

Nintendo

GAME BOY[®]

DMG-RX-USA

The
Ren & Stimpy
ShowTM

SPACE CADET ADVENTURES



T•HQ SOFTWARE
A DIVISION OF T•HQ, INC.

INSTRUCTION BOOKLET

INTRODUCTION



Thank you for purchasing **The Ren & Stimpy Show™ – Space Cadet Adventures** for the Game Boy hand held system. We hope you enjoy many hours of playing this “*out of this world*” adventure.

A courageous spacewalk by Commander Hoek is cut short by a control room accident, leaving him lost in space. In this single player, four-stage adventure, the goal is to reunite him with his faithful companion Cadet Stimpy. Guide Commander Hoek as he searches for his counterpart on the alien worlds and help Cadet Stimpy reach his friend while bounding through a spaceship gone mad. Who can say where their final destination is...?



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SAFETY PRECAUTIONS

Follow the suggestions below to keep your Game Boy and Game Pak in top operating condition:

1. Always make sure the Game Boy's power is off before inserting or removing the Game Pak.
2. Don't try to take your Game Pak apart.
3. Keep your Game Pak safe from direct sunlight, high heat, and extreme cold. Don't bend it, crush it, or let it get wet. Store it in its protective package at room temperature when you are not using it.
4. If your Game Pak gets dusty, clean it with a soft, dry cloth. Never use thinners, solvents, benzene, alcohol, or other strong cleaning agents which can damage the Game Pak.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and / or convulsions.

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CAPTAIN'S LOG - THE YEAR 400 BILLION

As Commander Hoek and Cadet Stimpy race through the galaxy at speeds so fantastic they throttle the imagination, a simple mishap blossoms into a fateful and tragic mistake.

Commander Hoek is inadvertently set adrift in space by his less than efficient faithful companion. Now the race is on for Cadet Stimpy to get through a well-armed (and none too friendly) spaceship in order to reunite with the lost Commander Hoek.

GAME SET-UP



Place the Game Pak in the Game Boy and turn the machine on. This brings up the title screen and the details of the outer space adventure. Skip to the action at any time by pressing the **Start** button, but please watch this opening sequence at least once to get an idea of the action.





CONTROLLING THE DYNAMIC DUO

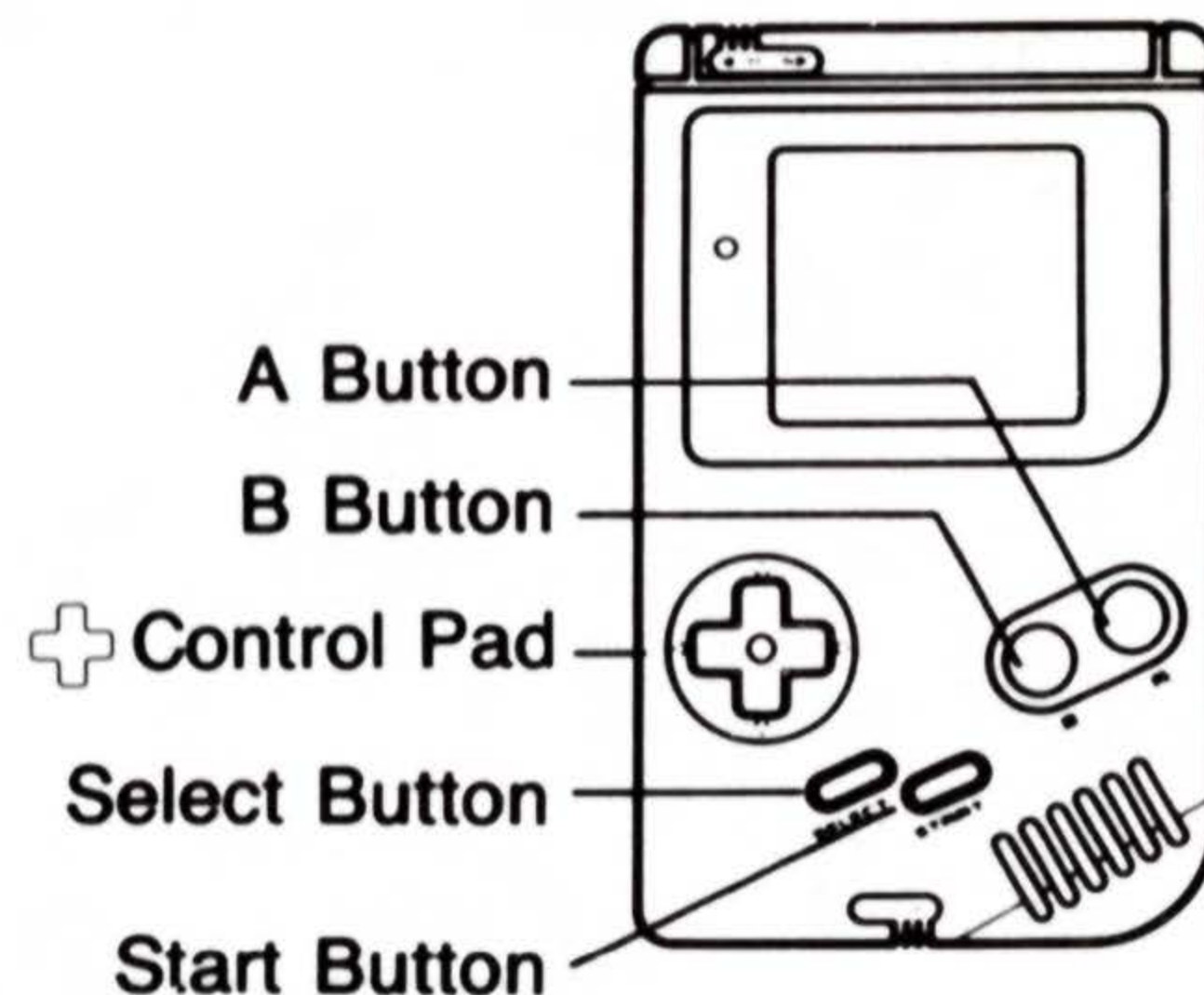
Here's a list of the controls for the game:

Start Button Pauses action, bypasses story sequences and exits the Muddy Mudskipper Mini-Game.

Select Button Advances story sequences.

A Button Makes characters jump, selects "Heads" in the Muddy Mudskipper Mini-Game and advances text.

B Button Makes Commander Hoek strike his enemies and Stimpy cough up hairballs. Selects "Tails" in the Muddy Mudskipper Mini-Game.



CONTROLLING THE DYNAMIC DUO



Control Pad Left and Right

Moves Commander Hoek and Cadet Stimpy to the left and right.

Control Pad Up

Moves Commander Hoek up the alien creature's spine; allows each character to step into a TV set to play the Muddy Mudskipper Mini-Game, once at least three cans of powdered toast have been collected.

Control Pad Down

Moves Commander Hoek down the alien creature's spine.



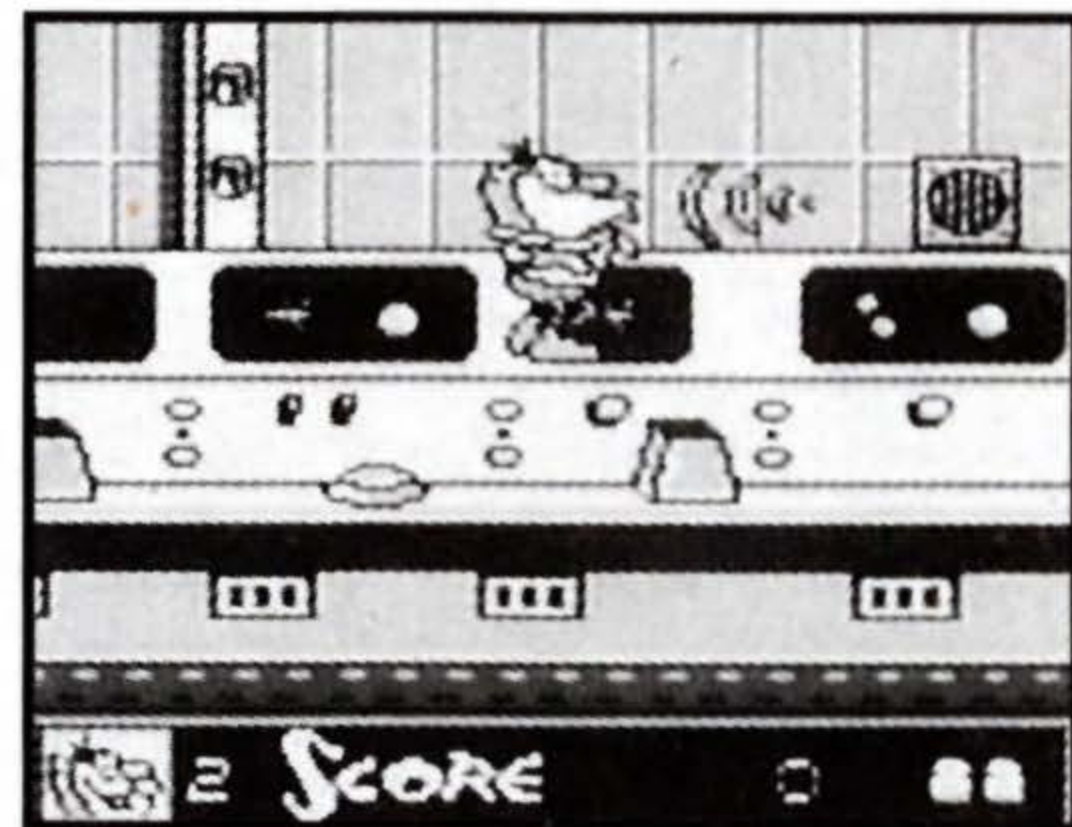
HELPFUL ITEMS

Slice of Toast - Grab a slice of toast to restore one unit of energy to the meter at the bottom of the screen. A life is lost if the meter runs empty.

Can of Powdered Toast - Collect three cans to qualify for the Muddy Mudskipper Mini-Game!

Commander Hoek's Head - Gives Cadet Stimpy an extra life.

Cadet Stimpy's Head - Gives Commander Hoek an extra life.



THE MUDDY MUDSKIPPER MINI-GAME



Win this game of chance and the character will be invincible for a short period of time! Predict two out of three coin tosses correctly to win.

First, collect at least three cans of powdered toast. Now enter the Muddy Mudskipper Mini-Game by pressing up on the Control Pad while the character is positioned in front of a TV set. Beat the odds and guess the outcome of the coin tosses and either Commander Hoek or Cadet Stimpy will be able to race through enemy-packed areas without losing energy. Three correct guesses awards a longer period of invincibility than two correct guesses.





THE ADVENTURE BEGINS

Stage One - *Spaceship*

Cadet Stimpby must make his way through the laser-armed, gizmo-loaded spaceship and climb up the hatch in order to reunite with Commander Hoek.



Stage Two - *Alien World*

After a failed rescue attempt, Commander Hoek has landed on a strange alien world. By exploring craters and crawling through the inside of a giant alien creature, he can make his way to safety.

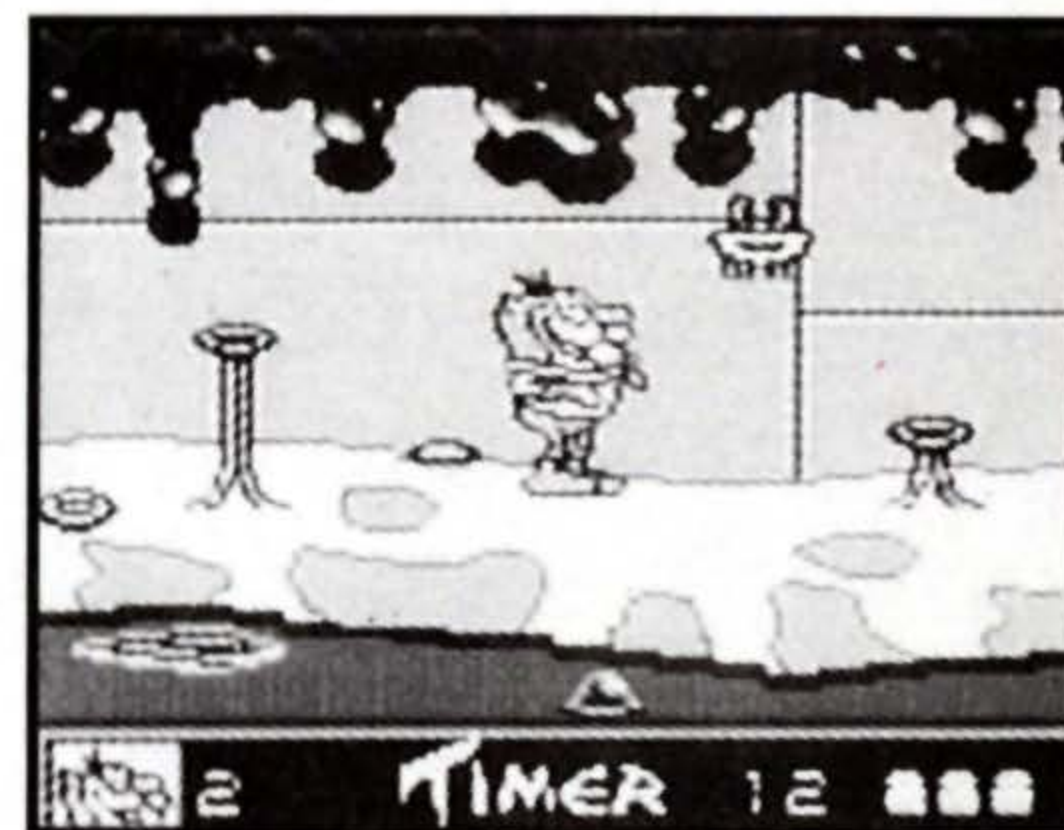


THE ADVENTURE BEGINS



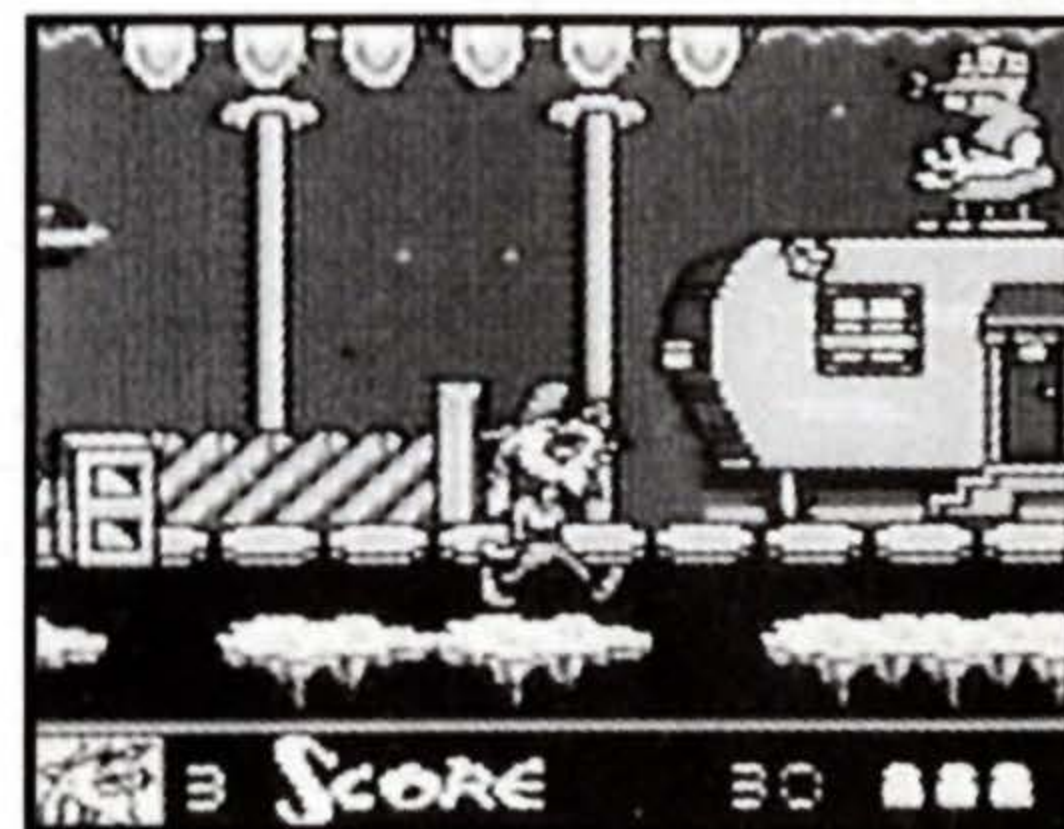
Stage Three - *S.S. Flush*

Our heroes have been sucked into the incredible "Flusher of Worlds." Cadet Stimpy scans the bizarre planet to locate his missing commander.



Stage Four - *Asteroid City Trailer Park*

Safe from interplanetary sewage, Commander Hoek and Cadet Stimpy head for the Asteroid City Trailer Park. On their descent, however, they drift apart. Commander Hoek must now make his way through the alien urban sprawl and find his lost companion.





WARRANTY

90 DAY LIMITED WARRANTY:

T•HQ Software, Inc. warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, T•HQ Software, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the T•HQ Software, Inc. Consumer Service Department of the problem requiring warranty service by calling (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday thru Friday.
3. If the T•HQ Software, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

T•HQ, Inc.
Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
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(818) 591-1310

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90 day warranty period, you may contact the T•HQ Software, Inc. Consumer Service Department at the phone number noted. If the T•HQ Software, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to T•HQ Software, Inc. enclosing a check or money order for \$10.00 payable to T•HQ Software, Inc. T•HQ Software, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refundable.

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CREDITS



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NOTES

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



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