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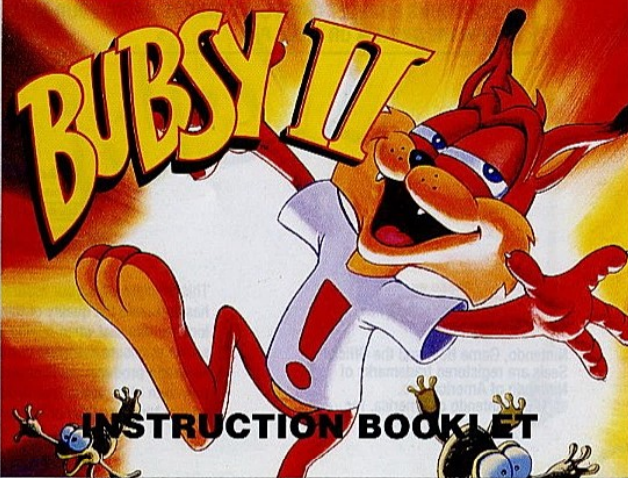
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Nintendo

GAME BOY®

ACCOLADE™
BUBSY™ II

DAK-8995-USA



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



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BUBSY II



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A WORD FROM BUBSY:



Just think of it. Me. Bubsy Bobcat. Fabulously talented star of game and screen, reduced to pushing Amazatorium Tours for Dr. V. Reality. Oh sure. It sounds like fun. But maybe you should read the fine print in your travel brochure before making me your trusty travel guide...

The Object Of The Game

To complete the game in a victorious manner, you must reach and then defeat Oinker P. Hamm. To locate Oinker, travel through all the levels of the selected tour in the Amazatorium, **MAKING SURE TO TAG THE END OF LEVEL MARKERS** (large marbles) in each world.

These Items Are Important, Too!

The Amazatorium has three floors. The number of levels will depend on the type of tour you choose. Each tour increases with difficulty, ranging from the First Floor Tour as the mildest, to the Grand Tour as the longest and most difficult.



SETTING UP THE GAME...

- 1 Make sure the power switch is OFF.
- 2 Insert the *Bubsy II* game pak into the Game Boy by following the instructions in your user's manual.
- 3 Turn the power switch On. If nothing appears on-screen, re-check your game pak to be sure it is inserted properly.
- 4 After the title screens appear, press the **START Button** to begin a new game.

IMPORTANT: Always make sure that the Game Boy is turned OFF when inserting or removing a game pak.

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CONTROLS

Bubsy Controls



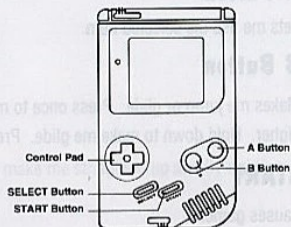
I'll look up, activate a transporter or enter a warp cave.



I'll look down.



I'll run on the ground or glide in the air in the direction you are pressing. The longer you press, the more I'll speed up.



3



A Button

Lets me use the selected item.

B Button

Makes me jump or glide. Press once to make me jump or press repeatedly to make me jump higher. Hold down to make me glide. Press with ◀▶ to move me while I'm in the air.

START

Pauses game.

SELECT

Will change the selected item for me to use.

4

Bi-Plane Controls



Makes me fly higher.



Makes me fly lower. (They're still workin' on a way to make me straighten up and fly right!
Not a chance!)



Keep pressing to have me speed up or slow down while zipping through the clouds.

5



A Button

Press to fire the Nerf® Ballzooka™. (Oinker's gang won't know what hit 'em!)

B Button

Press to drop pies. (Just doin' my bit to promote peace through squooshier firepower!)

A + B Buttons

Press simultaneously to use the selected item (portable hole).

START

Pauses game.

SELECT

Makes me turn the bi-plane.

6

Additional Controls - Mini Games

Frogapult - Press Δ/∇ to move me to the top or bottom of the screen. The stunt frogs will fly about as far as I am standing. Press the **A Button** to fire. Use the **Control Pad** to move the frog toward its target.

Armadillo Drop - One marvelous mess of a mechanical maze. Use the fans (directional arrows) to steer Arnold to the safety of the bottom of the truck. Keep an eye out for the Bouncers, they give an extra boost. If you beat the clock in this game, you'll get mega bonus points.

Hint: Watch out for tires.

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OPTIONS

Awesome Amazatorium Tours

Taking a good trip requires a little planning. So, I'll get started by introducing our incredible selection of fun and exciting tours...

First Floor Tour

Take an "Easy" visit to the **first levels of Egypt, Music and Aerial** worlds, then discuss the fate of the world with Oinker.

Second Floor Tour

This Tour covers a visit to each of the three worlds. Watch out, things get tougher on the second floor.

Third Floor Tour

This tour takes me directly to the top floor of the Amazatorium. This floor is packed with tough henchmen and one furious boss. Is it too late to change my reservation?

Remember, no matter which tour you choose, I must **TAG THE END OF LEVEL MARKER** (large marble) in each world before facing Oinker.

Grand Tour

The **Grand Tour** is the most difficult. It covers all **three floors of Egypt, Music and Aerial** worlds, including an expanded version of the first and second floor levels. That's 9 glorious levels! Before I can move from one floor to another, I must **TAG THE END OF LEVEL MARKER** located in each world and fight the interim boss. After I've completed all three floors, I'll face the ultimate challenge of battling Oinker.



Credits

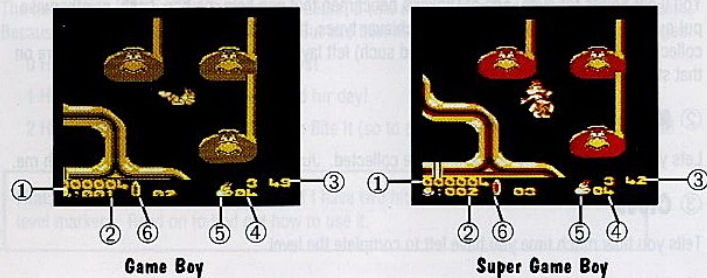
Finally, the answer to that burning question: How many people does it take to make a pig fly?...And better yet, you'll learn what kind of folks would actually want to.

WHEN YOU ARRIVE AT THE AMAZATORIUM

Now, the moment you've been waiting for... entering the Amazatorium. You'll notice that in front of every wild and wonderful world there's a transporter pad. (But there is NO food or drinks allowed. Unless you want to share.) To enter any of the worlds, press ◀ to put me on the transporter pad. Then, press ▲ and it's "Bon voyage, Bubsy."

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NOW APPEARING ON THE BIG SCREEN...



Let's go over what all these numbers and icons mean. If you already have it figured out, brownie points to you. Just humor me and read along anyway, OK?

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① Overall Score

You'll get points for every one of Oinker's henchmen that you help me bop, bash, or otherwise put out of business. And for you over-achiever types, there are extra points available for collecting all of the goodies (marbles and such) left laying around the Amazatorium. (More on that story later...)

② Marbles Collected

Lets you know how many marbles you've collected. Just checking to see if you're still with me.

③ Clock

Tells you how much time you have left to complete the level.

④ Lives Remaining

Lets you know just how many of my lives you're taking into your hands! (No pressure, no pressure...)

⑤ Bussy Icon

The face of this icon has an unmistakable allure, a wild attraction, a ferociously handsome aura. Because it's ME! (Did you ever doubt?) But as I take hits from Oinker's henchmen, it changes:

0 Hits - Full Face. Purr-fect as always!

1 Hit - 2/3 Face Showing. Jeez, bad fur day!

2 Hits - 1/3 Face Showing. About To Bite It (so to speak). Quick, call a plastic surgeon!

Hint: If things look ugly, and they will if I have two hits, keep an eye out for the mid-level markers. Read on to find out how to use it.

⑥ Useable Items Icon

This icon will change as you use the **SELECT Button** to select collected items. If you've been resourceful, fast, and fearless in the game, you could have a Portable Hole or a Pie.



MID-LEVEL MARKERS

When I get to an exclamation point, I'm part way through a level. Be sure you make me tag this mid-level marker—when I lose a life, I'll come back to the last one I tagged. Also, every second mid-level marker I tag will heal me and reset the number of hits I've taken to 0.

USEABLE ITEMS

Find and collect these nifty items. They'll help you during the tour.



Portable Hole

Press the **SELECT Button** until the Portable Hole is selected.

Press the **A Button** once and I'll be rarin' to go.

Press the **A Button** again and I'll dive through the hole and arrive back at the Amazatorium.

I can leave a level and come back as often as I want. (Bobcats crave that kind of freedom.) But the level won't be counted as complete until I tag the end of level marker. On the other paw, any other move will make me put the hole away and continue with the level.

Pies

Press the **SELECT Button** until the Pie is selected. Press the **A Button** to fire at Oinker's henchmen.

HINT: Each useable item can be used only once. After that, I'll have to scramble through the levels to pick up others.

DON'T LEAVE HOME WITHOUT 'EM

The items below are pretty handy to have around as you make your way through the Amazatorium.



Bag o' Marbles

What it says, is what it is. A big Bag o' Marbles. But you can nab some happy points by scooping up one. So, keep on the lookout...





The Mighty Souvenir T-Shirt

No trip would be complete without a souvenir T-Shirt. So, if you see one of these shirts, GRAB IT — it'll give you an extra life.

Henchhogs and Bad Guys

Ace the Flying Penguin

The wicked exception to a known rule of nature; PENGUINS DON'T FLY. But hey, they usually don't drop huge ice cubes on unsuspecting bobcats, either. So, go figure.



Billy the Kid

One ornery cuss of a gymnastic goat. Get him riled and he'll sidekick ya so hard, you'll wind up in the cheap seats.



Lambo

Ewe ain't seen nothing yet that compares to the evil action of this sheep's lethal bleat. Raw, turbo-decibel power, comin' straight at ya! Stand baaa-aa-aack!

THINGS TO GIVE A WIDE BOARTH TO

Fire

Wanna know what really burns my tail?—A flame about this high. Since Oinker did a half-arsed job of putting clearly marked Exits in the Egypt World, and a great job of installing huge, open fire pits, it's a snap to make me a smokin' pile of fur. But you won't let that happen, will you?



This Is Bussy.

This Is Bussy On Electricity.

When I touch this stuff, I fry. Any questions?



Bottomless Pits

Now, I used to think only yahoo-pinhead types thought you could tunnel through the world and get to China. Well, fellow travelers, I've sailed through the darkness, and I believe. Don't make me jump down a solid black hole unless you're SURE about where it's going. Remember, the life you save, may be my own.

WINNING THE GAME

I win the game by defeating Oinker.

SO YA THINK YOU'RE PRETTY BAD

So. You've played the game. You've played it a million times. You've played it until your ears wiggled and your hands twitched; and you called out in your sleep at night, "No more, Oinker, you swine! NO MORE!!" Well, maybe not. But you still think you're pretty bad, don't ya? Let's see ya prove it.

If you love the bizarre and irresistibly twisted worlds in my game, (c'mon, admit it, you know you do) then do your worst, or best as the case may be. Send a mug shot, er, picture of you right next to your absolute Best Score or Best Time to me:

Bussy Bobcat
c/o Accolade, Inc.
5300 Stevens Creek Blvd. #500
San Jose, CA 95129

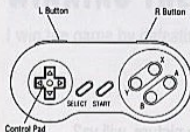
Oh yeah. One more thing. Get someone who still has thumbs to snap the picture, will ya?



Super Game Boy Instructions

- 1 Insert *Busy II* for Game Boy into your Super Game Boy™.
- 2 Place the Super Game Boy into the Super NES® and turn the power on. (Check your Super Game Boy and Super NES manuals for more information.)

Super NES Controls



L and R Buttons

The SNES default button controls match the Game Boy controls. To change the default setting, press the **L** and **R Buttons** at the same time then select the controller icon in the Super Game Boy System Window.

Note: The Super Game Boy **Control Pad**, **SELECT** and **START** are always the same function as those buttons on the Game Boy.

90-DAY LIMITED WARRANTY

▲ Activate a transporter, or enter a warp cave.

▼ Look down.

◀ or ▶

Run on the ground or glide in the air either direction. The longer you press the button, the faster Bubsy will run.

A Button

Lets Bubsy use the selected item.

B Button

Jump or glide. To jump, press once. To jump higher, press repeatedly. To glide, hold down the **B Button**. Press with ◀ or ▶ to move while in the air.



START

Starts and pauses the game.

SELECT

Will change the selected item for Bubsy to use.

X Button

Changes screen colors. If you press the **X Button** when playing the game with your colors, the screen changes back to the default colors.

Note: This game has an SGB Enhanced border made by the game designers. You can also choose any Super Game Boy System Border from the Border Window. See your Super Game Boy manual for more information.

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START

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SELECT

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Accolade

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