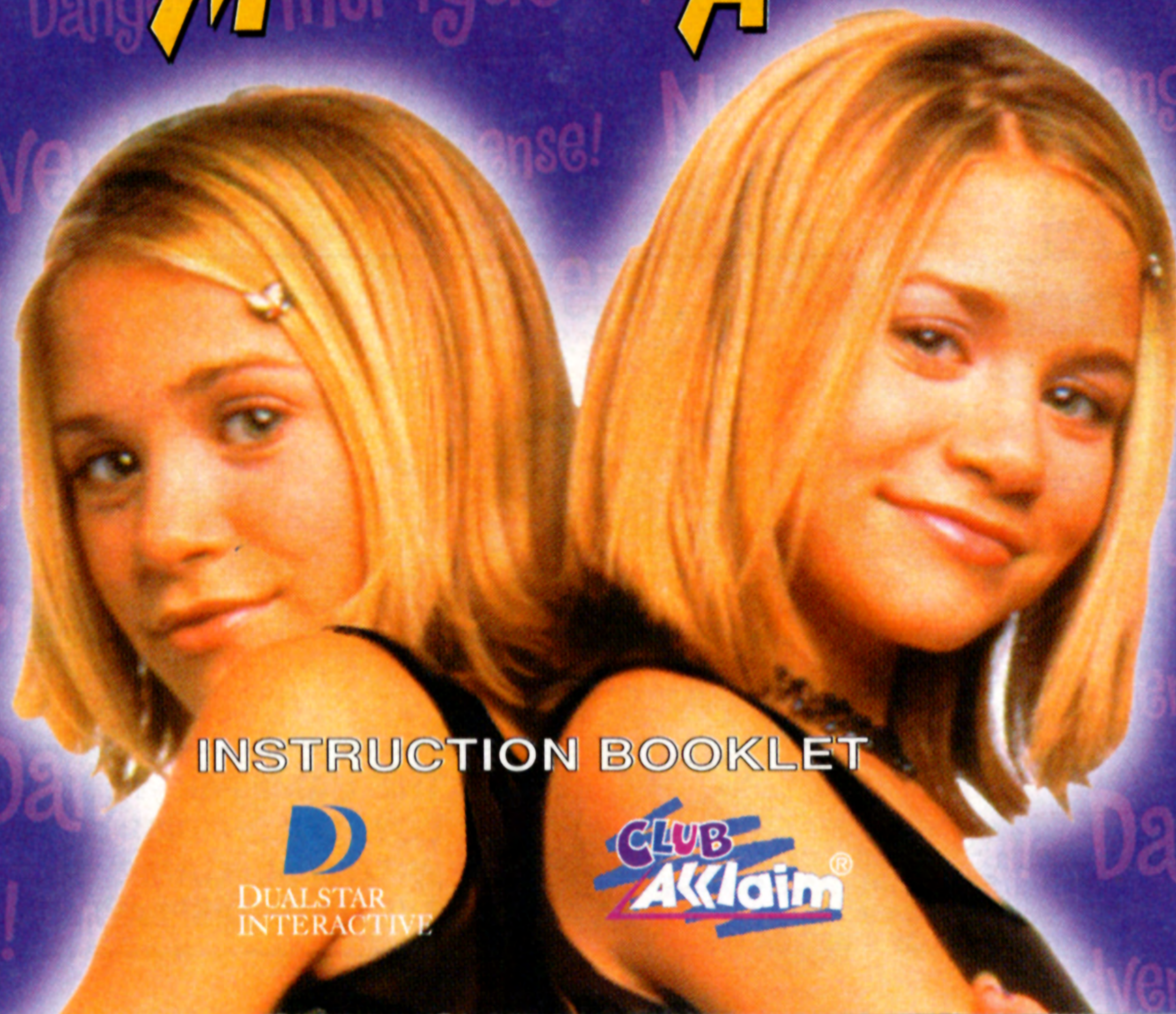


Nintendo

GAME BOY[®] color

DMG-AXFE-USA

The New Adventures of **MARY-KATE & ASHLEY**TM



INSTRUCTION BOOKLET


DUALSTAR
INTERACTIVE


CLUB
AKKaim[®]

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.



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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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LOADING

1. Make sure the power switch is OFF.
2. Insert the **The New Adventures of Mary-Kate and Ashley™** Game Pak as described in your NINTENDO GAME BOY® instruction manual.
3. Turn the power switch ON.

When the **The New Adventures of Mary-Kate and Ashley™** title screen appears, press START.



Introduction

"Olsen & Olsen Mystery Agency, will solve any crime by dinner time™!" This time Mary-Kate and Ashley have five big mysteries to solve, and dinner time isn't that far away! From a missing bracelet to a mysterious mansion, the twins have plenty of curious cases to handle. As they search for the clues that will unlock the many mysteries, the intrepid twins must dodge the various enemies and obstacles that stand between them and the answers. Work smart! Use caution, courage and cunning and you just may be done in time for dessert!



MAIN MENU

At the title screen, press **START** to get to the Main Menu, featuring these choices:

START GAME Begin a new game from the beginning.

OPTIONS Set game options.

PASSWORD Input a password to resume a previous game.

OPTIONS

SFX Choose to play with Sound Effects ON or OFF.

MUSIC Choose to play with music ON or OFF.

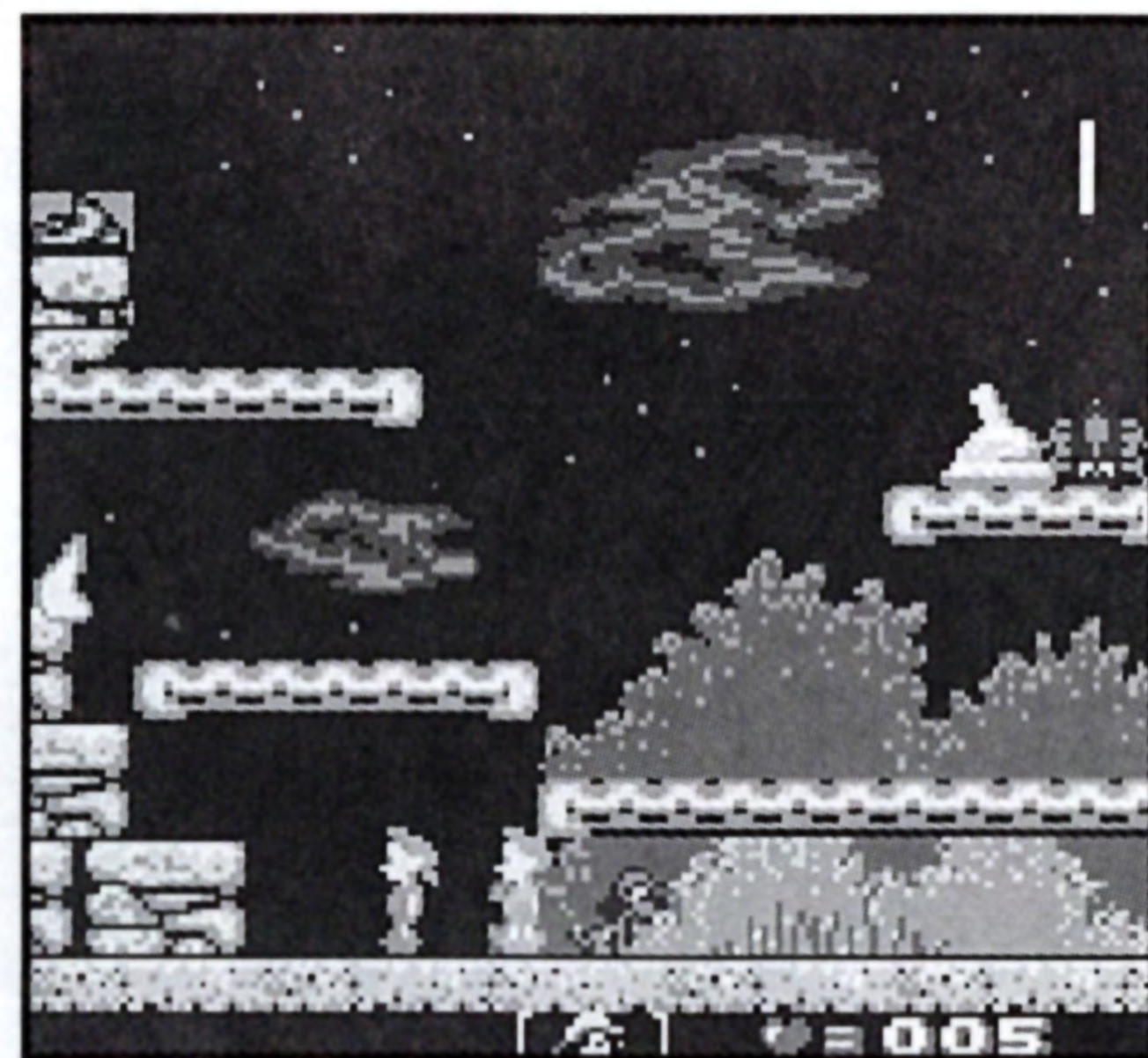
MAIN MENU Return to the main menu to jump into play.



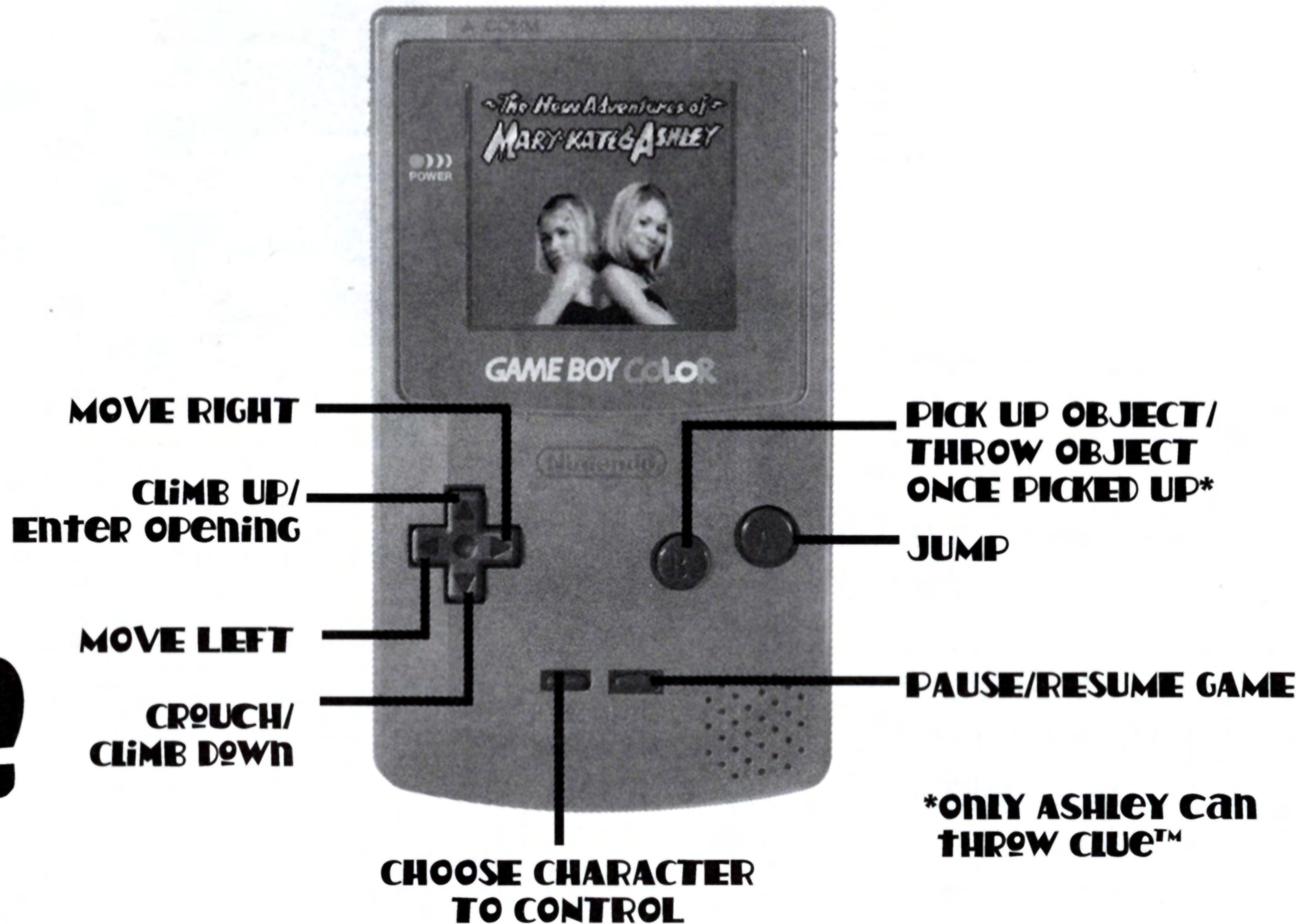
PASSWORDS

When you reach certain points in the game, you will be given a password, which lets you resume play at the area associated with the password. (You may wish to write down passwords in the NOTES section of this booklet.)

TO INPUT A PASSWORD Use the **CONTROL PAD** to highlight the desired character. Press the **A BUTTON** to confirm entry (press the **B BUTTON** to cancel). Highlight the **BACK ARROW** to go back over/delete a character. When your password is complete, press **START**. If you entered a correct password, you will begin play at the desired area.



CONTROLS



PLAYER ATTRIBUTES

Each character has unique abilities which come in handy at different times. Since you can change characters whenever you want to (by pressing **SELECT**), make sure your character choice fits the action.



MARY-KATE

- Can jump high
- Can be bounced on to boost others up to higher levels



ASHLEY

- Can throw Clue™
- Can flick switches

clue™



- Can swim
- Can be stood on to boost others up
- Can be ridden
- Can be thrown (by Ashley)

POWER-UPS, SWITCHES and CLUES

Collect power-ups to access certain areas, extend your game and earn bonus games.



EXTRA CREDITS You begin each game with 5 credits. Extend your game by collecting Extra Credits.



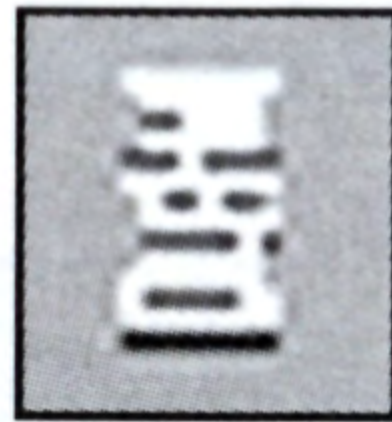
SWITCHES As you progress through the many mysteries, you will encounter various switches which will cause each character to do different things. Only Ashley can activate switches. You'll come across buttons which any character can activate.

CLUES

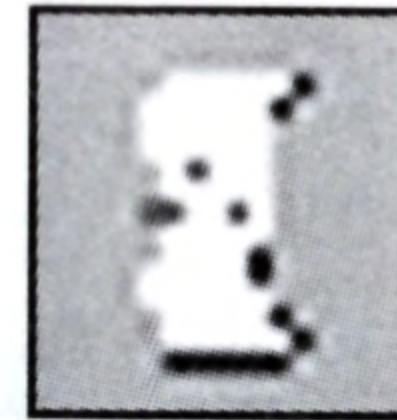
On each board (area), there are three pick ups: three parts to a clue. You must collect all three to get your on-screen hint, activate the switch and collect the puzzle piece to complete the level.



**CLUE PART
one**



**CLUE PART
two**

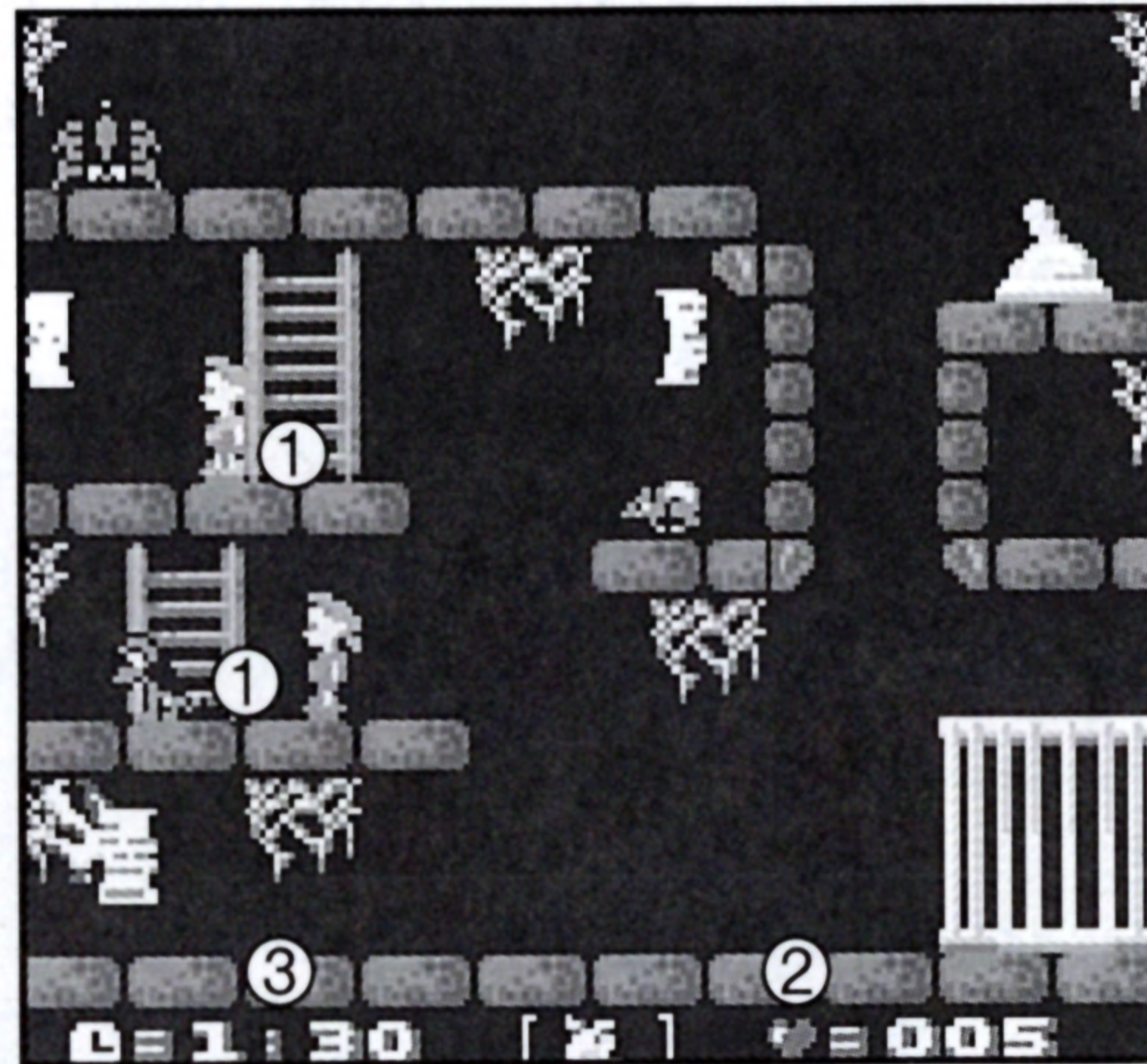


**CLUE PART
three**



PUZZLE PIECES Collect all 10 puzzle pieces to discover what you're searching for.

GAME SCREEN



- ① **CHARACTERS** The character you control is highlighted. Press the **SELECT BUTTON** to switch characters.
- ② **LIVES** The number of lives each character has appears next to his portrait icon. (Bottom right).
- ③ **TIME REMAINING** Can you solve the mystery before time runs out?



Pause Menu

You can pause the game at any time by pressing **START**. The Pause Menu is where you can view the special abilities of the character you are controlling.

The Pause Menu also offers these handy functions:

UNPAUSE Resume play where you paused the game. Oh, you guessed that?

RESTART Resume play at the beginning of the current level. **Note that you will use up a credit when you restart.**

RESET Quit and return to the title screen.

PLAYING THE GAME

On most levels the aim of the game is simply to trigger the switch that will unlock the clues you need to solve the mystery.



CREDITS

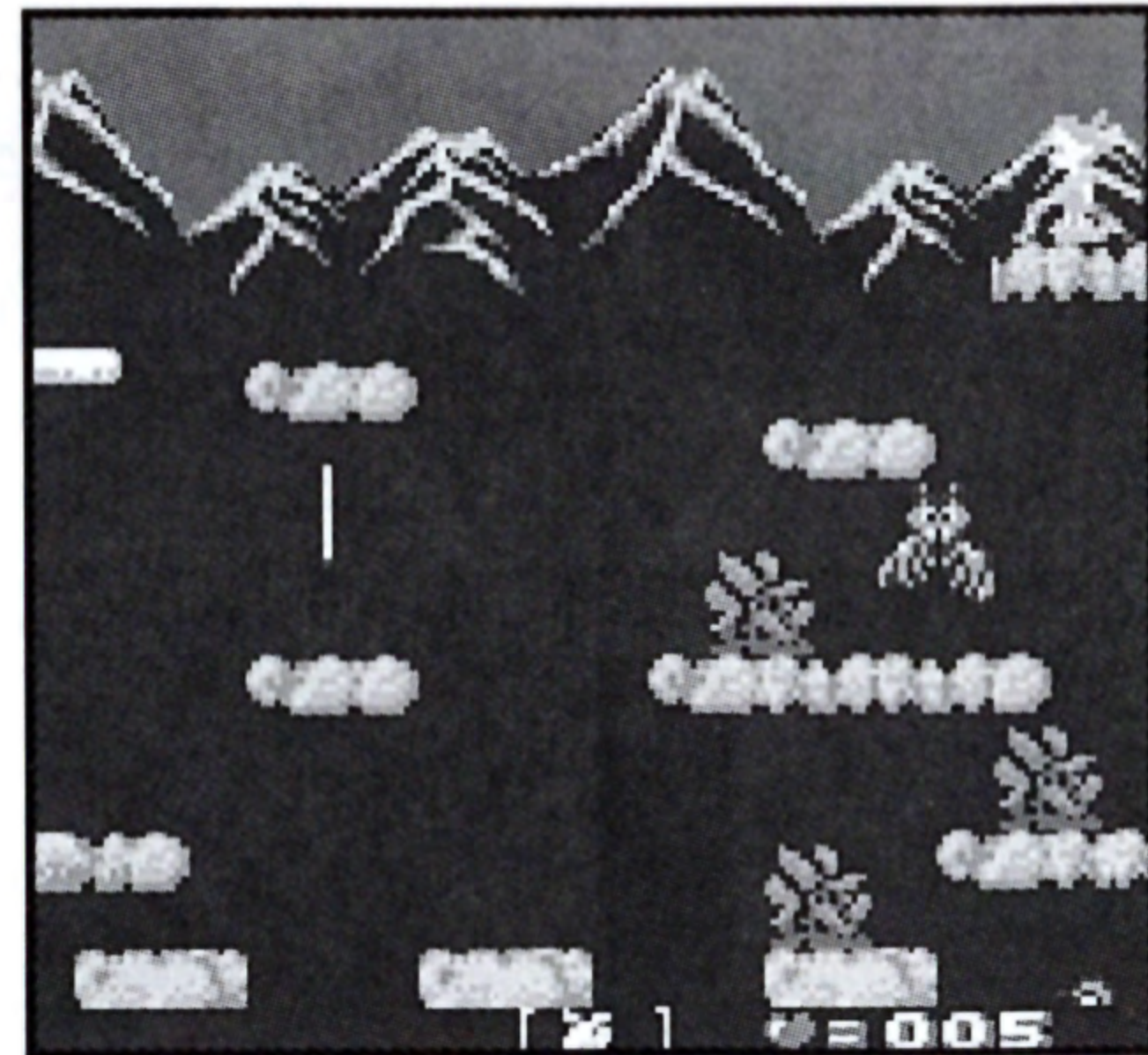
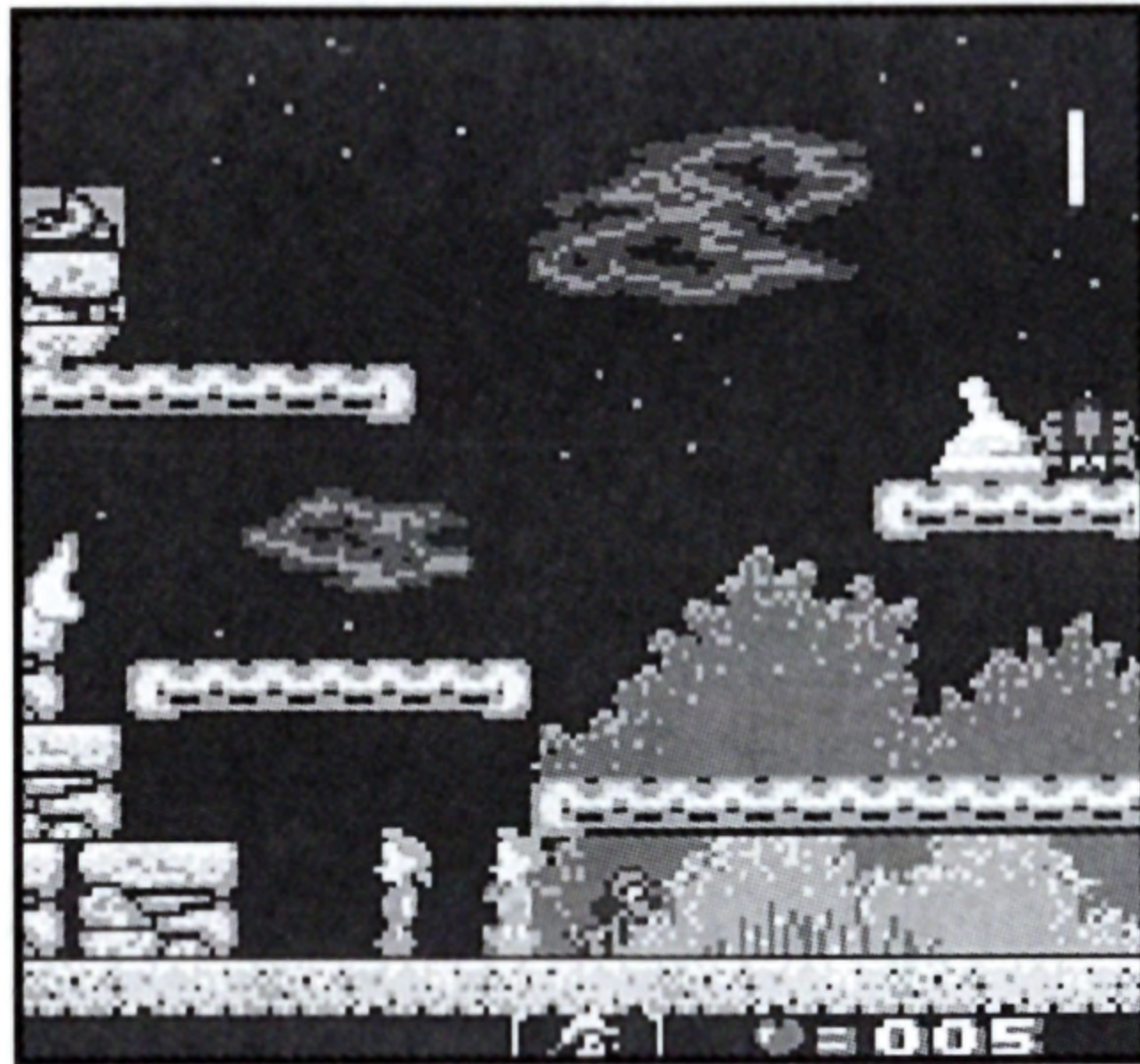
The game continues until you have no credits left. The levels are made up of relatively small areas that are filled with platforms, ropes, enemies and other obstacles, to both hamper and help you in your quest. Each level gets harder as you go on, introducing a variety of new dangers and features as you work your way toward your goal.

HUNTING FOR ITEMS

The twins will find 10 puzzle pieces that will make a picture and that will tell them what they have to find on the final level of the world.

After every 10 levels you reach the end of that world, and you will come across the object you need to hunt for. You must use a variety of tactics and some agile maneuvering to find it and solve the mystery.

SOLVE THESE MYSTERIES!



There are 5 cases to solve, each with 10 levels. In each, Mary-Kate, Ashley and Clue™ must collect clues to solve the mystery. You must complete areas and levels in order if you hope to win!

THE CASE OF THORN MANSION™

Something spooky's going on at the Thorn Mansion. You'll be busy as a bee collecting all ten pieces of the puzzle!

THE CASE OF THE VOLCANO MYSTERY™

The girls need to use all their skills to hunt down a rare specimen for Freddie Flora's plant farm.

THE CASE OF THE HAUNTED CAMP™

More strange goings on at Camp Big Bear and the twins are in the middle of it trying to solve the case.

THE CASE OF THE FUN HOUSE MYSTERY™

Olsen and Olsen Mystery agency on the case at the Tons of Fun Amusement Park, what's the strange monster in the fun house ?

THE CASE OF THE HOTEL WHO-DONE-IT™

The girls' mom has had some of her jewelry stolen and the mighty twosome are searching everywhere.

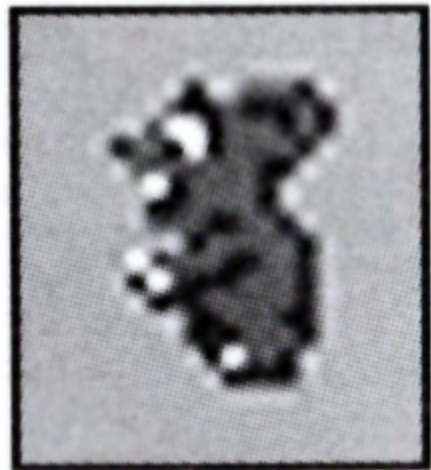
ENEMIES

Here are some of the foes you'll face! There are lots more, so mind how you go!



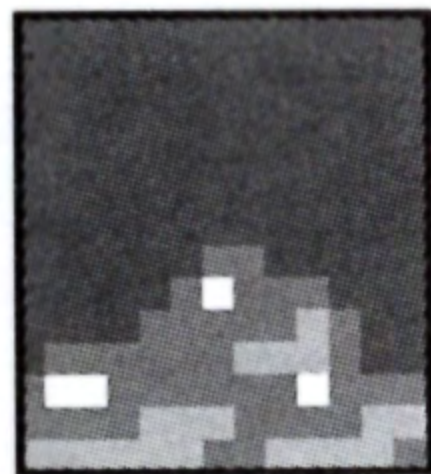
cats

You don't want to pet this pussy cat!



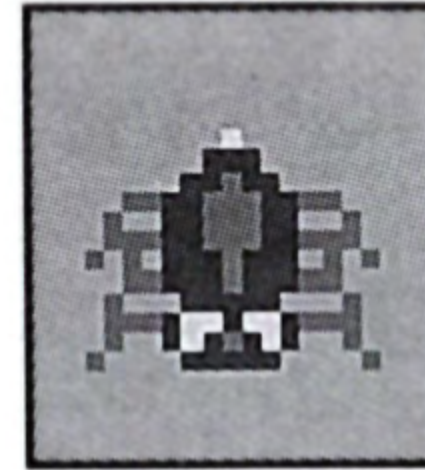
BEAR

A grumpy bear doesn't help the investigation!



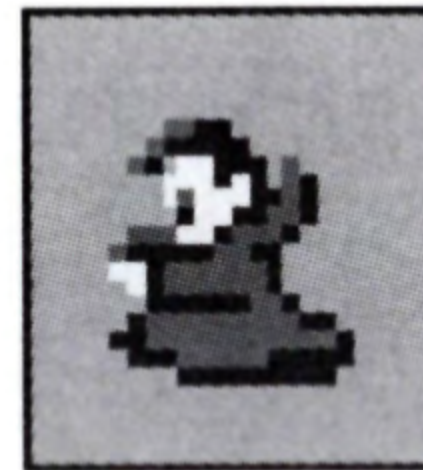
GHOST SLIME

The worst thing about ghosts is the darn slime! You try scrubbing it out, bleaching it out...



SPIDERS

Besides webs of intrigue, you better watch out for these creepy spiders.



VAMPIRE

Be careful, you don't want to run into this night creature!

HINTS & TIPS

- Switch to Mary-Kate when you need to make jumps. She jumps highest and farthest.
- You can bounce up to certain seemingly unreachable platforms. Use one character to jump on top of Mary-Kate, then switch control to Mary-Kate and make Mary-Kate jump, using her as a springboard!
- Ashley is the one to use when it's time to throw items.
- This game is about helping your friends. Help a friend today!!

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If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

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GAME GIRLS.

MARY-KATE & ASHLEY



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