

Nintendo

GAME BOY COLOR

Fisher-Price

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RESCUE
HEROES

FIRE FRENZY

INSTRUCTION BOOKLET

The Learning Company

ONLY FOR
GAME BOY
COLOR

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Introducing...the Rescue Heroes™ Team!

The Rescue Heroes squad is a team of international emergency response professionals who can be called to action in microseconds. No emergency is too big or too small for them to handle. They are equipped with all the latest knowledge, high-tech hardware, and cutting-edge technology to enable them to leap into action with maximum efficiency. When disaster strikes, the Rescue Heroes team is there to...SAVE THE DAY!!!

In Fire Frenzy™, a forest fire blazes in a national park and threatens a neighboring city and its residents. Each Rescue Heroes team member has a specific mission, and he or she will need your help to successfully complete the job. So get ready to help SAVE THE DAY!

Meet the Team

Billy Blazes™ leads the Rescue Heroes™ team. His steady nerves keep him icy cool even when dealing with flaming hot situations. He specializes in extinguishing fires, explosives, and anything else that burns.



In tight situations, Rip Rockefeller™ is there to clear the way. He uses his giant front-loader to move rubble and debris so that rescue teams can smoothly enter collapsed buildings, mine shafts, or other dangerous situations. He can also dig firebreaks to stop a blaze in its tracks!



Jake Justice™ is the Rescue Heroes™ team's informal teacher. A motorcycle officer, he loves to travel on his bike. Jake Justice was born to rescue and specializes in untangling traffic mishaps. He's equipped with a radar gun with a roadblock buster to swiftly unjam any sticky obstacles.



In his scuba gear, Gil Gripper™ smoothly operates every kind of water-related machinery. The Rescue Heroes team relies on his specific expertise to swiftly assess and act on any aquatic disaster.



Ariel Flyer™, ace pilot and animal expert for the Rescue Heroes team, soars to the aid of anyone in need. She always carries a stethoscope and oxygen mask for any needed medical treatment. Whenever a person needs immediate assistance, Ariel Flyer will fly to the rescue!



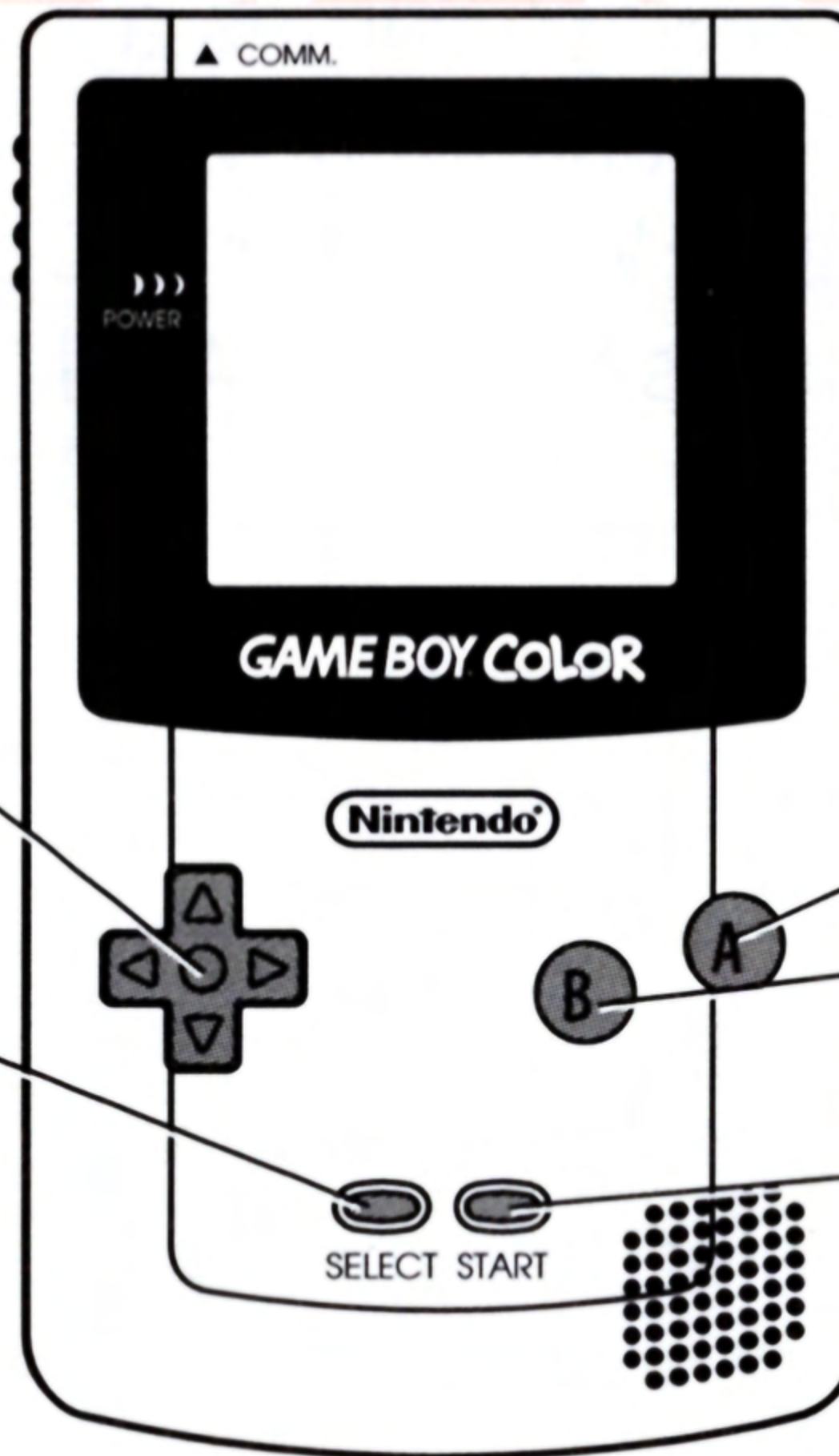
Roger Houston™, director of Space Operations, oversees the Earth-based action from space. Whether the situation calls for removing space junk, daring space-age rescues, or some atmospheric perspective, Roger Houston is expertly equipped and ready to go!



Game Controls

+ Control Pad

SELECT



A Button

B Button

START

Getting Started

1. Make sure that the power is OFF. Never insert the Game Pak when the power is ON.
2. Insert the Game Pak into the Game Boy® Color system.
3. Turn the power ON.
4. A brief opening sequence will run. When you arrive at the Rescue Heroes™ title screen, press **START**. Watch the rest of the story, or press any button to go to the sign-in screen.
5. At the sign-in screen, use the **+** **Control Pad** or **SELECT** to choose a difficulty level. Then press the **A Button**, **B Button**, or **START** to begin.
6. Once you've signed in by choosing a level, you will see the map screen. Here, use the **+** **Control Pad** or **SELECT** to choose a mission. Then press the **A Button** to play that activity. (Also see Using the Map.)

Using the Map

From the map screen you can choose a mission. Use the **+ Control Pad** or **SELECT** to pick a mission. If you have already completed that mission, your badge will appear in the lower right-hand corner of the screen. (You can repeat a mission as many times as you want, but you can earn only one badge per mission.)

You will return to the map screen any time you exit one of the game activities.



Ranking and Leveling

You will begin your career at Rookie rank and difficulty level unless you choose a different difficulty level at the sign-in screen. (Use the **+** **Control Pad** or **SELECT** to choose a level.) As you successfully complete all of the missions at a particular level, you will be promoted in both rank and difficulty level. You can also choose a different difficulty level at any time by returning to the sign-in screen.



Ranks and Levels:

Rookie	Easy	Captain	Hard
Officer	Medium	Specialist	Hardest

Menu and Activity Controls

MENU CONTROLS:

- + Control Pad** Move left, right, up, or down.
- A Button** Choose selected item.
- B Button** Go back to previous menu.
- START** Same as **A**.
- SELECT** Move to next option.

ACTIVITY CONTROLS:

- + Control Pad** Move left, right, up, or down.
- A Button** Perform action (e.g., spray water, dig a hole).
- B Button** Same as **A**.
- START** Go to the Exit menu.
- SELECT** Not used.

Gear Up!

After you've chosen a mission at the map screen, it's time to gear up! The Rescue Heroes™ team members need their special gear to battle the new emergency. Choose the item or items that the Rescue Heroes team member you are helping will need. If you choose incorrectly, just look over their equipment and pick again.



Difficulty Levels:

Levels 1-4

The number of items will increase and the hints will decrease as the difficulty level increases.

Animal Rescue!

In this concentration-style game, help Billy Blazes™ disperse the smoke on the bushes and reunite matched pairs of forest animals. Use the **+ Control Pad** to aim his water cannon at a smoking bush. Then, press the **A Button** to spray the smoke with water. An animal will appear. Spray a second cloud to see if the two animals belong together. Once you've found a pair, the animals will walk to safety. Keep matching animals until they have all been saved.



Difficulty Levels:

Levels 1-4

The number of pairs of animals and their similarity will increase as the difficulty level increases.

Firebreak!

The raging forest fire has trapped someone at the ranger lookout! Help Rip Rockefeller™ navigate through the rocks and boulders to establish a firebreak and save people from the approaching fire. Use the **+ Control Pad** to move his front-loader around the obstacles and dig a firebreak. To dig a hole, use the **A Button** or **B Button**. Rip Rockefeller has completed his mission when a complete firebreak has been created (from one end of the screen to the other).



Difficulty Levels:

Levels 1-4

The maze and obstacles become more complex as the difficulty level increases.

Evacuate!

Fires have stranded some rangers and other park visitors. Help Jake Justice™ rescue them using his emergency response motorcycle. Use the **+ Control Pad** to move his cycle to clear a path and pick up all the stranded people. Be sure to rescue everyone who is trapped!



Difficulty Levels:

Levels 1-4

The obstacles become more complex and the number of stranded people increases as the difficulty level increases. At higher levels, new people to rescue will appear during the activity.

Bridge Out!

The only bridge across the river has washed out, and Gil Gripper™ needs to transport the stranded people across using his wave rescue craft. Use the **+ Control Pad** to move his craft up or down along the left side to pick up a person. Then move across the screen to drop the rescued one off safely. Gil Gripper has completed his mission when everyone is safely across the river!



Difficulty Levels:

Levels 1-4

The obstacles become more complex and the number of stranded people increases as the difficulty level increases. At higher levels, new people to rescue will appear during the activity.

Fire-copter!

The flames are rising in the forest, the cabins, and the city. Ariel Flyer™ needs to douse the fires to help save the town and its residents. Help her put out the fires by pressing the **A Button** or the **B Button** to drop water on them as she flies overhead. If flames relight, just put them out again. When the fire is completely extinguished, Ariel Flyer can safely pick up any stranded residents.



Difficulty Levels:

Levels 1-4	Fires become more difficult to extinguish and may relight as the difficulty level increases.
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Reaching the Bonus Activity

At each difficulty level, once you have successfully completed the five other Rescue Heroes™ missions, you can play the bonus activity—Get Out the Alarm!—for that level. Once you have been promoted, you will need to complete the five other missions at that new rank and difficulty level before you can play the bonus activity. (You can replay the bonus activity for a level you have already completed by choosing that level at the sign-in screen.)

Get Out the Alarm! (Bonus Activity)

Oh no! Another fire has broken out in the park, and only Roger Houston™—watching from space—has the bird's-eye view it takes to sound the alarm. Help him repeat the special sequence of lights and sounds by pressing the corresponding buttons on your Game Boy to alert park visitors to the danger and summon the Rescue Heroes™ team to the correct location.



Difficulty Levels:

Levels 1–4

The sequences become longer, faster, and more complex as the difficulty level increases.

Scoring, Earning, and Printing Badges

You will be awarded a badge for each level of each Rescue Heroes mission you complete. (You can play the missions as many times as you want, but you will only earn one badge at each level.) You can view your badges at the map screen and in each activity. You can also print them out to color in yourself! (Choose the print activity from the map; a Game Boy® Printer is required.) When you have successfully completed all of the Rescue Heroes missions at a particular level, you will be promoted to the next rank and difficulty level. (See Ranking and Leveling.)



Controls:

- | | |
|----------------------|----------------------------------|
| + Control Pad | Select left, right, up, or down. |
| A or B Button | Choose that badge. |
| START | Print the chosen badge. |

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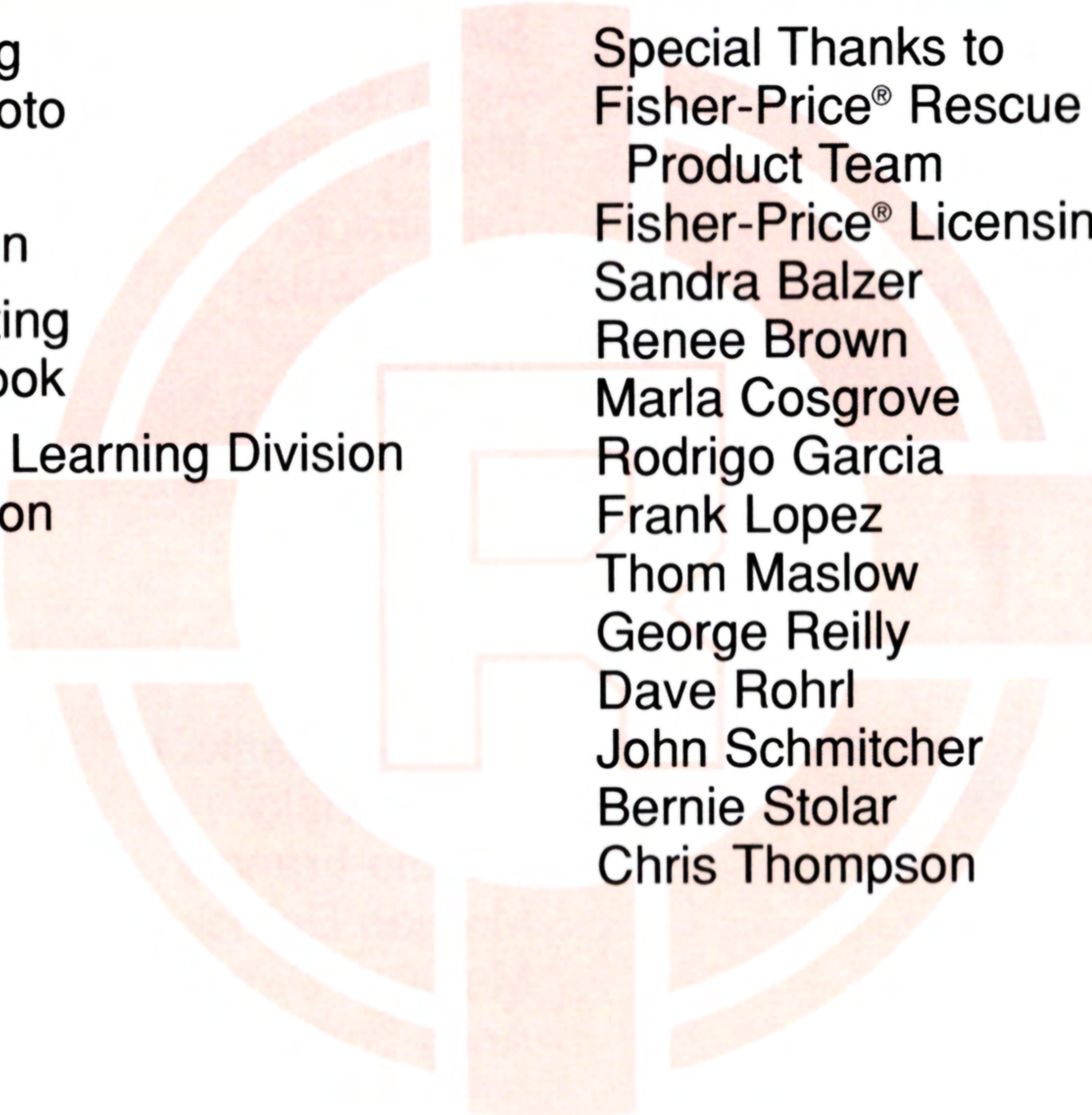
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