® Color System, your challenge is to help those four famous candy-coated dudes - Red, Blue, Yellow, and Green - regain control of their factory from a band of renegade M&M's® MINIs®. Travel through multiple levels of game-play across four unique environments, helping to reset the factory's central computer while solving a variety of adventure-style puzzles. M&M's® MINIs® MADNESS, delicious fun for the whole family!



GETTING STARTED

To get started with M&M's® MINIs® MADNESS, please begin with the following:

1. Making sure your Nintendo® Game Boy® Color System is turned off, plug the M&M's® MINIs® MADNESS Game Pak into the Nintendo® Game Boy® Color System.
2. Turn on your Game Boy®. In a few moments the Simon and Schuster Interactive Logo Screen should appear.
3. When you see the M&M's® MINIs® MADNESS Title Screen, press *START* until the Main Option Screen appears.



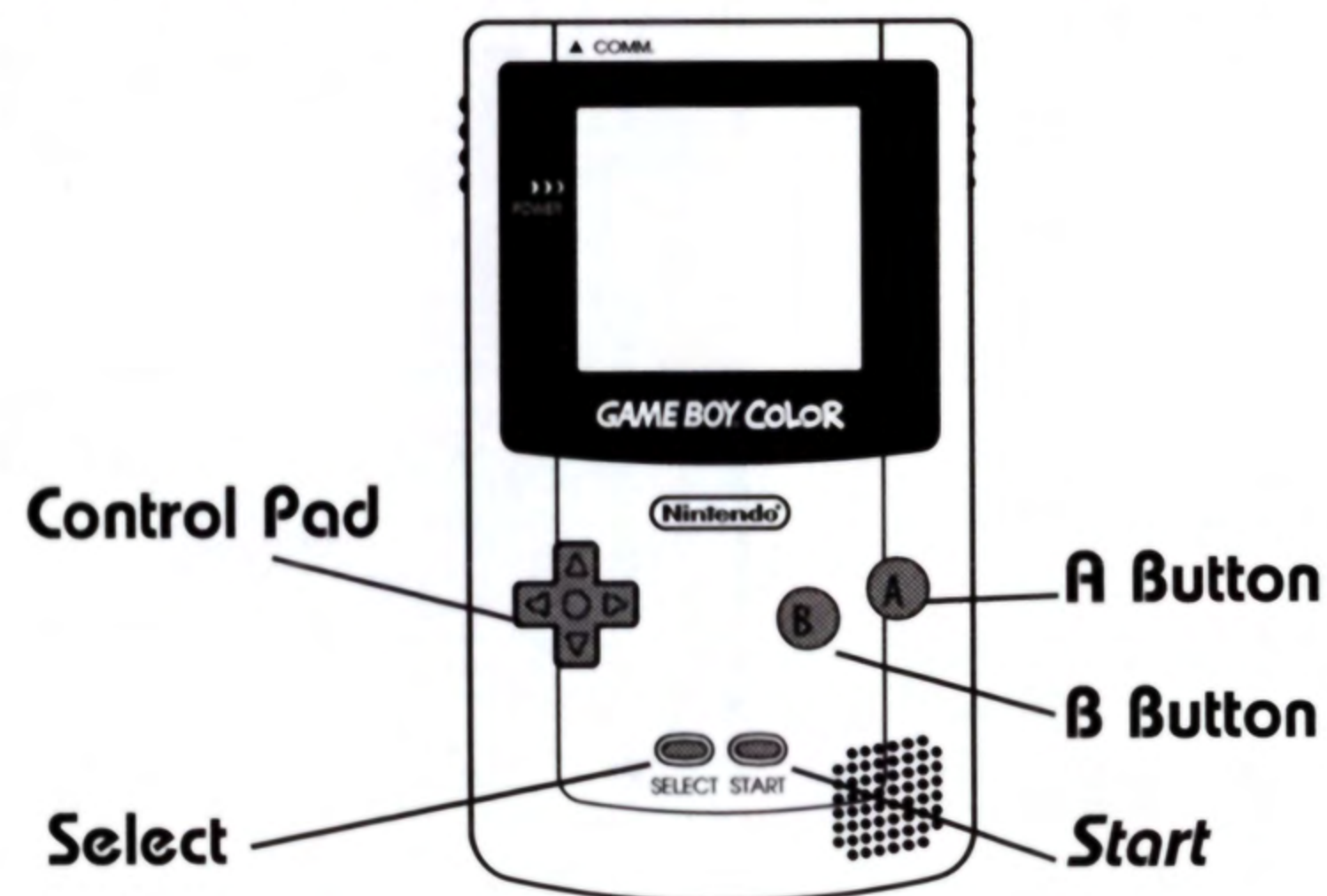
Title Screen

CONTROLLER FUNCTIONS

The following details the basic controller functions for M&M's® MINIs® MADNESS:

* Control Pad UP	-	Causes Character to look up / swim up
* Control Pad DOWN	-	Causes Character to look down / swim down
* Control Pad LEFT	-	Walk Character towards the left / swim left
* Control Pad RIGHT	-	Walk Character towards the right / swim right
* A Button	-	Causes Character to jump / swim faster
* B Button	-	Enables Character's special maneuver
* <i>START</i>	-	Pause / unpause game
* <i>SELECT</i>	-	Enable / disable Character Selection Screen

Pressing and holding the A Button while walking will cause the Character to run in the selected direction.



MAIN OPTIONS

On the Main Option Screen, you may start a new game, or continue playing at the last completed level. To continue at a previous level, you must enter the correct password obtained during the previous play.

- * Press **UP/DOWN** on the Control Pad to highlight either Option.
- * Press the **START** to select the desired Option.



Main Option Screen

PASSWORDS

If the Enter Password Option has been selected, the Password Entry Screen will appear. Passwords are displayed as combinations of M&M's®.

- * Press **UP/DOWN** on the Control Pad to select an M&M's® Chocolate Candy.
- * Press **LEFT/RIGHT** on the Control Pad to move to the previous or next position.
- * Press **START** to enter the desired password.

Password

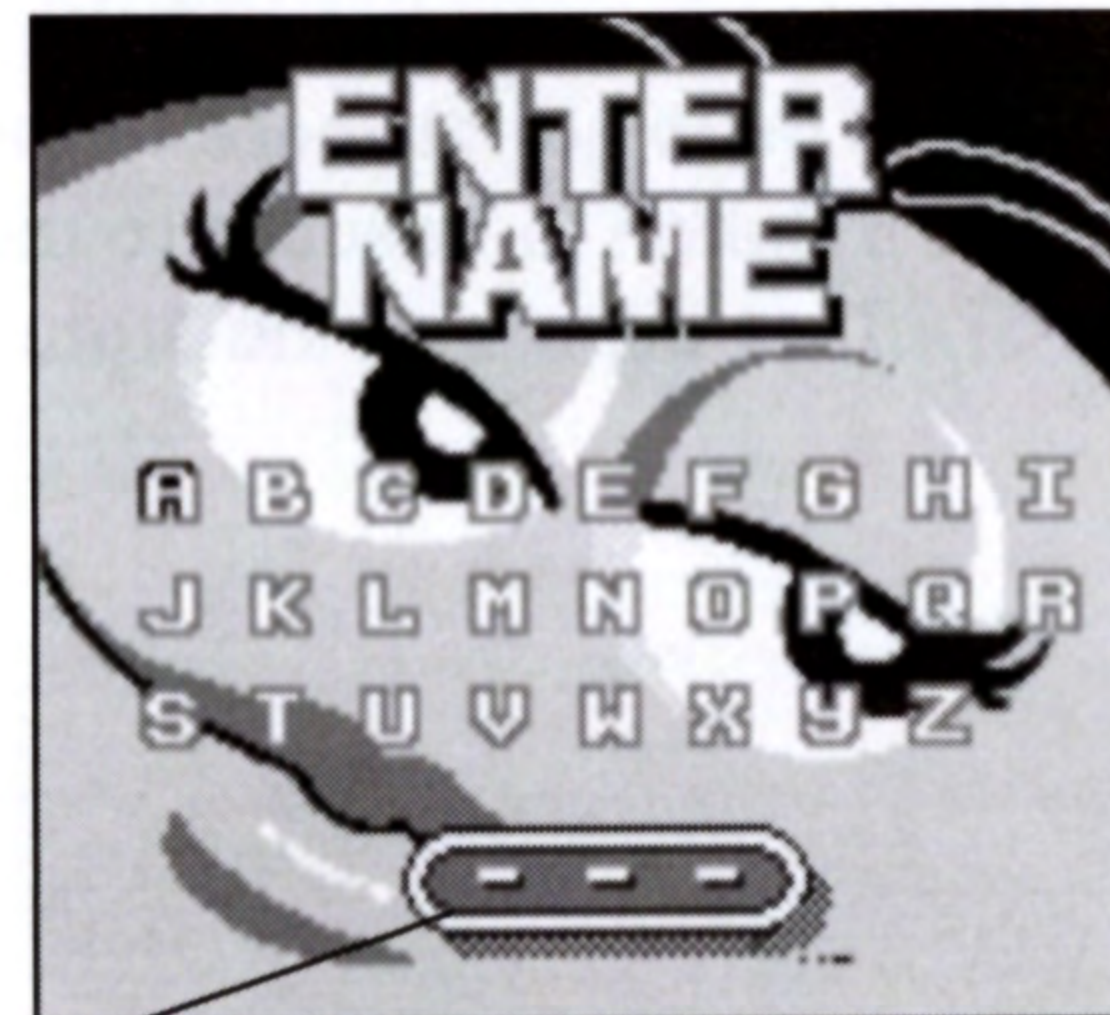


Password Entry Screen

NAME ENTRY

On the Name Entry Screen, you can enter your initials for use on the High Score Screen.

- * Using the Control Pad, highlight the desired letter.
- * Press the A Button to enter the selected letter onto the Name Entry Line.
- * Press the B Button to remove the last selected letter from the Name Entry Line.
- * Press **START** to enter the desired name.



Name Entry Line

Name Entry Screen



STORY INTRODUCTION



During the Story Introduction Screens, you may use the following controls:

- * Press the **A** Button to advance to the next line of text on the current screen.
- * Press the **B** Button to advance to the next Story Screen.
- * Press **START** to bypass all the Story Introduction Screens.



Story Introduction Screen



MEET THE CHARACTERS



While playing M&M's® MINIs® MADNESS, you can control any of the four M&M's® Characters. Each character uses their own special ability to help regain control of the Factory.



Red

Use Red's tornado-style spinning maneuver to knock various crazed Factory obstacles out of sight!



Yellow

Use Yellow's special flip-jump maneuver to reach high, out-of-the-way places. Be careful, only certain Factory elements can give Yellow that high-flying feeling!



Blue

With Blue, journey into liquid space in search of the mysteries of the Mixing Room.



Green

With Green, blow heart-shaped kisses that can literally knock out a variety of obstacles.





CHARACTER SELECTION



On the Character Selection Screen, you can select any of the four M&M's® Characters.

- * Press RIGHT/LEFT on the Control Pad to highlight the desired Character.
- * Press SELECT to return to the Main Game Screen.

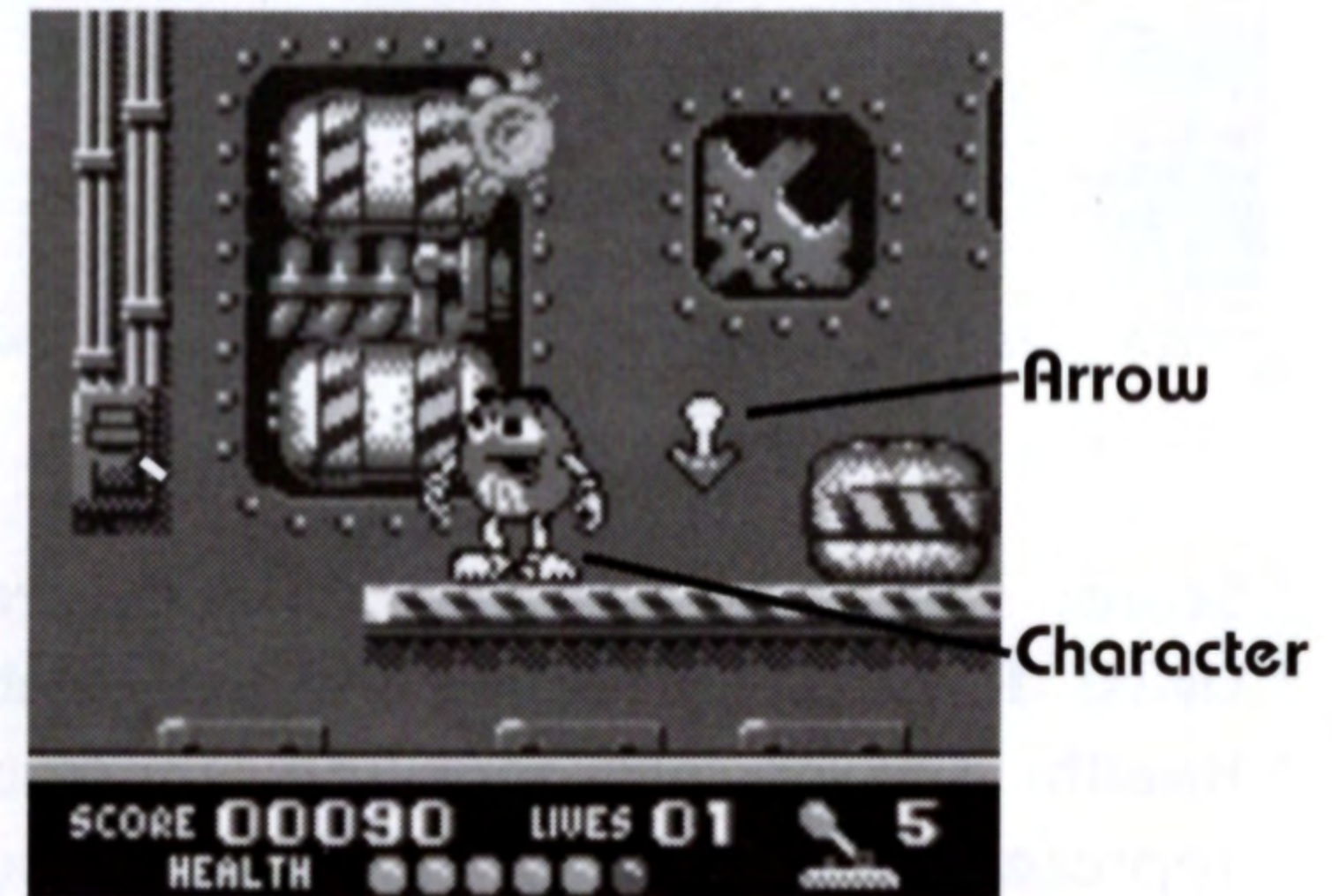


Character Selection Screen

PLAYING THE GAME

The goal of each Level is to locate and reset the Central Computer Circuit Breakers in an effort to put the entire Factory back online, thus short-circuiting the mayhem of those mischievous MINIs®. You may reset each Circuit Breaker by simply colliding with it.

While playing, you may encounter situations and obstacles that require the M&M's® special skills. You may find that one Character's special ability is particularly helpful, while another's is not. For instance, Yellow's flip-jump maneuver can be used to reach out-of-the-way places, but only when he lands on certain items in the Levels. Also, Green's ability to blow kisses can help eliminate obstacles that may otherwise be immovable. You may change between Characters during the game by pressing the SELECT Button and displaying the Character Selection Screen. The game action on the Main Game Screen will pause while the Character Selection Screen is displayed.



Main Game Screen

If at any time during play the M&M's® Character falls off the bottom of the displayed Level, you will lose one life and be returned to the starting position of the current Level, or the position of your last checkpoint.

At the successful end of each complete Level, a Tally Screen will count up the number of collected M&M's® and MINIs® and reward you a with bonus points.

STATUS AREA

At the bottom of the Main Game Screen is the Status Area. Here, you can keep track of the following information:



- * **Score:** This represents your current score.
- * **Lives:** This indicator represents the number of lives you have in reserve.
- * **Health:** This indicator represents the number of Health Units you have. Each Health Unit is represented as a red circle. Each time your M&M's® Character collides with an opponent, you will lose one unit of Health. Once all six Health Units are gone, you will lose one life and be returned to the beginning position of the current Level, or your last checkpoint position.
- * **Circuit Breakers:** This indicates the number of Circuit Breakers remaining in the current Level to be reset. Once this indicator shows zero, you will automatically be advanced to the next Level.



COLLECTING M&M'S



While searching for the Circuit Breakers, you may collect regular M&M's® as well as MINIs®. These collectibles, scattered throughout each Level, can reward you with a variety of bonus points. These points will be awarded to you on the Tally Screen at the end of each Level.



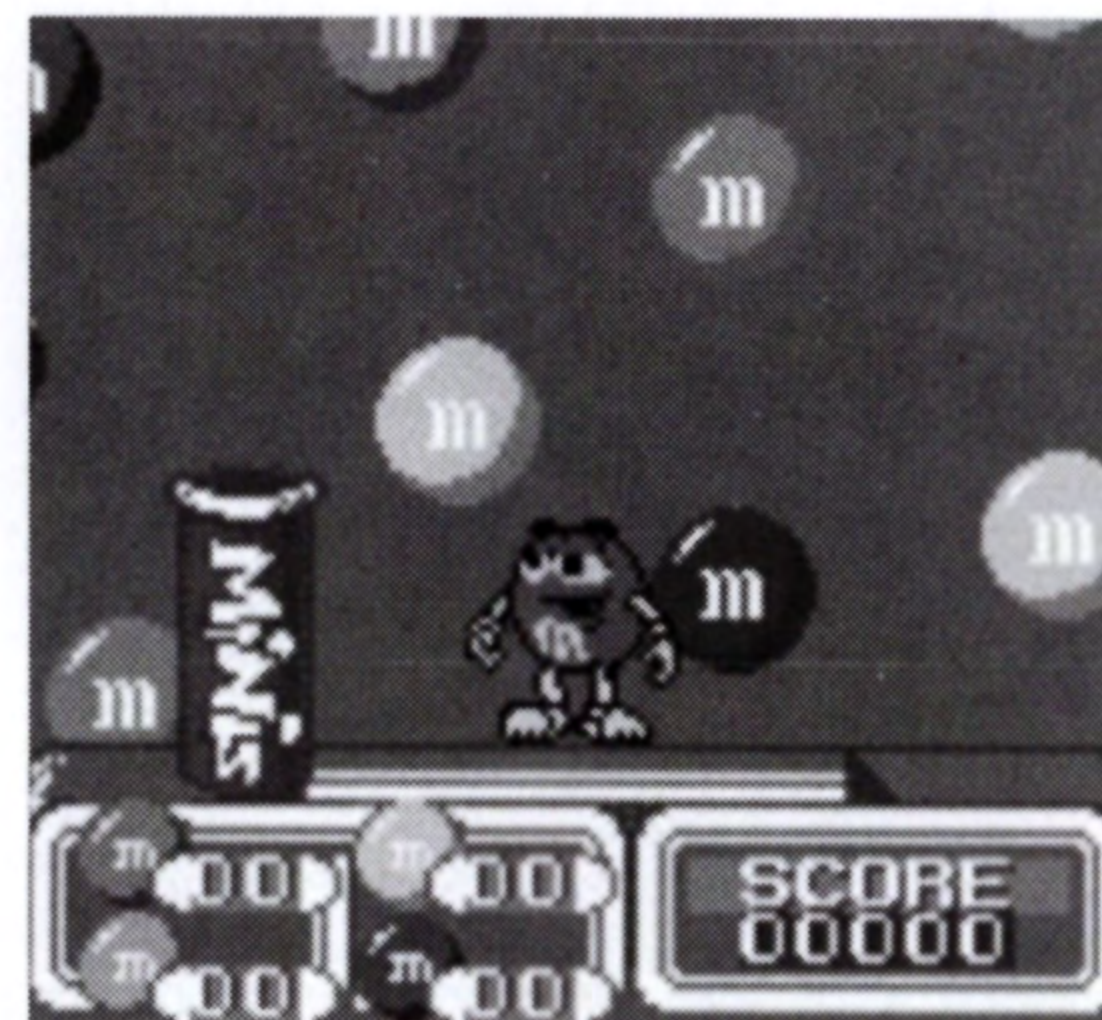
M&M's® Chocolate Candies

Collecting one of these rewards you with 5 MINIs® of the same color.



M&M's® MINIs®

Collecting these rewards you with 1 MINIs® of the same color.



Tally Screen





CHECKPOINTS



Occasionally, you will find Checkpoint Flags. These flags mark the position in the current Level that you will return to if your Character loses a life. To activate a Checkpoint Flag, simply move your Character to its position.



THE FACTORY WORLDS

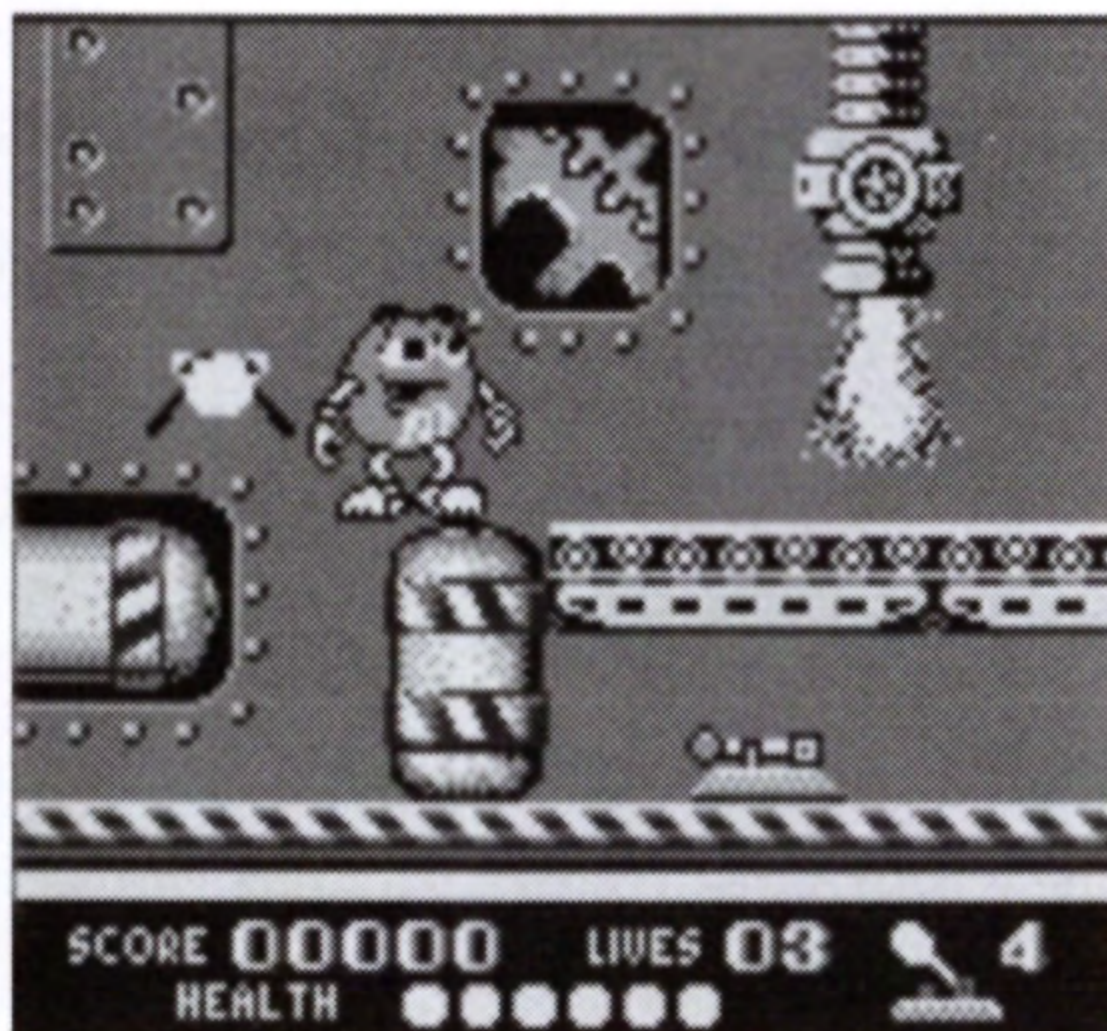
In M&M's® MINIs® MADNESS, you must successfully journey through the following four Worlds of play in order to reset all of the Factory's Central Computer Circuit Breakers.

The Warehouse

In The Warehouse, the M&M's® Characters must avoid obstacles such as bouncing crates and automated security guards. Bags of cocoa beans help give Yellow that extra lift to high places. Also, skateboards located throughout the Level help make getting around a breeze!



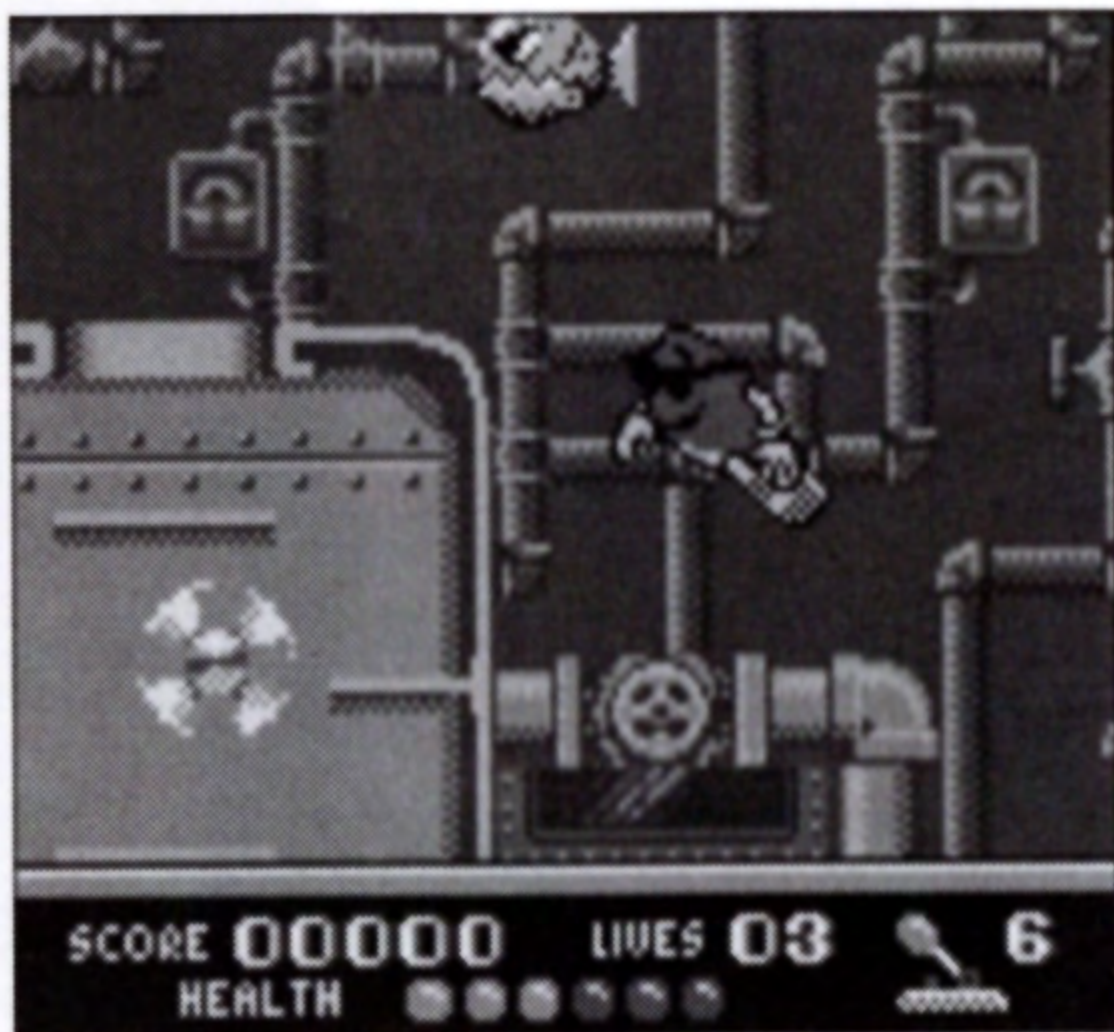
The Warehouse World



Conveyor World

The Conveyors

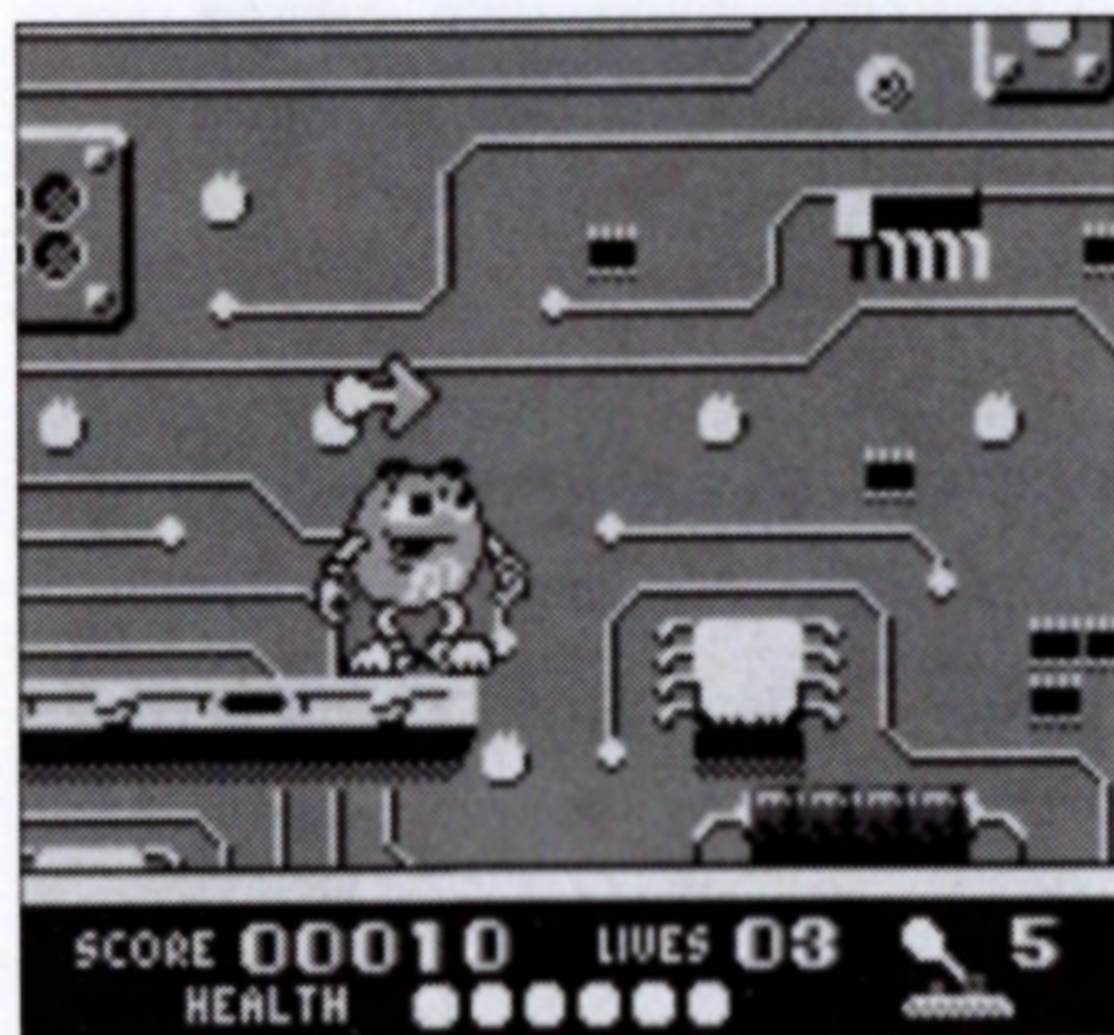
On the Conveyor Floor, watch out for mechanical sprayers, loose gears, and a variety of airborne security devices as you make your way carefully across moving conveyor belts! Certain metallic barrels are able to help Yellow reach to new heights here!



The Mixing Room World

The Mixing Room

In The Mixing Room, let Blue show off his fancy moves as he helps you battle an array of liquid-based obstacles including mechanical mixers, rotating blenders, and mechanized robotic security submarines.



Central Computer World

The Central Computer

Here, in the final section of the Factory, the M&M's® Characters match wits against the Central Computer itself. Inside the Computer, the M&M's® must make their way across a variety of circuit boards through such obstacles as bouncing Integrated Circuit Chips, electric sparks, and numerous computer-based anti-virus devices.



POWER-UPS

Throughout the Factory, you can locate the following Power-ups to help you defeat those mischievous MINIs®!



Heart

Collecting one of these will reward you with an extra life.



Lightening Bolt

Picking up this will restore ALL of your Heath Units.



ARROWS



Occasionally, various MINIs® collected will reveal the location of the nearest Computer Circuit Breaker. When collected, these candies may be replaced by an arrow pointing in the direction of the nearby Breaker. Although these arrows help with the location of the Circuit Breakers, they do not necessarily indicate the best path to take.



Arrow

This points in the direction of the nearest Circuit Breaker or the safest path.





PAUSING THE GAME

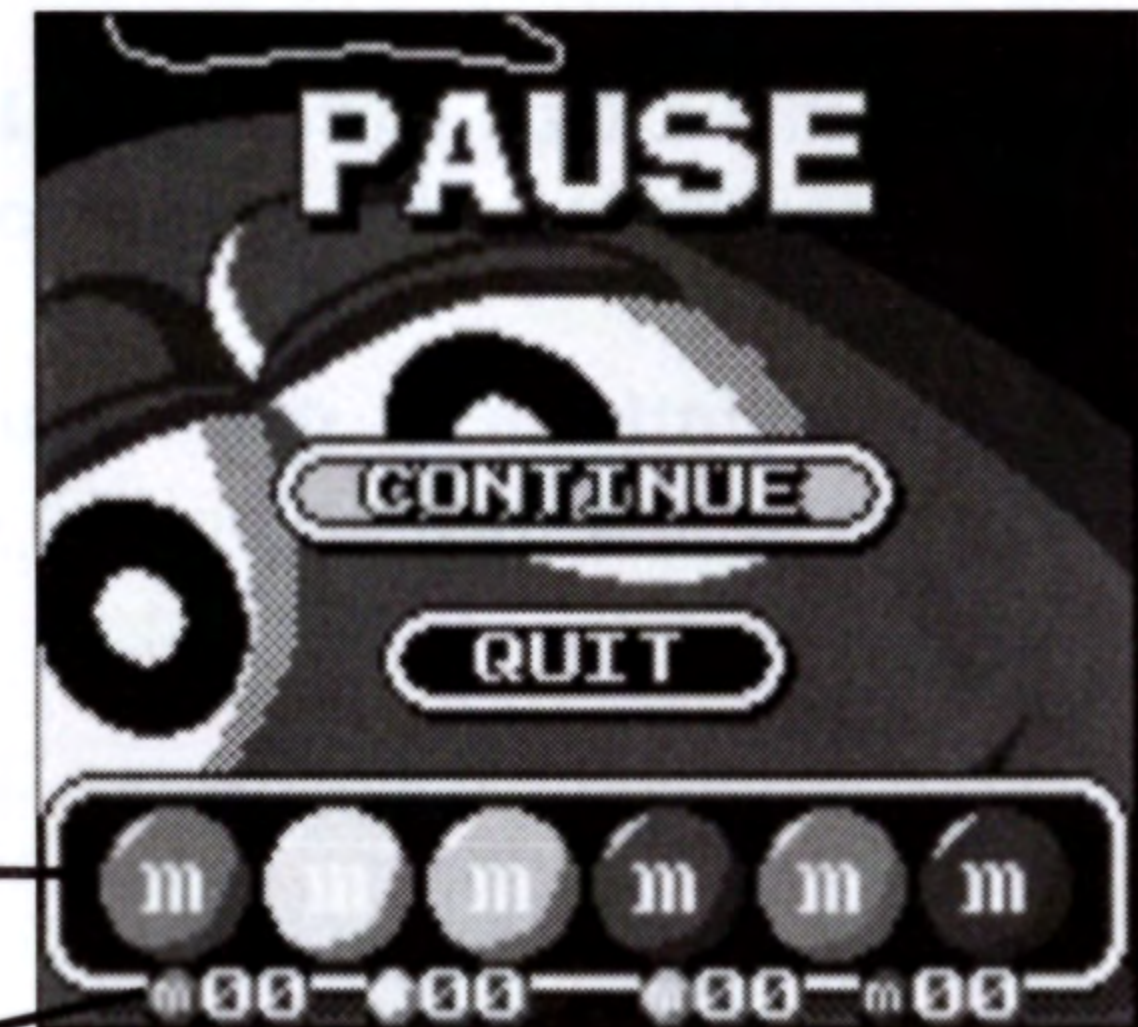


To pause the game at any time and display the Pause / Continue Screen, simply press the **START** Button. On the bottom of this screen appears the current password which represents the player's position in the game, as well as the number of collected M&M's® and MINIs®.

- * Press **UP/DOWN** on the Control Pad to highlight either Option.
- * Press **START** to select the desired Option.

Note:

Before choosing the Quit Option on the Continue / Quit Screen, remember to write down the displayed password for entry at a later time.



Password

Collected M&M's® and MINIs®

Continue/Quit Screen



HINTS

- * Be sure to search the entire level of play. Some switches may be located above you, while others may be located below you.
- * When you are uncertain which way to proceed, follow the direction of the nearest arrow.
- * Always select Blue before jumping in the purple mixing liquid.
- * Any object in the Candy Factory that the M&M's® Characters can bounce on can be used by Yellow to reach places above your current location.
- * To help Yellow perform his super-bounce, make sure to press the B Button to jump him, and make sure he lands on the desired bouncy object.



- * While riding the skateboard, use Red's Spin Maneuver to knock various objects out of the way.**
- * Use Green's kiss to eliminate most flying objects.**
- * Use Red's Spin Maneuver to knock away most bouncing objects.**
- * Always looks up and down for a safe path when you are not certain where to jump.**



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NOTES



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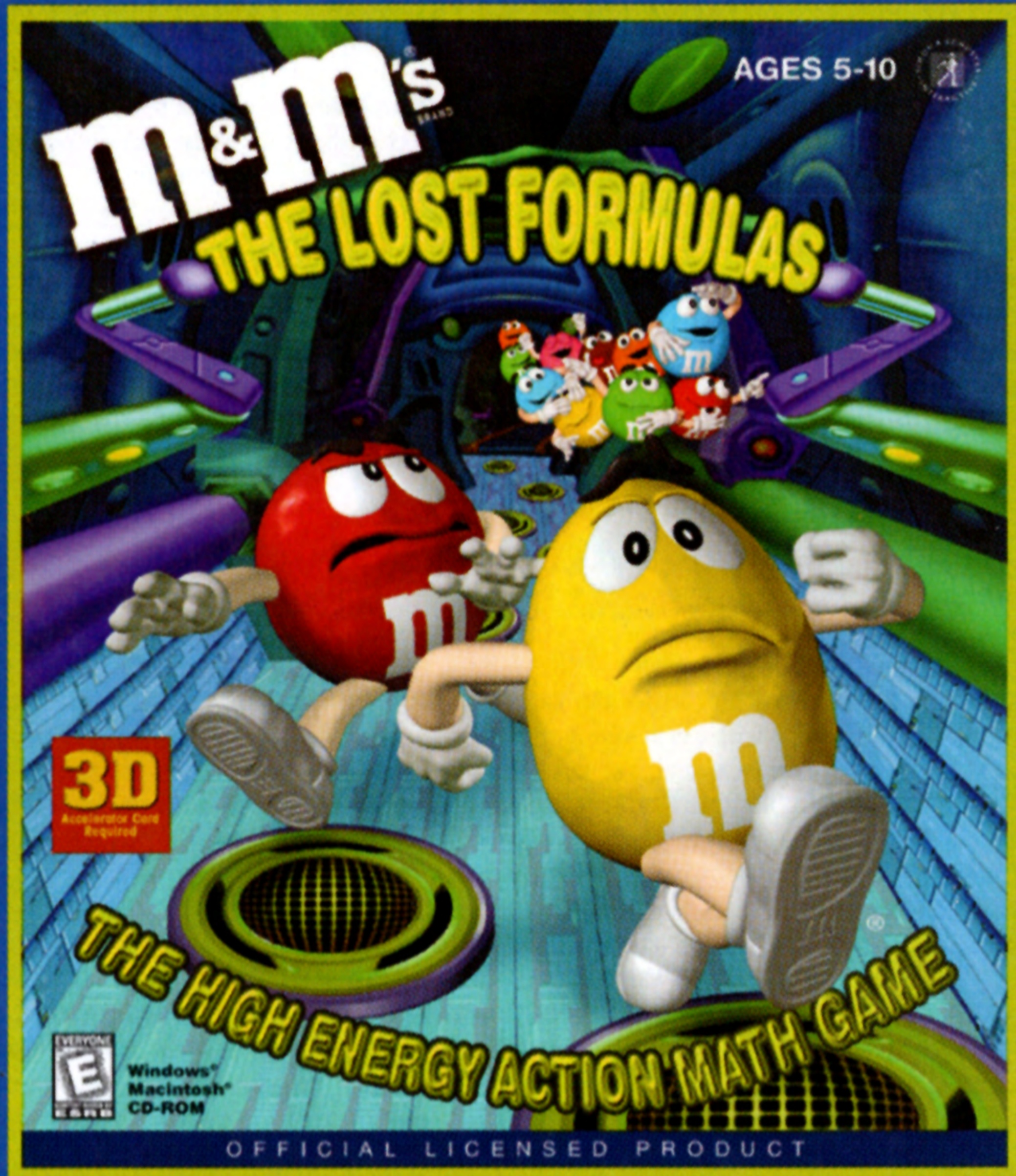
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