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INSTRUCTION BOOKLET



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READ BEFORE USING YOUR NES, SUPER NES, OR GAME BOY SYSTEM

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SPOT: The Cool Adventure
(Game Boy version)
INSTRUCTION MANUAL

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● **STORY**

The ever-curious SPOT has gotten himself into his coolest adventure yet! After venturing off his can, SPOT found a Nintendo Game Boy® on the table that grabbed his attention. Turning it on, he jumped on top of the screen to peer down at the game inside. Suddenly, light poured into the room as the door opened. SPOT had to move fast if he was going to avoid being seen. With nowhere else to turn, he leaped inside the Game Boy itself and found himself in a game so exciting and so cool that SPOT doesn't want to come out until he's completed it all!

GETTING STARTED

Insert the **SPOT: THE COOL ADVENTURE** Game Pak and turn on your Nintendo Game Boy. Press the start button to get past the title screen. On the Level Selection Screen, you can choose easy or hard mode by using the control pad to move SPOT in the direction of either marker.

On easy mode, you will start with more hearts for your first SPOT character. In hard mode, you have four minutes to complete each level. If you do not finish the level before the time runs out, your SPOT character will be lost.



Level Selection Screen

OBJECTIVES

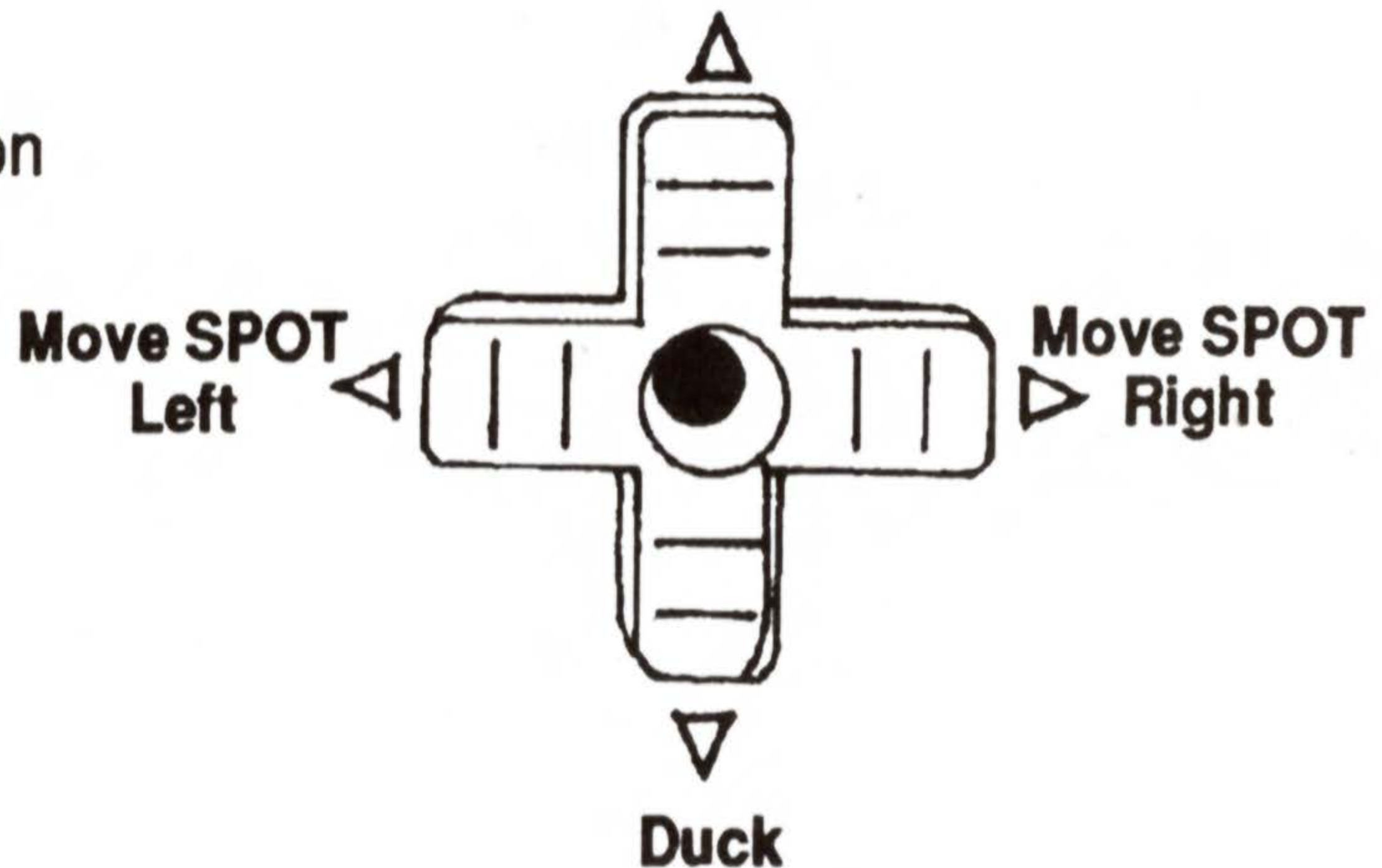
To get through each of the different areas of **SPOT: THE COOL ADVENTURE**, you must successfully solve all the levels. As you complete the levels, make sure you get as many Cool Points (spinning circles that look a lot like SPOT)!, extra hearts and 1UPs that you can for bonuses!

CONTROLS

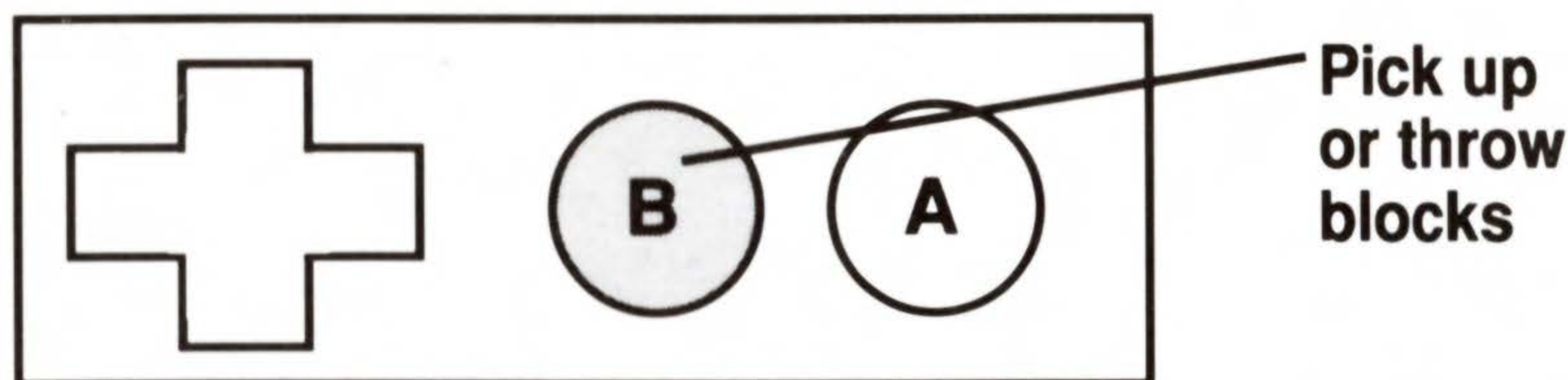
The controls for **SPOT: THE COOL ADVENTURE** are quite simple to learn, but will take you time to master. To increase your skills, remember to keep practicing!

Pushing right and left on the control pad will move SPOT right and left. You can even move SPOT right or left when he is jumping or falling. Pushing down on the control pad will cause SPOT to duck.

Press the A button to jump in the direction SPOT is facing. To jump higher, duck before you jump.



Press the B button to pick up blocks and press B again to throw a block that SPOT is holding. The block will be thrown in the same direction that SPOT is facing. To throw blocks up, press B and up on the control pad at the same time. To throw down, press B and down on the control pad at the same time.

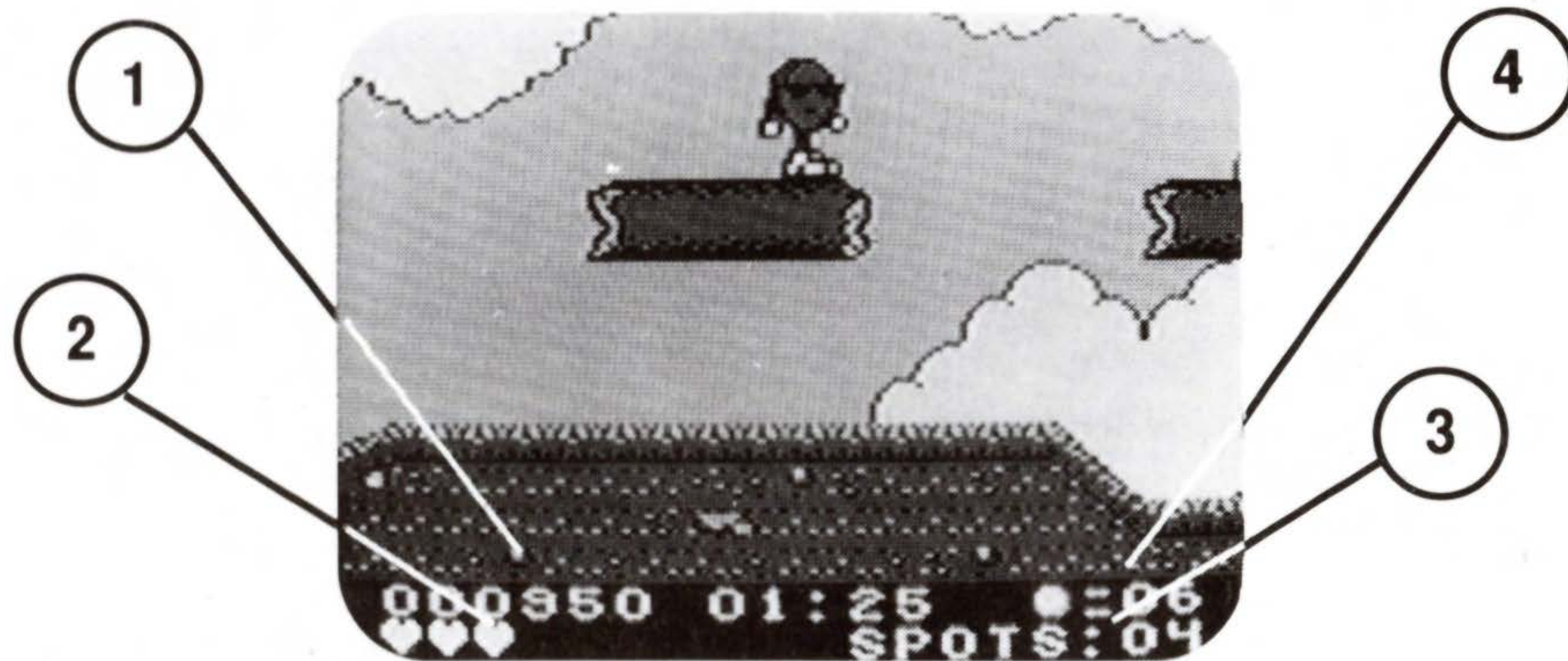


When **SPOT: THE COOL ADVENTURE** begins, you start with four SPOTS to lead through the completion of the game. Each SPOT starts with three hearts or five hearts, depending on whether you are playing in the easy or hard mode. When SPOT is touched by a creature, he loses one of his hearts.

When all the hearts have been lost, you must start over with another SPOT. Each time SPOT loses a heart, he will flash for a few moments — use this time wisely to get past the tricky spots. You can earn more hearts for SPOT by finding them throughout his adventure. If you find extra hearts, they will be added to his current supply. If you lose all of the hearts and must start over with another SPOT, the new SPOT will have three hearts. Each SPOT can earn up to nine hearts at a time. If you are lucky and get more than nine hearts, you will earn a free SPOT!

Note: When another SPOT is added, the current SPOT in play will go down to six hearts.

PLAYER INFORMATION



1. Your present score.
2. Your health meter of hearts.
3. The number of SPOT characters you have left, not including the SPOT in play.
4. The number of Cool Points you have collected.

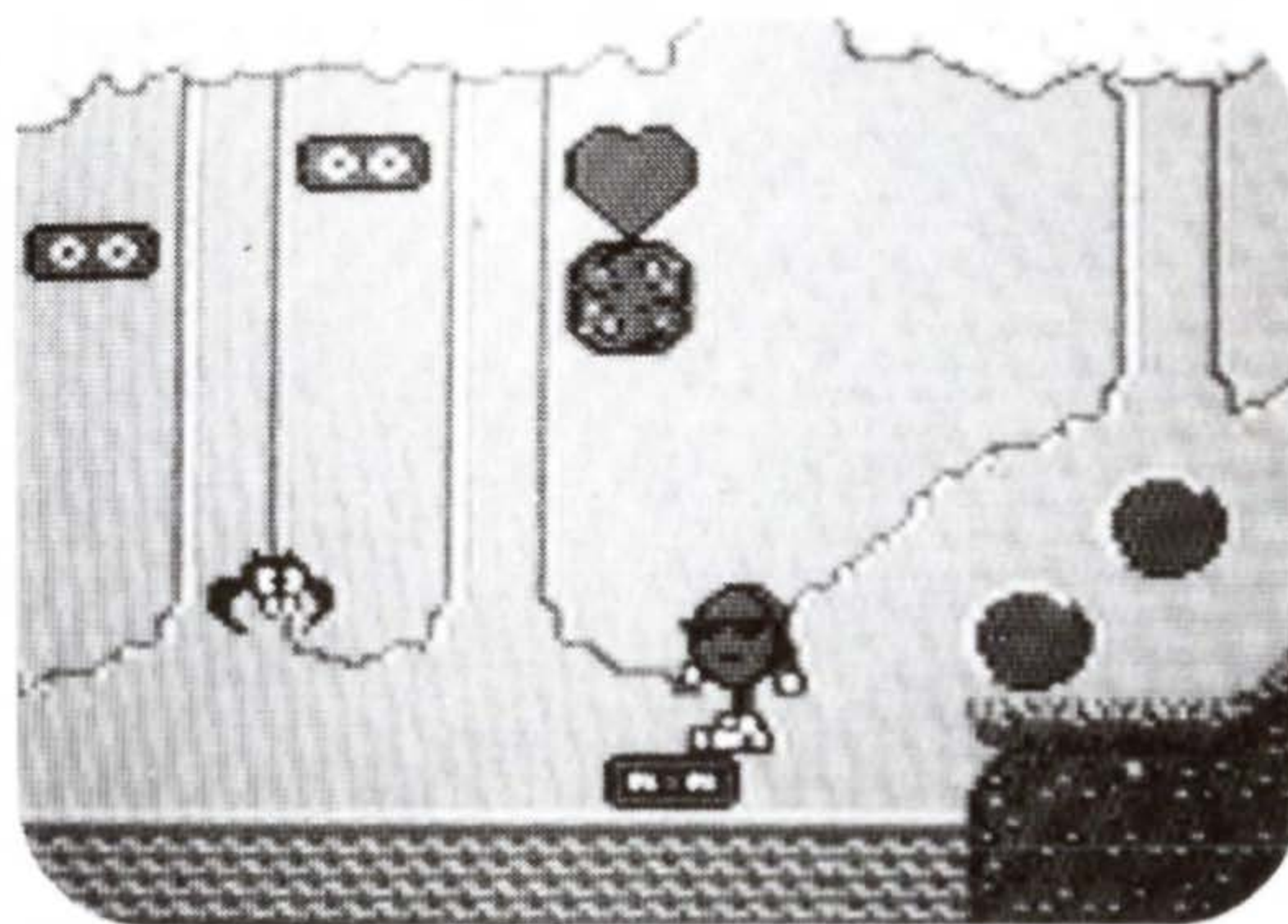
SPECIAL ITEMS

Boat

To use a boat, SPOT just jumps inside! You will then control both SPOT and the boat at the same time. To get out of the boat, simply jump out. Make sure you have solid ground to land on when you jump — SPOT can't swim, and there are creatures in the water that are not altogether friendly.

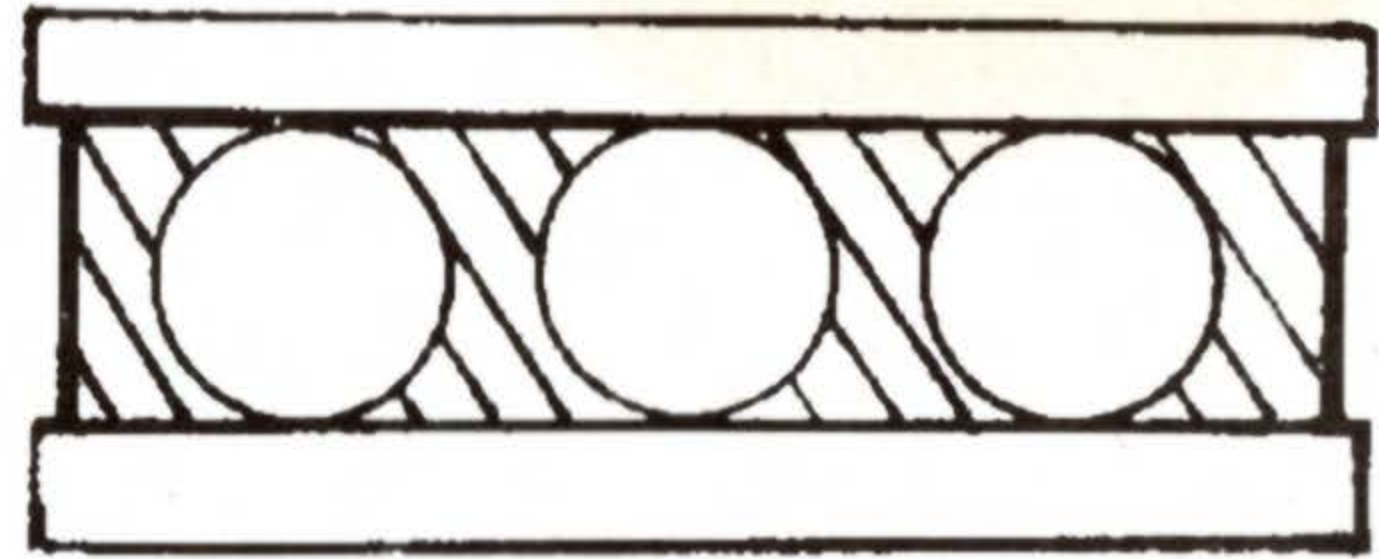
Icy Platforms

Just like regular platforms, except you are going to move twice as fast to make sure SPOT doesn't slide right off!



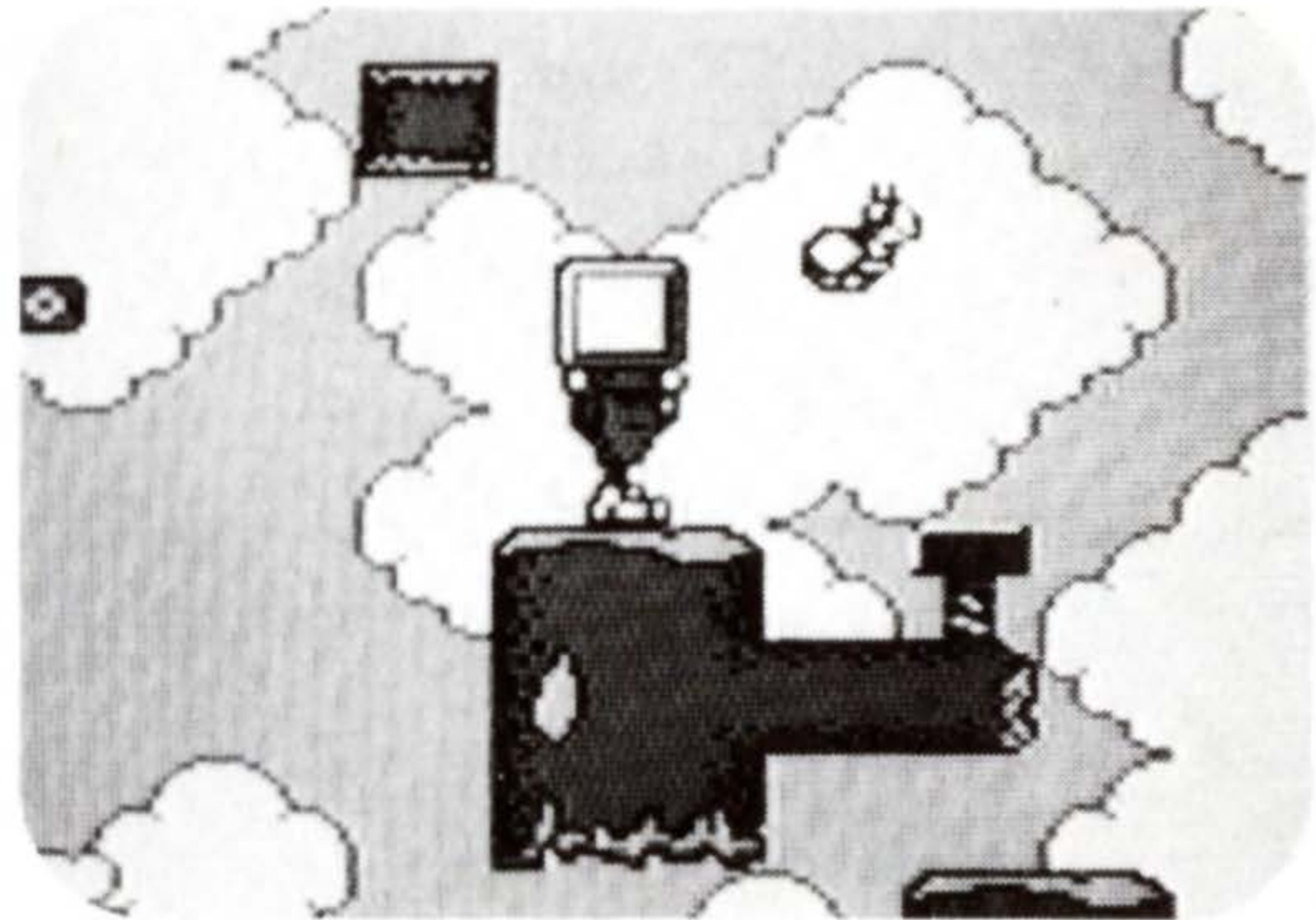
Lifts

The lifts are moving platforms that SPOT will need to jump on. Most of them follow a set pattern and just need good timing to master.



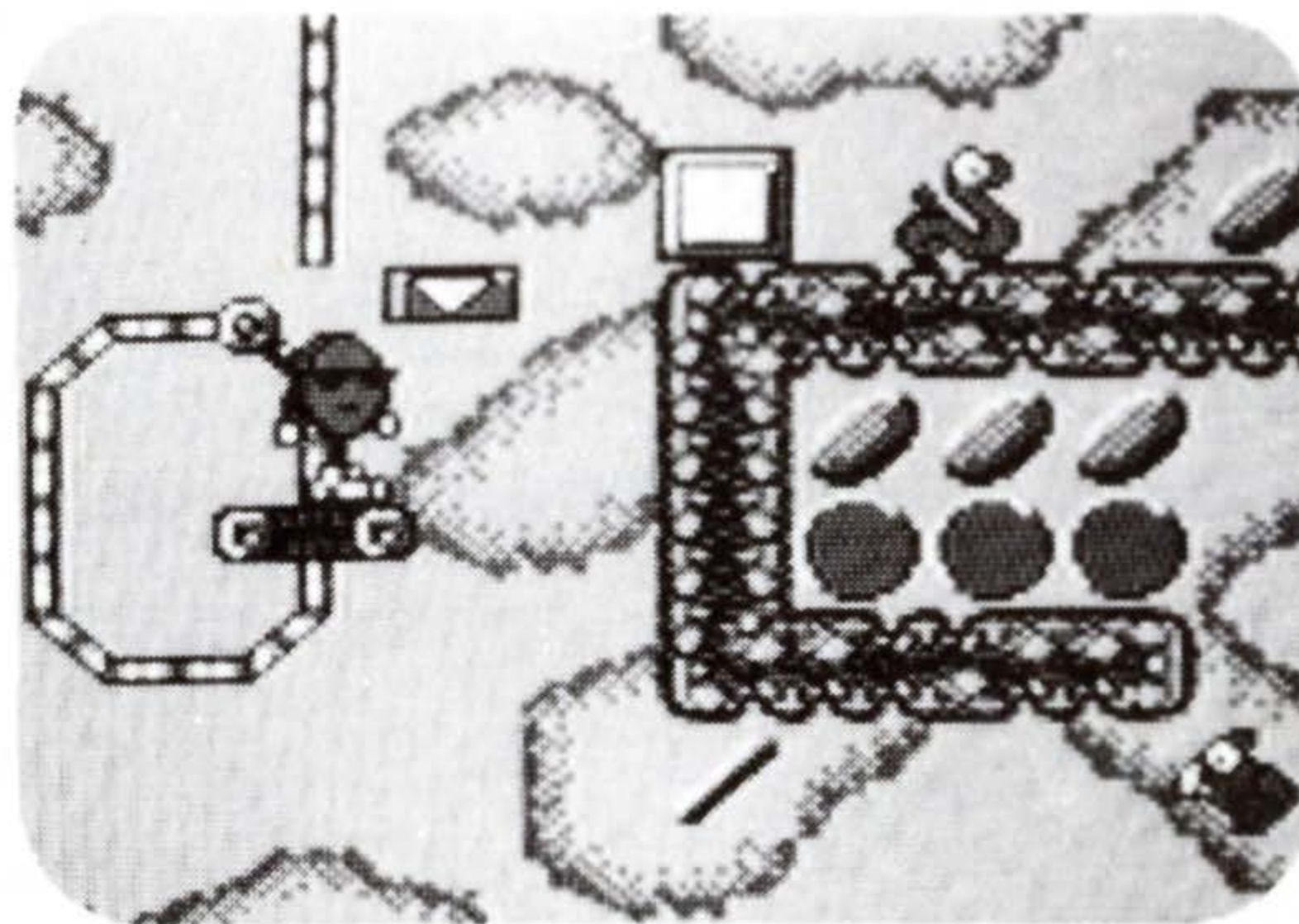
Clouds

Working like solid platforms, SPOT can jump on a cloud and use it as a stepping stone to another platform. Some clouds move on their own, so you will want to watch!



Cool Points

Spinning circles that SPOT can collect, these can be the key to finishing the game! Collect them to earn extra lives.



Leaves

Much like a set of stairs, leaves are usually in sets. The only trouble is that they can only be jumped on one time before they fall. You will need to jump on these and quickly jump again!

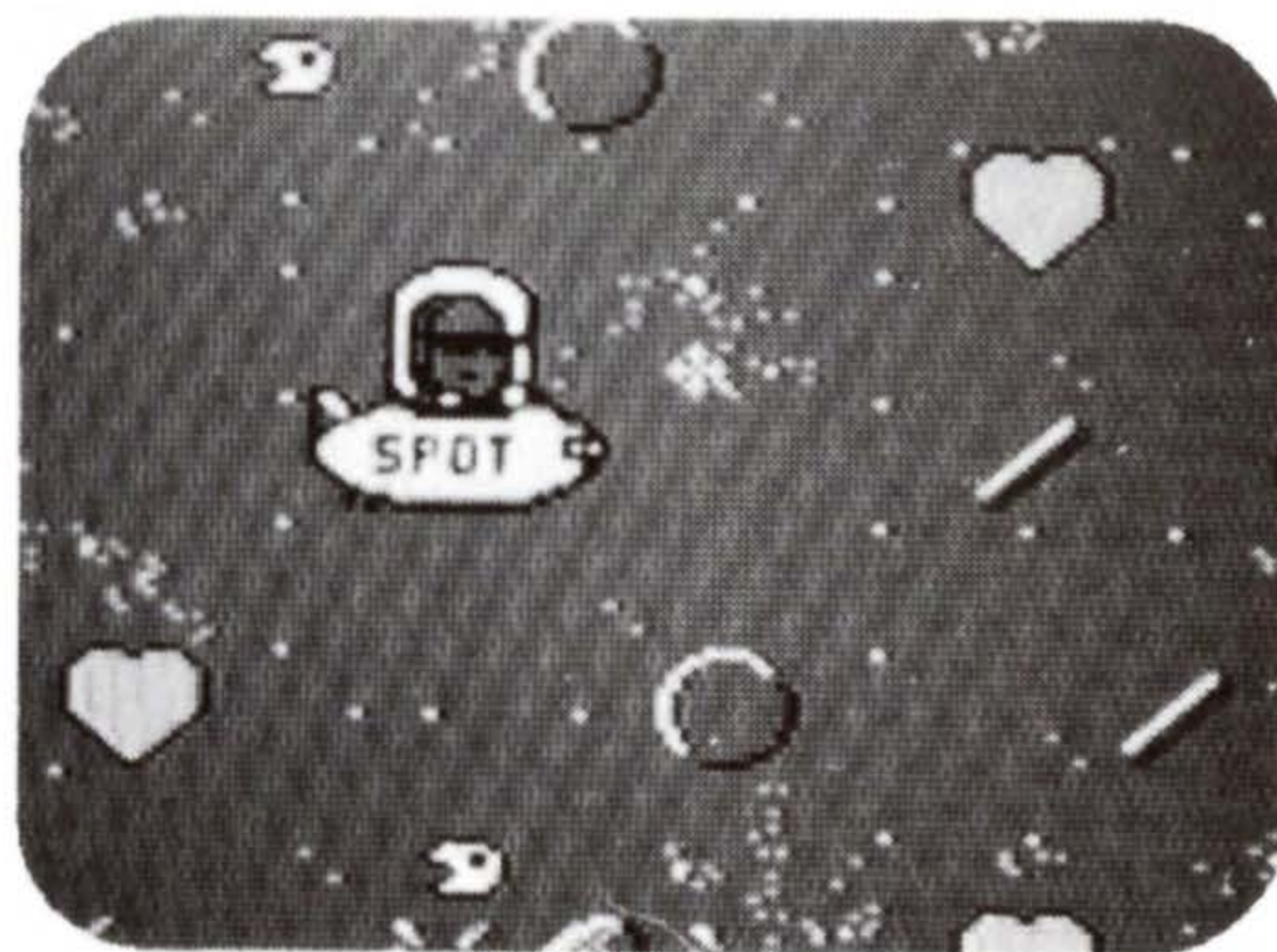
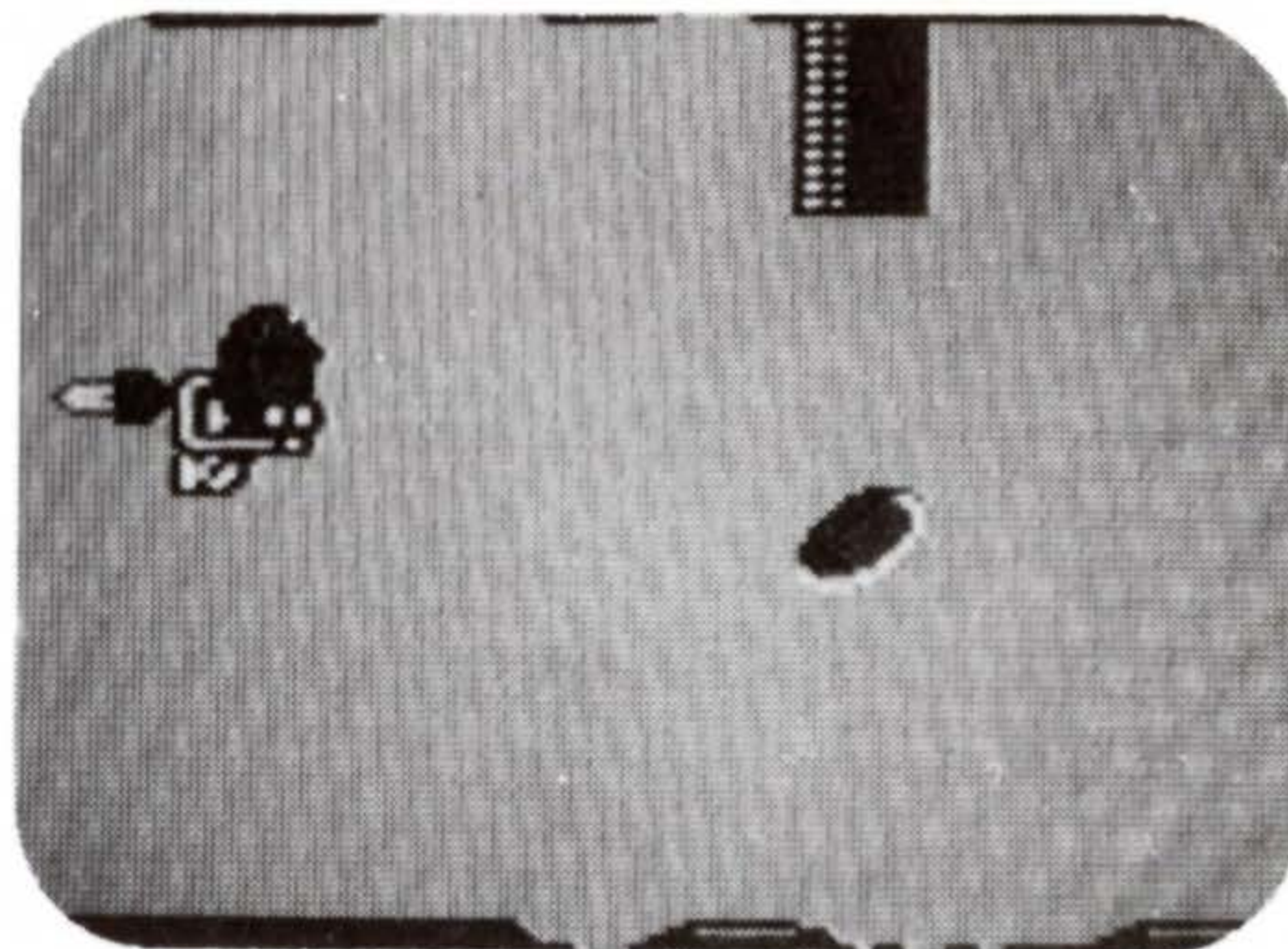


Jet Pack

When SPOT is flying with his jet pack, use the control pad to move SPOT up or down. SPOT cannot throw or duck while using his jet pack.

Spaceship

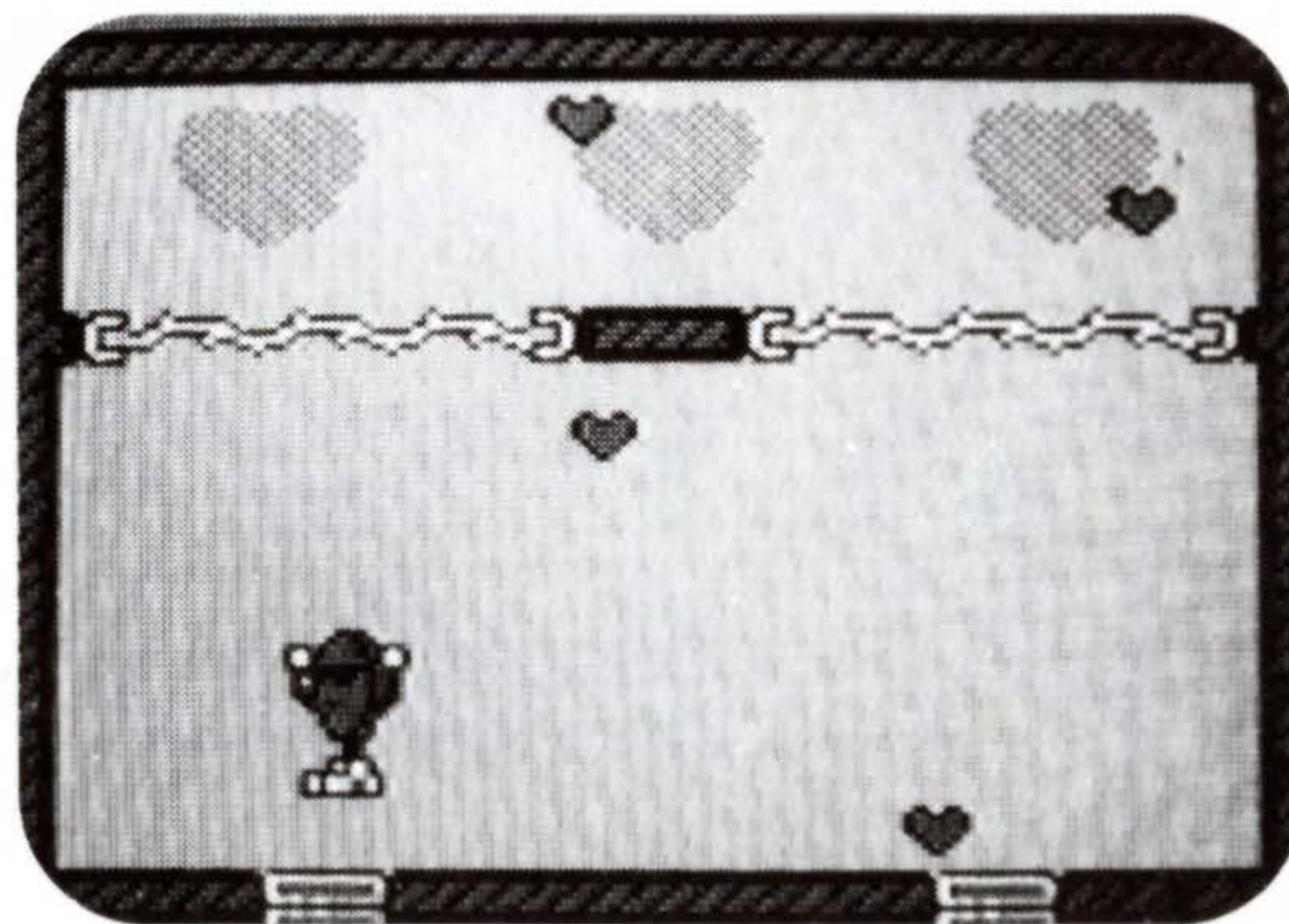
SPOT even has his own spaceship at his disposal! To control the flying cosmic vehicle with SPOT at the helm, move the control pad up or down, collecting as many hearts as you can. To fire at the space junk, press the B button.



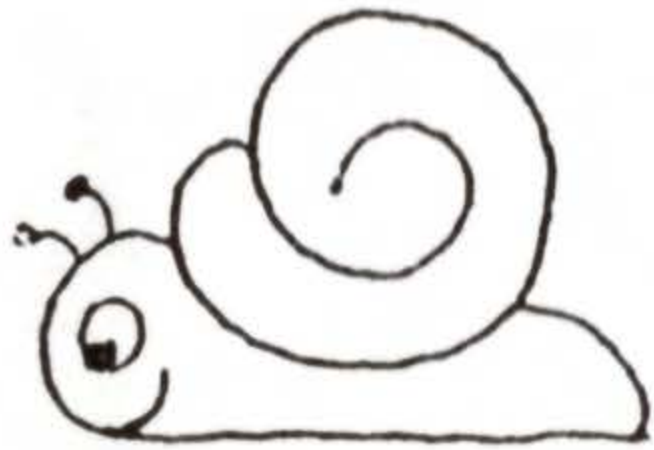
BONUS LEVEL

During the bonus level, you will need to open and close the gates on both sides of the top of the screen to trap the hearts. Each heart trapped at the end of the level is added to your current character. At the bottom of the screen there are two levers, one on each side. Each lever opens the gate on the same side when you are on it. The gate will close when you move off of it. If you collect all the hearts before the time runs out, you'll get an extra bonus!

If you wish to exit the bonus level, Press the B button.

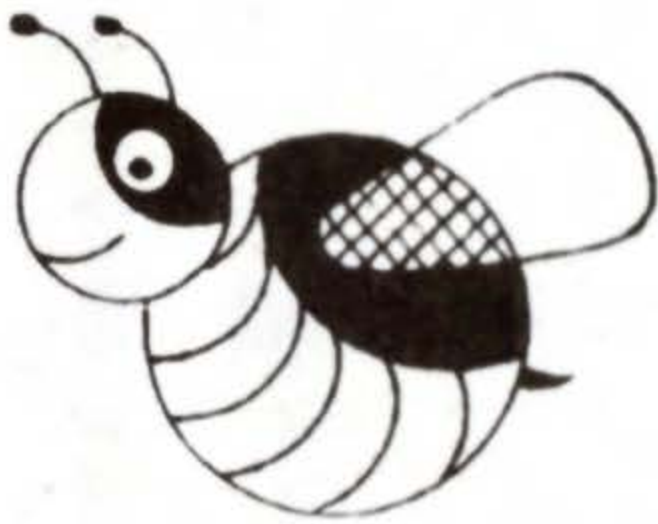


CREATURES



ESCARGO:

Moving slowly but determinedly, Escargo always heads toward SPOT. Luckily, SPOT can outrun this creature.



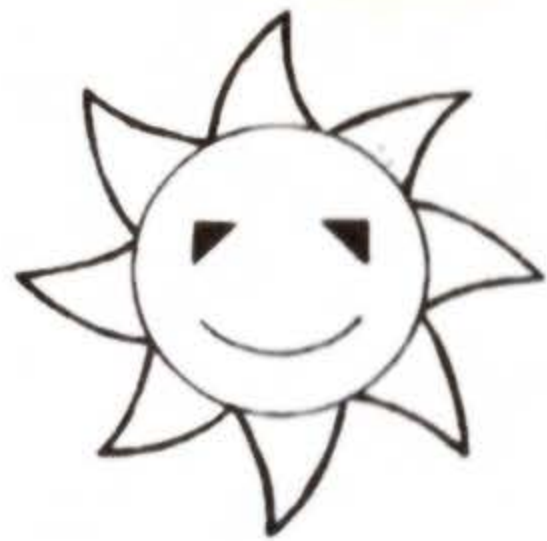
BUSBY:

Busby usually flies on raised platforms. The only trouble with him is his high speed. In fact, he is best avoided altogether if possible.



QUILKIN:

The way this ball bounces is right at SPOT! If you run under the ball while it is high in the air, you will be safe. Just don't hesitate too long — this ball moves quickly!



SPINNER:

The Spinner travels up and down on a pulley, to keep SPOT from getting to the finish line. Just jump in between them, and you'll be finished in no time.

TIPS & HINTS

- Collect all of the Cool Points that you can find.
- Blocks bounce off the creatures, you can get more bang for your buck by timing throws so that blocks hit two or more creatures at once.
- You will need to use the duck jump often. Master it in easy mode so that you'll be prepared in hard mode.
- If you run before you jump, you'll jump farther and higher.
- SPOT can go off the top of the screen if he's got something to jump onto.

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Robin Kausch
Roy Gater & Susan Gater

Cary Thanks: Anophene Creosole, Ootheca Louise, Nadine, Tom Servo, Mom & Dad, the entire staff at Furheads, and the chameleons I bought at the circus that died on the way home.

Special thanks to Bart Johnson and Melanie Payne of the Seven-Up Company.

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