

INSTRUCTION BOOKLET





Maui Mallard DETECTIVE'S NOTEBOOK

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Thank you for selecting the Super Nintendo Entertainment System® MAUI MALLARD IN COLD SHADOW™ game pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.



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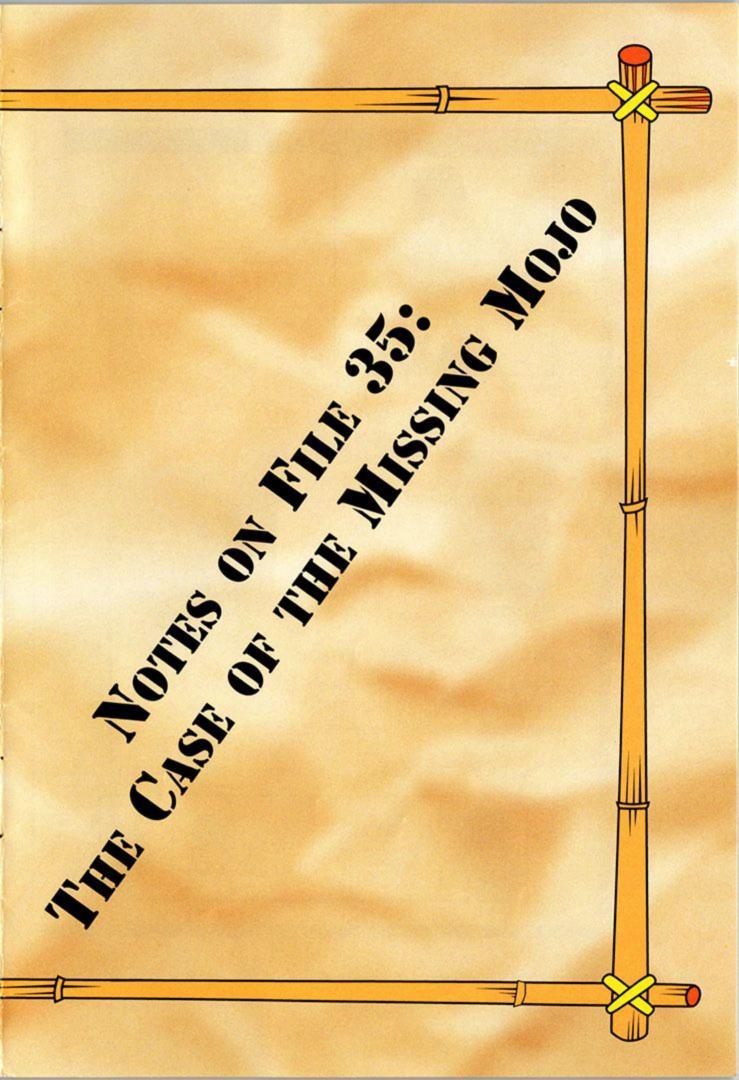
SAFETY PRECAUTIONS

- DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
- DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
- DO NOT try to disassemble your Game Pak.

• DO NOT let your Game Pak come in contact with thinners, solvents, benzene alcohol or any other strong cleaning agents that can damage it.



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IF LOST, PLEASE RETURN TO:



PHOTO

NAME: Maui Mallard

ADDRESS: Anywhere

PHONE: pager: 818-555-8932

OCCUPATION: Quack Detective

BUS. # see pager

BUSINESS ADDRESS: anywhere, anytime

BLOOD TYPE: RED

FAVORITE FOOD: spicy Chicken Quesadillas HOBBIES: travel, reading, hunting

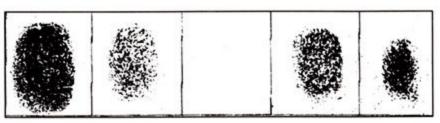
PET PEEVES: mudrakes in urban areas

IN CASE OF ACCIDENT, CONTACT:

NAME: The High Mojo Sorceress

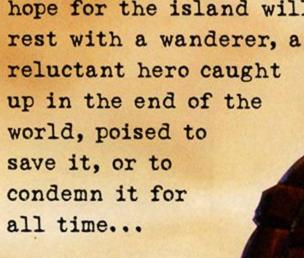
PHONE: 1-800-KAZOWEE ADDRESS: Mojo Mansion

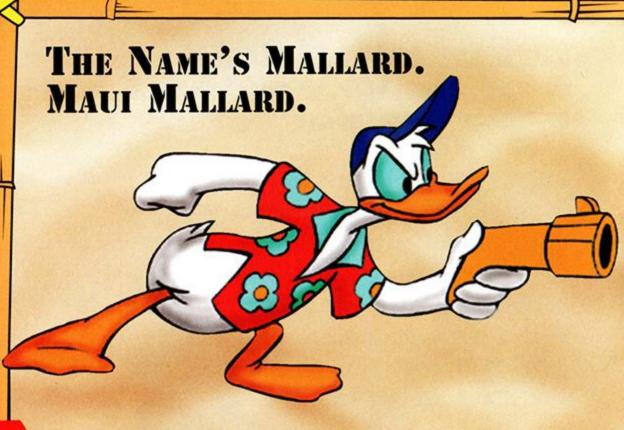
THUMB INDEX MIDDLE RING PINKY



FROM THE DIARY OF HERNAE ACOLYTE SORCERESS TO THE TEMPLE OF SHABUHM SHABUHM

Legends foretell a time of strife, when Shabuhm Shabuhm, guardian of the gates of vile darkness, shall fall from his place of power. All hope for the island will

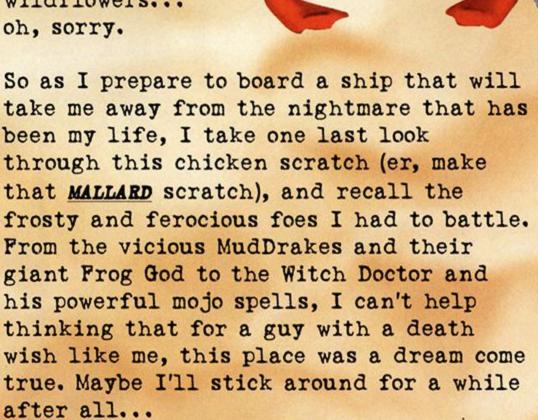




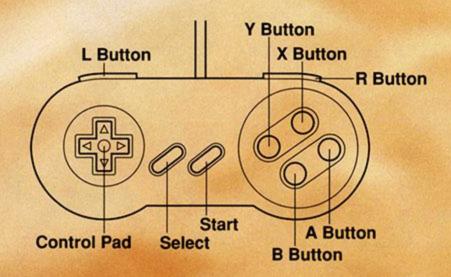
I arrived here a washed up shell of the duck I used to be. And I liked it just fine. I'd played the game, now I'd cashed in my chips and bought a one-way ticket to oblivion. It was time to crawl into a coconut shell and hide beneath a paper umbrella. Yes, oblivion was my kind of place. But **SHE** walked in the door and changed my life. Brother, she had gams up to her neck...

But enough about her. Let's talk about you. What do **you** think of her? No wait, let's talk about this journal

you're holding in
your hot little
hands. On its pages
you'll find my notes
on File 35: The Case
of the Missing Mojo.
Believe me,
everything I've
written here is as
true as the sky is
blue, the grass is green
and her hair that
carried the soft
scent of fresh
wildflowers...



GET THE SHOW ON THE ROAD



- 1. Make sure you have a controller plugged into the one-player port on the front-left of the machine.
- 2. Insert the Maui Mallard Game Pak into your Super Nintendo Entertainment System and turn the power on.
- 3. When the Maui Mallard title screen appears, press the START button on your controller. The GAME START/OPTIONS menu appears.
- 4. Press the Control Pad UP or DOWN to highlight GAME START, then press any button to begin playing.

OPTIONS

If you'd like to set up options, highlight OPTIONS and press any button. The Options screen appears. Control Pad UP or DOWN to highlight an option, then RIGHT or LEFT to change it. When you're done, press START.

Difficulty:

The Difficulty option lets you set the difficulty of the game.

- Practice starts you with 200 health points, four lives, and two continues.
- Normal starts you with 100 health points, three lives, and one continue.
- Hard starts you with 100 health points and three lives.

Sound Test:

Listen to all the different sounds in the game.

Controls:

Adjust the configuration of your controller (in other words, change which actions are assigned to certain buttons).

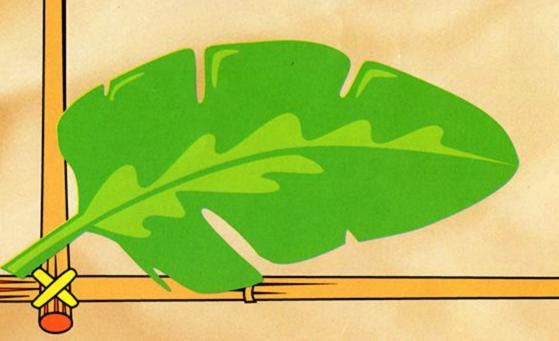
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To use a password, you must first get one by playing the game. If you'd like to use one, highlight PASSWORD and press START. To enter a password, Control Pad UP/DOWN to change a letter, then Control Pad RIGHT/LEFT to enter the letter and move to the next space. When you're finished, press START to go back to the START GAME/OPTIONS/ PASSWORD menu.

GETTING AROUND

Shabuhm Shabuhm's a nice fellow, one you'd like to take home for dinner. He helped me out by giving me a few mojo tools, and I'm giving them to you. Here's a couple of my drawings to help explain them.





HEALTH METER

When this meter gets to zero, it's game over. The end of the road. Time for the big sleep.

Maui's Ninja Meter

The numbers on this meter helped me keep track of my Maui health. When I collected Yin-Yang coins, I started building my ninja strength, and the picture of my head flashed between Maui and Ninja Maui. When I had collected enough, I was able to switch between Ninja Maui and Regular Maui as I needed to (see Control Yourself, Dollface to learn how to switch).

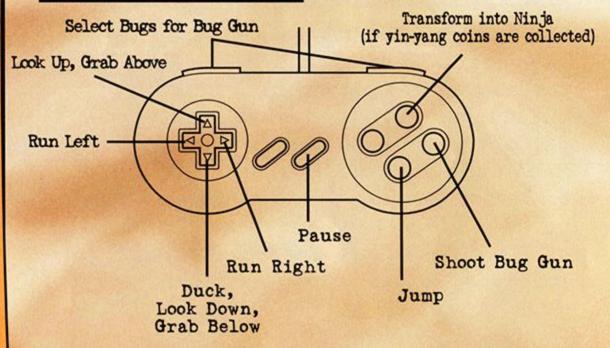
The more ninja power I have, the more powerful my attacks. Even my belt color changes to show how strong I am!

To boost your health, drink plenty of tropical punch. There's more about this special stuff under *Loot*.

CONTROL YOURSELF, DOLLFACE

You can change the control pad configuration (in other words, which actions are assigned to which button) at the Options screen. You can access the Options screen by choosing OPTIONS at the beginning of each new game.

AS REGULAR MAUI:

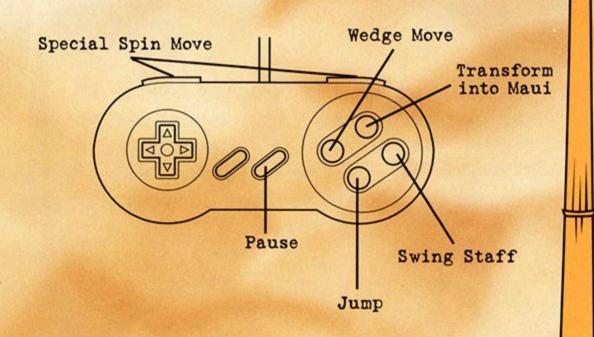




On Being a Ninja

Detectives are sometimes like great chefs
-- we have to mix it up a little. But while
cooks whip up souffle s, we have criminal
cupcakes to contend with -- like ninja
clones, for example. I trained to be a
ninja long before I was a detective. It
helped me during Case 14: The Search for
Sue Schee, just like it helped me on this
case. If you don't know much about being a
ninja, take a gander at my scrawl below
-- it should help.

As Ninja Maui:



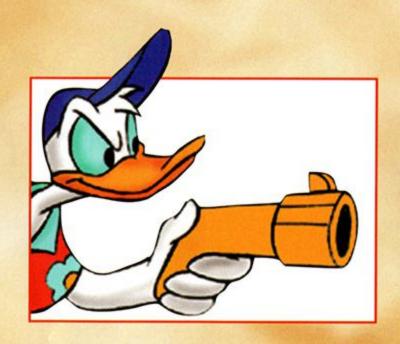
Two helpful moves I learned during training were the Swing and the Wedge. The Swing let me slap my staff into a sparkling duck head and swing back and forth to get to new places. The Wedge taught me how to jump up and wedge my staff between walls to climb up. Here's how to do the moves:

To swing from a sparkling duck head, press B to jump, then A to place your staff in the swing.

To climb by wedging your staff between walls, press B to jump, then Y to wedge the staff between walls.

In addition to his amazing staff attacks, the ninja is said to have a devastating secret fighting move: The Tempest of a Thousand Blows. Translators tell us the secret to unleashing the tempest's power is to "Press L or R".x

We will know the wandering hero by his webbed feet, and by the strange weapon he bears: a gleaming tube launching a fearless variety of insect allies. They shall be named in accordance with the idiom of the day: firebug and lightning bug, and the hero will gather them often in his travels across the land...



How to Soothe an Itchy Trigger Finger

No pearl-handled pistols here, bub. You've got a 1935 vintage Westchester Bug Gun. And it works.

It fires bugs -- Lightning bugs, Basic Bugs, and Fire bugs.

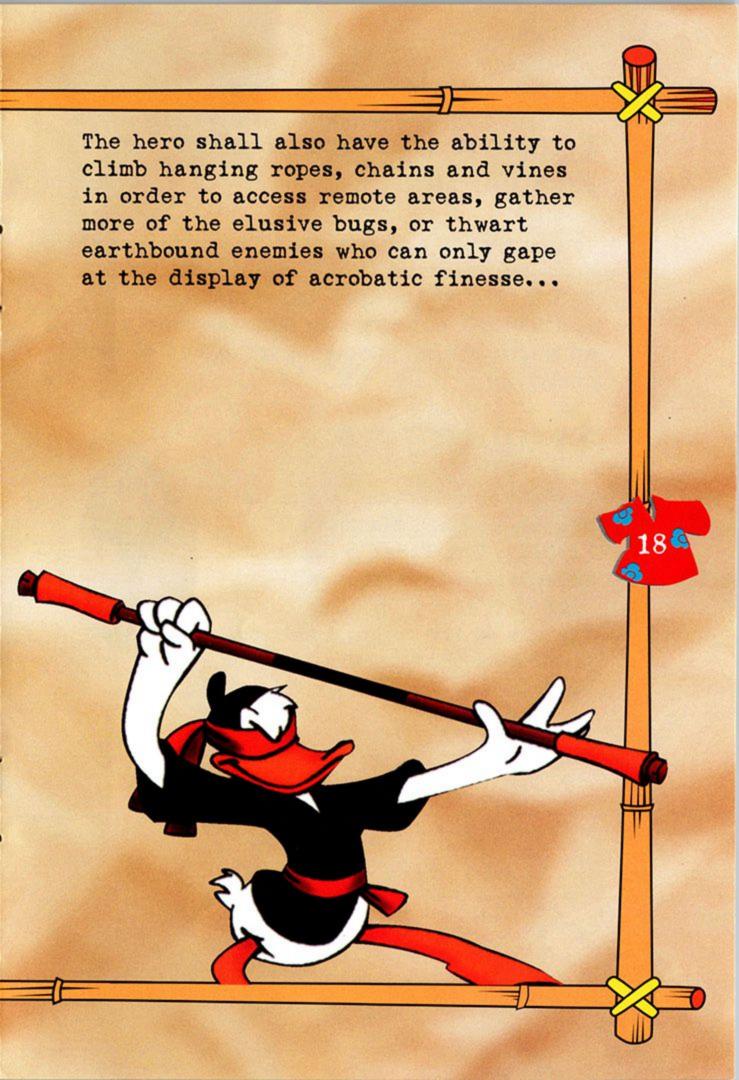
All bugs sleep in blue bug shells. You need those shells -- get 'em at any cost. Each shell has a special marking to show you what kind of bugs are inside. Capture these blue



bug shells to keep a good supply of ammo.

...Once in possession of these powerful weapons, the hero will have to learn to switch between them via an arcane command our sayers can interpret only as "By Pressing the L or R Button". Using this command, the bugs can also be used in combination for still more powerful results. Mastering this technique will be critical to the hero's success.





Combining Bugs for More Fire Power

You can scroll through all the different bugs by pressing R or L on the Control Pad. After you scroll through the individual bugs, a bug combination appears. Use it for an extra blast to your enemy.

SPECIAL FIREFLY BUG

You may come across a special bug shell that contains a Firefly. The Firefly isn't ammunition, but instead lights the way in dark corridors to let you see where to go. Look for the special platforms that show up by the Firefly's light.



LOOT

TROPICAL PUNCH



This ain't no sissy drink. This is lifegiving juice. Drink it when you find it to regain lost strength. A glass gives you a boost, the pitcher restores you to full health.

YIN-YANG COINS



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These Yin-Yang Coins were minted in 1100 BC. They were discovered by settlers in a cave on the North side of this island and scattered to the four corners to blanket the island with ninja protection. I picked up some in my travels and discovered a few things. The small ones give you a small power boost, and the gold ones give you a large power boost. If you run out of ninja power, not only are you in trouble, but you have to find more Yin-Yang coins to get the power back.

Once you have ninja power, Maui's ninja meter counts slowly up to 100. You can't run out of power.



Find a Golden Maui Token and get a life (oh, if only getting a life was that easy...).



Mojo Doll

A Mojo Doll lets you continue playing after Maui uses up all his tries. The key word here is CONTINUE (hint, hint).



MAGICAL SHRUNKEN HEAD

This Shrunken Head is a place marker. When you run out of health, you'll restart the level at the last shrunken head you passed.



LUAU LOOT

Pick up A LOT of treasure to get to bonus areas (no kidding...), then complete bonus levels to earn special passwords.

ZOMBIE POWDER BAG

Collect this bag to increase your maximum health potential. Or don't.





Here's the skinny. I had stumbled right onto the scene of a crime. And it hurt.

The idol of Shabuhm Shabuhm had been stolen and the islanders were willing to pay big bucks for its return. So I took the job, even though big bucks usually meant big trouble.

You can't prepare yourself for danger -it comes to you suddenly, like a sneeze.
But there are a few things you can do to
up your chances of pulling through:

- 1. Stock up on ammo (bugs).
- Stay cool with lots of Tropical Punch.
 If you don't know what I'm talking about, flip to the Loot section and read about it.
- 3. Don't die.

Oh yeah, the legend of Shabuhm Shabuhm says that if the idol isn't returned within three days, the whole island will go kaboom kaboom. So ya better step on it.

Look kid, I wish you luck. I really do. If you get into any trouble, just whistle. You know how to whistle, don't you? Just put your beak together and blow.

Among the hero's first trials is a battle through a wealthy palace rife with unleashed magic. Here, if the hero steps correctly upon bronze touchstones, the evil magic can actually help him by moving diabolical statues into strategic position...



1. CRACKIN' THE GATE OF THE MOJO MANSION

So I walk into the creepiest crib on the island, the Mojo Mansion, and find nothing. Nothing but spiders, an old butler, and enough gold to keep me in down for a decade.

As it turns out, there was more to this dump than meets the eye. I was jumped by a gang of spiders, then I had to swing from chains and walk on ceiling fans to get outta the joint! Do the same and the Big Kahuna In The Sky might let you see tomorrow...



The hero has a secret. His studies of the exotic art of combat have given him the ability to transform to a ninja. This ninja is said to have once possessed a thousand souls... until one was stolen. It is said the ninja is in constant search for this missing soul, but until he finds it, he must gather the ancient yin yang medallions scattered about the island in order to transform.

Few have seen the hero transform into his ninja counterpart. Those who have, describe a tornado of energy triggered by the invoking of the collected yin yang power. Glyphs interpreted by the sayers translate strangely as "Press Y after collecting yin yangs".



2. At the Ninja Training Grounds

All good detectives should be handy with a stick. My ninja finesse makes me just a little handier than most. Knowing my ninja abilities might be the difference between survival and a shady plot at the local cemetery, I unpacked my pajamas and headed for the Ninja Training Grounds.

While I was there I sacked a straw training dummy or two. Then, wouldn't you know it, the first guy I met in the Training Grounds was the local island witch doctor.

He was in a friendly mood, so he only swiped a couple of my remaining souls and used them to create an army of ninja clones for me to battle. I hate that.

Good luck getting through this place -- you're gonna need it.

To learn more about ninja moves, see the On Becoming a Ninja section under Control Yourself, Dollface.

The ninja is said to have the power to swing from mystical sparkling blocks left throughout the island by our ancestors. Should the ninja staff strike one



of these blocks, it will lock into place until the ninja dislodges it in order to proceed.

There have been reports of the ninja's little-known ability to climb shafts of stone by wedging his staff into cracks in the rock. This action has been



documented in ancient texts as "Press X while jumping into a shaft".



3. MUDDRAKE MAYHEM



MudDrake Shaman

So I met these creatures called MudDrakes. Not a kind bunch. Banished to mud flats where nobody else is willing to

live, they have chips on their shoulders the size of Morocco. Need a better dental plan, too. Keep your eyes peeled for mud wasps too. Oh and something about the object of the MudDrake's awe...a frog? I guess I'll find out soon enough.



4. SACRIFICE OF MAUI

Sardonic
bitterness has
been my only
friend over
these last
years. And as I
stand here on
the edge of a
volcano about to



be tossed in, I just have to laugh at my present predicament. Passing the ritual of proof has proven me worthy of sacrifice. The MudDrakes are determined to keep this island from blowin' its lid one way or another. As I stand here singeing my tail feathers, I think about water. This is one duck that misses the ocean. But somehow I sense that I'll be

slurping salt water soon.



5. TEST OF DUCKHOOD



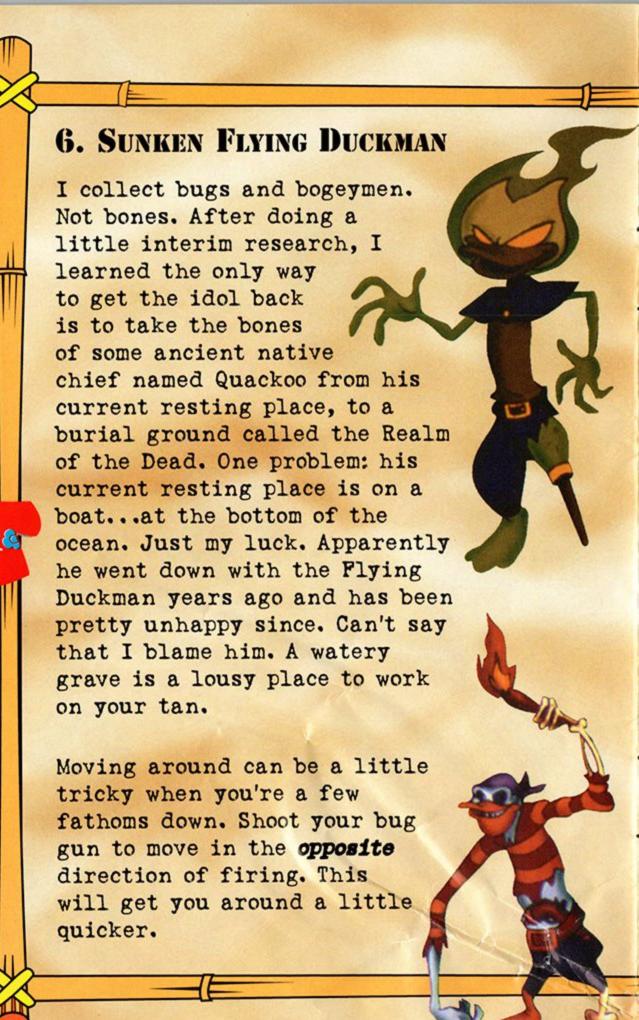
The MudDrakes
have a custom -their ritual of
proof, by which
they test the
purity of
strangers they
encounter.
Judging by the

looks of those MudDrakes, I'm not going to come out of this with all my feathers intact...

Sure, I make it look easy, but don't try this at home.



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7. REALM OF THE DEAD

Pirst and last rule of ducktectivehood:
Only take chances when you're paid to. I'm
told to jump into a particularly smelly
opening to get to the Realm. Against my
better judgment (but because I'm getting
paid several thousand clams) I do. It felt
like I was falling forever. Once I made
it to the bottom, I placed Quackoo's bones
in their rightful place. And he thanked
me with a sock in the eye and a rightleft combo to my beak. I guess the stress
of being dead really got to him.



8. Mojo Stronghold

After surviving a ten-foot spider with a bad attitude, a flock of MudDrakes, and Mojo Flame Spirits, I finally made it

here and found the missing

mojo idol. I hope you do the same. It's not over yet, though.

You'll see...if you get there. So long, pal.



High Mojo Sorceress



MudDrake

9. BABALUAU, BABY



Collect enough
luau loot and
you'll wind up
here, the local
tourist
shindig. Put on
a good show and
they'll punch
your ticket to
come back any

time -- just do your best to set off all the fireworks within the time limit and grab any other party favors you can along the way.



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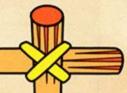
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