SNS-83-USA

Bullet-Proof Software®

INSTRUCTION MANUAL

SUPER NINTENDO ENTERTAINMENT SYSTEM®

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THE TWISTED TALES OF SPIKE McFANG™

INSTRUCTION MANUAL

BULLET-PROOF SOFTWARE®

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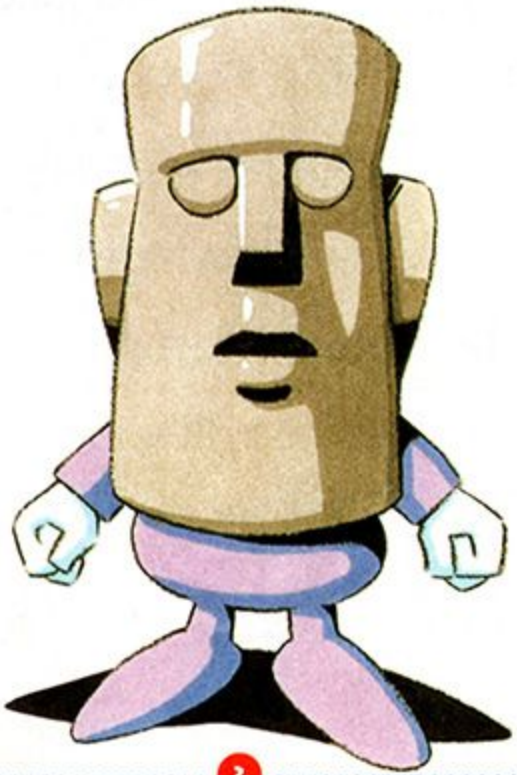


AN ADVENTURE WITH A TWIST

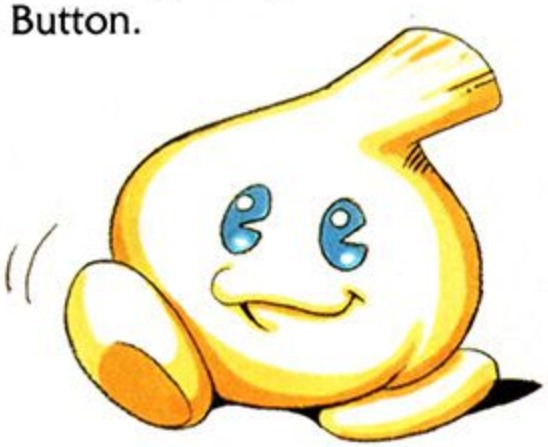
Spike McFang, a young vampire on the go, can work magic with his cape and hat. When Spike does a 360, the cape spins around him and knocks out approaching enemies. When he tosses his hat, this flashy fashion statement turns into a powerful boomerang which plows down everything in its path, then it returns and lands on his head. As our story opens, Spike is traveling to Fighter Island with his friend and mentor **Professor Steam** in order to learn how to improve his fighting techniques. Little does Spike know that he will soon be using those techniques to save his kingdom. Spike's

father, **Dracuman**, is one of the three leaders of the islands of **Vladamasco**. The other two leaders are **Vampra** and **General Von Hesler**. It seems that Von Hesler has kidnapped the other island leaders and claimed the land as his own. With the help of **Camelia**, Vampra's daughter, and **Rudy**, Von Hesler's son, Spike must put an end to the evil forces that have taken over the land and rescue the kingdom's kind-hearted leaders.

GETTING READY

Insert the **Twisted Tales of Spike McFang** game pak into your Super NES and turn the power switch on. The title screen will appear and, after a few moments, the story of the game will be presented. Press any button to return to the title screen, then press the Start Button to turn to the journal screen.

When the journal screen appears, you have the option to open one of the three game files, copy a game file to one of the other two spaces or erase a game file. To begin game play, move the cursor so that it points to the word "open", then press the A Button. To start a new game, select an empty file and press the A Button again. If you wish to return to a saved game, select the file of the game you want to return to and press the A Button.



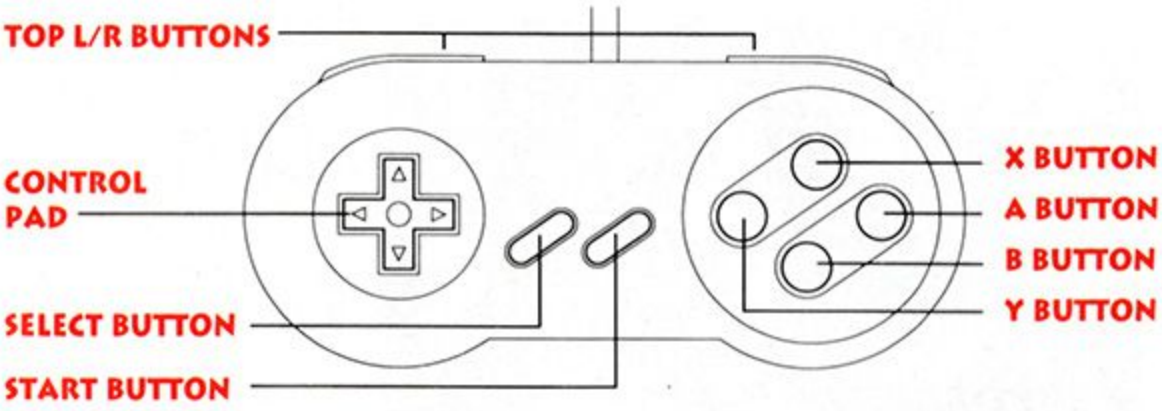
SAVING THE GAME

The game pak is equipped with a battery which allows you to save your progress as you make your way through the game. As you guide Spike through his long quest, you will occasionally see a stone-headed character with a big book. Position Spike close to this character and press the Y Button. He will ask you if you want to save your progress. Make sure that the cursor is pointing to the word "yes," then press the Y Button again. The character will update your current game file. You may then turn the Super NES off and store the game pak.

NOTE: If Spike runs out of energy, you can continue your game from the last place you saved your progress. It's a good idea to record your journey frequently!

CONTROLS

SUPER NES CONTROLLER



CONTROL PAD:

Move Spike McFang up, down, to the left and to the right. If Spike is traveling with companions, they will follow him automatically and join in on the fight.

Y BUTTON:

The Y Button triggers Spike's two types of enemy-toppling attacks. Tap the Y Button to make Spike spin and clear away approaching enemies. Press and hold the Y Button to make Spike's hat float in the air. Face your enemy, then let go of the button the make the hat fly. The Y Button also allows Spike to talk to the inhabitants of the land. Spike must be facing a character to begin a conversation. Press the Y Button to talk.

B BUTTON:

Press the B Button to make Spike jump.

A BUTTON:

When you press the A Button, Spike will use the card that is shown in the lower right corner of the screen. If Spike has not accumulated any cards, nothing will happen.

L/R BUTTONS:

Press the L and R Buttons to cycle through the cards in Spike's card file.

X BUTTON:

Not used.

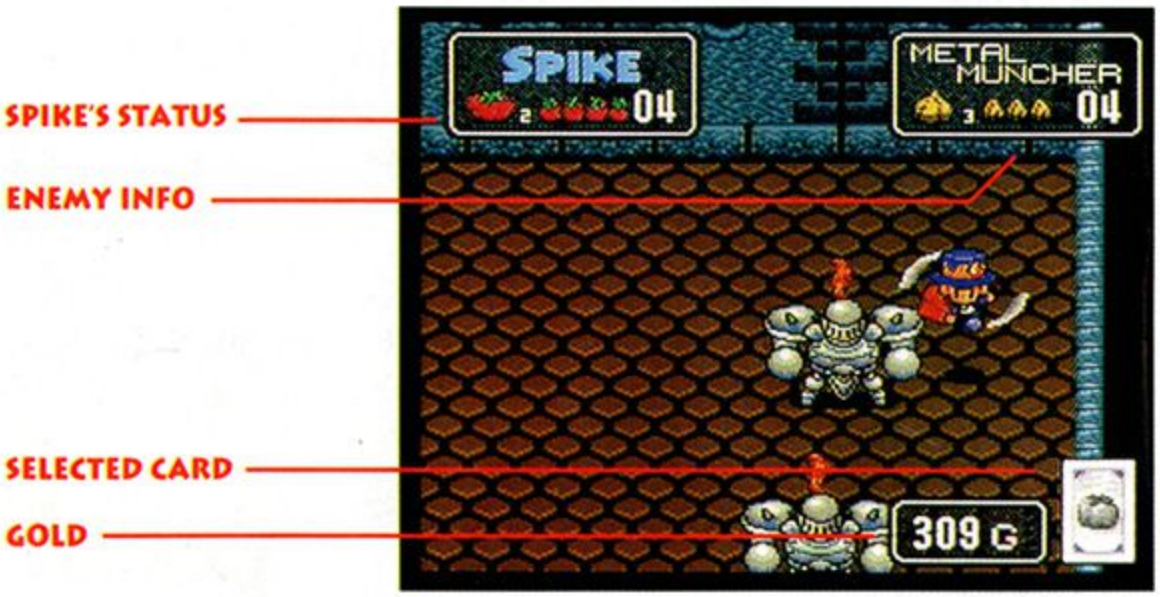
START BUTTON:

Press the Start Button to pause the game and freeze the action on the screen. Press the button again to resume play.

SELECT BUTTON

You can call up the sub-screen by pressing the Select Button.

THE MAIN SCREEN



SPIKE'S STATUS

This window indicates how much energy Spike has left and lets you know his current experience level.

ENEMY INFO

Spike's current foe is described here with the enemy's experience level and a meter that indicates how much energy the enemy has left. Some stronger enemies will power-up in the middle of a fight.

SELECTED CARD

This indicates which card is currently selected for use in Spike's card file. Press the L and R Buttons to flip through the cards then press the A Button to perform the selected card trick.

GOLD

The amount of gold coins Spike has collected is shown here. Big coins are worth more than small coins.

THE SUB-SCREEN

Press the Select Button to pause the game and switch to the sub-screen.

EXPERIENCE LEVEL INFO

HAT DESCRIPTION

SELECTED CARD DESCRIPTION

COMPANION'S NAME

EXPERIENCE LEVEL INFO

This shows Spike's current experience level, his hit points, his current number of experience points and how many points he needs to reach the next level. When Spike reaches a new level of experience, his maximum number of hit points increase.

COMPANION'S NAME

This shows if someone has joined Spike on his journey. If there is no companion the box will read "Alone".

HAT DESCRIPTION

There are four different hats that Spike can wear. This entry shows his current hat style.

SELECTED CARD DESCRIPTION

This describes the power of the card that is at the top of the card file. Press the L and R Buttons to flip through the file and look at the other cards.

Meet the Cast

Spike McFang

The son of Dracuman is a junior magician and vampire in training. He can send enemies flying by hitting them with his cape or tossing his hat. Someday Spike will be a full-time adventurer.

Professor Steam

Spike's mentor offers helpful advice along the way. Spike's energy will be restored when he talks to Professor Steam.

Camelia

Spike's friend Camelia is the daughter of Vampra. She is determined to save her kingdom at any cost.

Rudy

The son of General Von Hesler is out to prove that his father is not really the cause of the commotion on the islands.

Stone Head

The character with the big book keeps track of Spike's progress.

Dracuman

Spike's father and leader of the Island of Dracuman.

Vampra

Camelia's mother and leader of the Island of Vampra.

General Von Hesler

This ruler of the Island of Von Hesler seems to be the cause of all the problems. It's up to Spike and the gang to find him!

Colonel Hydra

The ruthless commander of Von Hesler's dark legion. She will stop at nothing in her quest for victory.

The Islands of Vladamasco

As you help Spike save the islands from evil forces, you will explore these areas: The Island of Vampra; The Island of Von Hesler; The Island of Dracuman.

The Island of Vampra

- F The Village of Vampires
- G Ice Palace

The Island of Von Hesler

- H The Jungle of Mazes
- I Castle Von Hesler

The Island of Dracuman

- C Castle Dracuman
- B Batland
- E Kalala Desert
- A Fighter Island
- D Ratville

SHOPPING IN VLADAMASCO

There are two types of shops in the islands of Vladamasco where Spike can buy useful goods. General stores sell hats as well as tomato cards which restore energy. Card shops sell various magic cards, some of which are more useful than others.

GENERAL STORE

CARD SHOP

Cards

Shown below are some of the Magic Cards that Spike can collect and their magic powers.

Big Tomato Card: Restores some of Spike's energy.

Tomato Juice Card: Restores a lot of Spike's energy.

Lightning Card: Sends bolts of lightning down on any enemies in the immediate vicinity.

Companion Card: Powers up Spike's companion.

Time Card: Freezes weak enemies for a moment.

Transport Card: Sends Spike to Professor Steam.

Earthquake Card: Shakes the ground and sends a shock wave to enemies in the area.

Flying Hat Card: Allows Spike to hide under his hat and float past his enemies.

Invisi-Card: Makes Spike invisible for a moment.

Collectibles

When Spike knocks some enemies for a loop, they leave valuable items behind.

Tomatoes: Small tomatoes restore a little energy. Big tomatoes restore more energy.

Gold: Coins add to Spike's cash total. Big coins mean more cash.

Keys: Keys are needed to open locked doors.

Spike's Hats

Spinning Hat: This hat flies in a straight line, attacking enemies in its path. Spike starts out the game with this hat.

Star Hat: This hat also flies in a straight line, but is more powerful than the Spinning Hat.

Feather Hat: The Feather Hat flies in a zig-zag motion, allowing it to attack more enemies.

Lightning Hat: The most powerful hat Spike can buy. This hat seeks out and attacks enemies on the screen.

Adventuring Advice

Here are a few things to keep in mind as you guide Spike through this challenging journey.

Gold and Experience are Key

It's a good idea to knock out as many enemies as you can in the early stages. The experience points and gold that Spike earns will help build his abilities so that he will be ready to take on the challenges of the advanced areas.

Save Cards for Big Battles

While some of the cards that Spike accumulates can only be used while facing weak enemies, many cards have powers that will help in his battles with the most powerful creatures of the kingdom. Save these cards and use them aganst enemy bosses.

Know Your Enemy's Strength

Some enemies in advanced stages will get the better of Spike if he's not strong enough to fight them. You may want to build up Spike's levels before taking on stronger enemies.

NOTES

Notes

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