



Instruction Manual

ocean

SUPER NINTENDO
ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED
CONSUMER INFORMATION & PRECAUTIONS
BOOKLET CAREFULLY BEFORE USING YOUR SUPER
NINTENDO® HARDWARE SYSTEM OR GAME PAK.**



LICENSED BY



NINTENDO, SUPER NINTENDO
ENTERTAINMENT SYSTEM AND THE
NINTENDO SEAL OF QUALITY ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

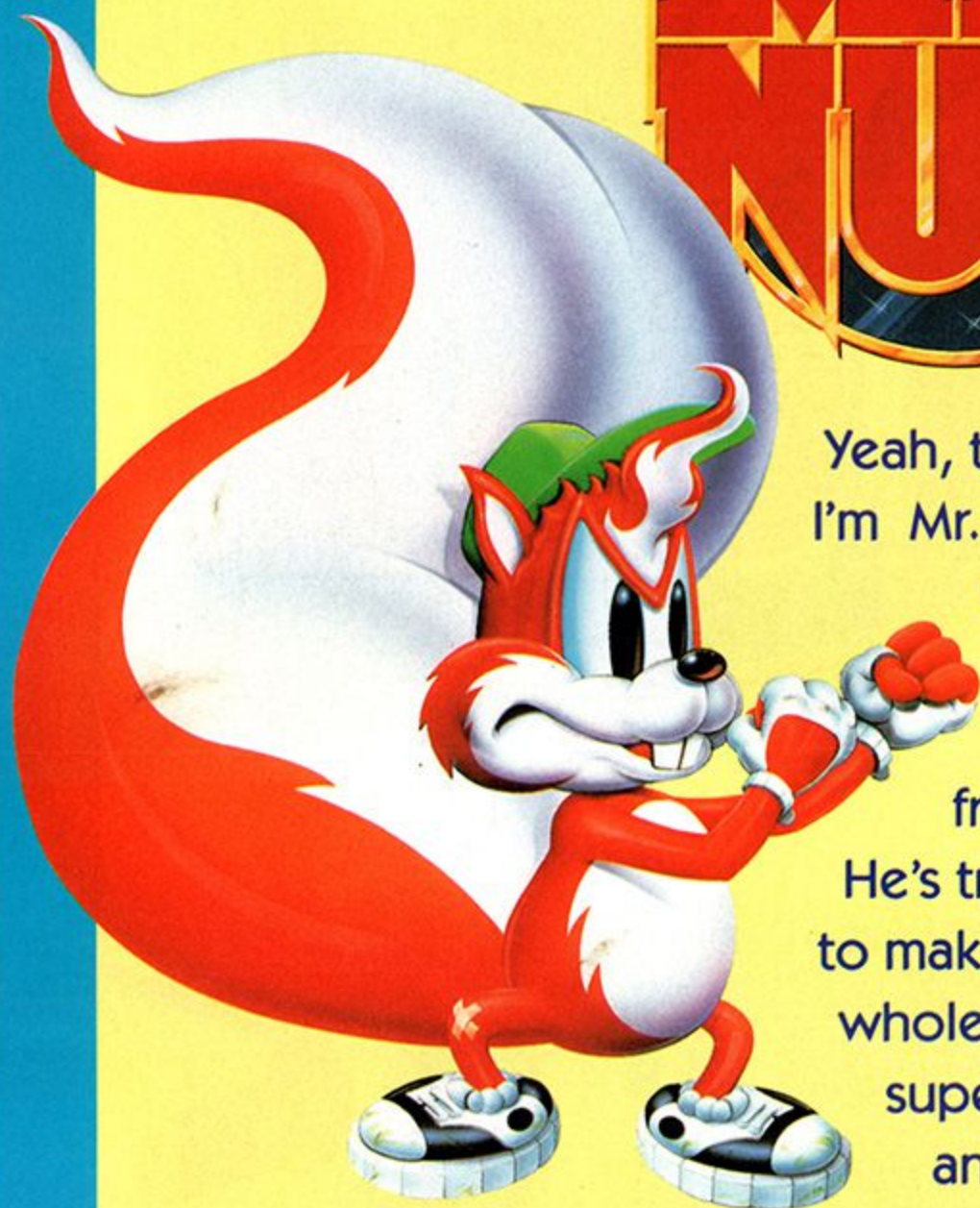
THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR THIS
SEAL WHEN BUYING GAMES AND
ACCESSORIES TO ENSURE COMPLETE
COMPATIBILITY WITH YOUR SUPER
NINTENDO ENTERTAINMENT SYSTEM.
ALL NINTENDO PRODUCTS ARE
LICENSED BY SALE FOR USE ONLY WITH
OTHER AUTHORIZED PRODUCTS
BEARING THE OFFICIAL NINTENDO SEAL
OF QUALITY.

MAR NUZ™

GETTING STARTED.....	4
OPTIONS.....	4
CONTROLS.....	5
SCORING.....	7
GAMEPLAY.....	8
PICKUPS.....	11
HINTS & TIPS.....	12
WARRANTY.....	13



MR. NUTZ™



Yeah, that's right,
I'm Mr. Nutz, and
this Yeti
character
really
frosts my tail!

He's tryin'
to make the
whole world
supercool –
and I don't
mean that in a

good way, pal. He's got the Earth set on "Deep Freeze" and there's nobody else to tell him to chill out! This guy's got six levels full of totally uncool guys ready to knock my buck teeth out!

Look, I know what you're thinkin' – this guy Nutz, he's just a squirrel – what can *he* do? Just watch me, bud, I'm no ordinary chipmunk chump. I may look like your average rodent in sneakers, but I'm a Super Squirrel! I can peg Yeti's flunkies with acorns or tag 'em with my tail. By the time I get to the Yeti, he's gonna be feeling some major heat!

So hang on, bud – we're in for a nut-tossin good time!



GETTING STARTED



Make sure that the power to your Super NES is switched off. Insert the Game Pak, then switch the power on. If you are playing for the first time, just press the START button to start. If you wait a demonstration will run. Press any button to begin the game.

OPTIONS SCREEN

When you start the game, you will be presented with the following Options Screen:

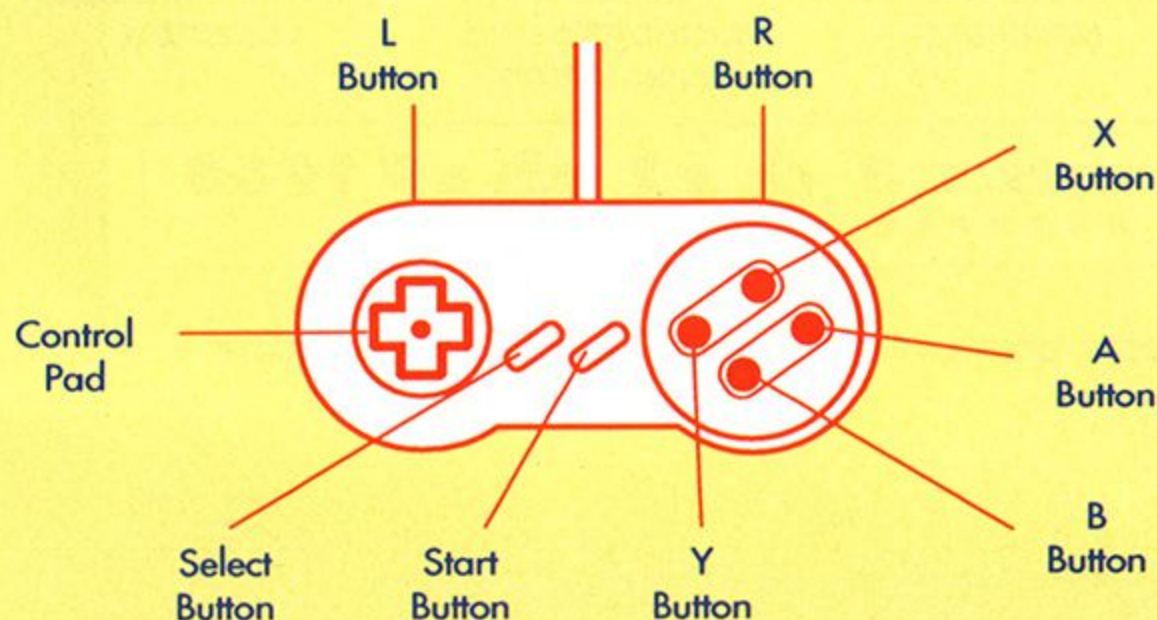
To make your selections move the cursor using the Control Pad and Press START.

PLAYERS: You may select your number of lives from 1-6.

ENERGY: You may select the number of energy points from 1-5 to make the game easier or harder.



CONTROLS



	JUMP	SHOOT	RUN
BUTTONS	B / A	Y	X

Mr. Nutz has a highly effective secret weapon – his tail. By flicking it to the left or right, he can batter his enemies with a single swipe. To do this use your chosen SHOOT button while you are crouching down. (Press down on the Control Pad).

SOUND: NONE, STEREO, MONO

LANGUAGE: ENGLISH OR FRENCH

EXIT: This option takes you back to the main menu.

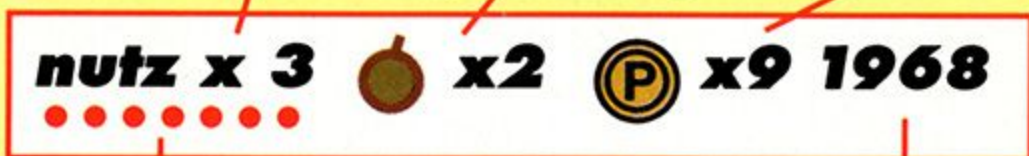
STATUS PANEL

The following is displayed on screen from left to right:

Number of lives
remaining

Number of
acorns gathered
(ammunition)

Number of Coins
collected



Energy points remaining

Score

LIVES

Mr. Nutz is special – after all, he needs to be – so he has THREE lives to start the game with. He only loses a life when he is touched by his enemies three times. On the other hand, he can gain extra lives during the game each time he earns 30,000 points.



SCORING

So how do you score? Easy – by picking up the coins that are scattered about every stage of the game. Each of these coins is worth 50 points.

At each stage, if you're successful in collecting all the available coins, you will have achieved a perfect score. Better still, when you get a perfect score, Mr. Nutz gets another life. But remember, the coins can be anywhere... Keep your eyes open for hidden passages and make sure to check every spot above and below.

In addition, you will win between 50 and 100 points whenever you defeat one of Mr. Nutz's enemies.

STAGE CLEAR

At the end of each level the following will be displayed on screen:

TIME BONUS: Time remaining x 50 points

COIN BONUS: Number of Coins collected x 100 points

SKILL BONUS: Number x 500 points

TOTAL COINS: The total number of coins collected.

SCORE: Total Bonus points collected.

The percentage and number of coins collected will also be shown.

GAMEPLAY



STAGE ONE Not a good start. It's dark, and you're lost in a forest with a bunch of nasties. Things don't look good. Every shadow is a fearsome foe, every sound could signal your doom. Fight through the darkness, battle past the creepies and then take on the crawlies. There's more than one way out, but in the dark, none of them are obvious. And whichever way you turn you're bound to bump into Mr. Spider (no one's ever dared to ask him his first name), the eight-legged terror that rules the wood and must be destroyed.



STAGE TWO Another day, another chance to risk your life. The morning light reveals trees so high they seem to disappear into the clouds. You, of course, have to climb to the top. Once you're up there, ignore the dizzy spells (you're a squirrel for goodness sake, you should be used to this sort of thing), take a leap of faith and spring from branch to branch. Who knows, you may find a potion that will help you get to a clearing where you'll find a cottage. All that remains is to get inside. A key might be a good idea at this point.



STAGE THREE You made it into the cottage, but the door's slammed shut and now you can't get out. Your only escape is through a hidden passage leading to the Volcano Underpass. Okay, so it doesn't sound like the sort of place you'd want to visit, but who said saving the world was going to

be easy? Unfortunately, the secret passage looks (and smells) like your garbage disposal, so you'll have to get through some unspeakable gunk to make any progress.



STAGE FOUR Molten lava flows like a river, noxious gases burn your lungs. Welcome to the Volcano Underpass. You have to make your way through this stifling labyrinth before you can breathe fresh air again, but there's a gruesome looking thing the size of a football field guarding

the exit who believes that breathing is a luxury you can do without.



STAGE FIVE Down these mean streets a squirrel must walk. And are these streets mean. They don't look dangerous – it's carnival time and jugglers and clowns are everywhere, but everything is not what it seems. Some of these guys are so funny you might never stop laughing.



STAGE SIX The world has never been colder but the action's never been hotter as you close in on the frozen kingdom of the Yeti himself – he's huge, he's hungry and he's having a bad hair day. This is the final showdown. Win it and you go down in history.



PICKUPS

The following items may be collected to assist you in your adventure:



ACORNS – These provide you with ammunition.



COINS – Collect 50 gold coins for an extra energy point.



FLASK – Collect this and you will be invincible for a short time.



EXTRA LIFE – There are extra lives in some levels.



EXTRA ENERGY – This will give you extra energy points.

CONTINUES

To continue the game at the last level played, press **START** before the counter reaches zero.

HINTS AND TIPS



- Look in the least likely places.
 - When jumping on an enemy, you can jump a lot higher if you keep your finger on the jump button.
 - Don't forget to use your tail!
-
- Don't hesitate to use the acorns you have collected.
 - Use enemies to reach unreachable platforms.
 - Find out when it is best to run and when it is better to walk.
 - Try to save a few acorns for the guardians of each level.



LIMITED WARRANTY

Ocean of America, Inc. warrants to the original purchase only that the game pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the game pack to Ocean of America, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHERE ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Ocean of America, Inc. shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Ocean of America, Inc. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Ocean of America, Inc. 1855 O'Toole Ave., Suite D-102, San Jose, CA 95131. (408) 954-0201.



Ocean of America, Inc.
1855 O'Toole Avenue, Suite D-102
San Jose, CA 95131
(408) 954-0201

Mr. Nutz © 1994 Ocean Software Limited. Mr. Nutz™ is a
trademark of Ocean Software Limited. All rights reserved.

Printed in Japan