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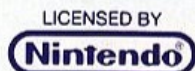
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Nintendo®

GAME BOY®

DWG-TV-USA





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Thank You for purchasing the Nintendo
GAME BOY Game Pak.

SPUD'S ADVENTURE

Before you start playing, please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet handy for your future reference.

PRECAUTIONS

- 1) Do not touch the Game Pak's terminal connectors. Keep them free of dust and moisture.
- 2) Store your Game Pak at room temperature. Avoid extremely hot or cold temperatures.
- 3) Do not clean with paint thinner, benzene, alcohol, or other such solvents.
- 4) Avoid subjecting your Game Pak to shock. Never attempt to open or dismantle it.

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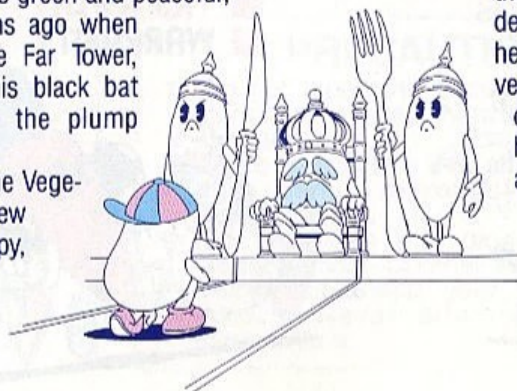


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STORY

In the Vegetable Kingdom, all were happy and very healthy, which you would expect in a land of vegetables. The Vegetable Kingdom was ruled by a ripe old king named Vegitan the 5th and his rosy red daughter, Princess Mato. All the country was green and peaceful, until a few months ago when Devi, Lord of the Far Tower, swooped in on his black bat wings and stole the plump Princess.

The people in the Vegetable Kingdom grew very sad and droopy,



and the King even began to wilt from all his tears. Many brave warriors marched off to rescue the Princess from Devi and his wicked Kitchen Army. But they were never heard from again.

Then today, a stranger came to see the King. He's a wanderer called Spud, and he'd heard about the vegenapping of Princess Mato. Because he's young, brave and very clever, Spud promised to enter the Far Tower and bring Princess Mato home.

PLAY CONTROL

CONTROL PAD

Use the Control Pad to move your lead vegetable up or down, and right or left. But beware of certain rooms where right becomes wrong!

A BUTTON

Press A to read the opening story, and to select which veggie should lead the way.

B BUTTON

When you need to use your weapon, press the B button!

SELECT BUTTON

Press this when you want to see the Status Screen.

START BUTTON

Press Start to begin the game and select a mode. Also use this button to skip the opening story.



SELECTION OF MODE

When the game begins, you have three choices: Adventure Mode is one-person play. VRS Mode is for when you're ready to take on someone else who plays Spud's Adventure. Select Password Mode if you were given a password in an earlier game.

► ADVENTURE
VS
6 PASSWORD

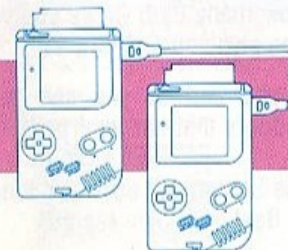


ADVENTURE

Spud's Mission: Find and rescue Princess Mato without getting turned into potato soup! There are four levels in the Far Tower and a Kitchen Boss awaits you at the end of each stage. Be careful — their favorite food is tater tots! But also in this amazing tower, you'll discover and save some veggie buddies who will eagerly help you search for the Princess. And at the very top of Far Tower is Devi. Spud will need all his courage and his friends to beat Devi!

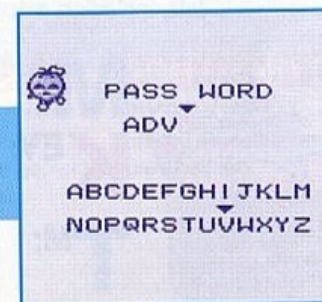
VRS

For VRS Mode, you need two Game Boys, two Spud's Adventure Game Paks, and the video link cable. Be sure both Game Boys are off when you connect the cable and install the Game Paks. Do not remove a Game Pak during play. When the title appears on screen, both players press Start.



PASSWORD

To use, Select Password Mode. Use Control Pad to move the arrow over the alphabet. Press A to pick a letter. Press B to move the arrow over the password, press Start. If the word is incorrect, your Game Boy will buzz!

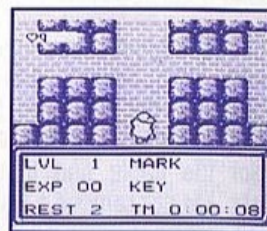


STATUS SCREEN

LEVEL: Use the Status Screen to keep an eye on how you're doing. Level lets you know the strength of your character, Max.

EXP: You earn points for every enemy you juice, and you need a certain number of points to destroy a Kitchen Boss, so keep busy!

REST: Keeps track of how many lives you have left, including extra lives.



MARK: This counts up how many Club Cards you've found. Three Clubs give you an extra life.

KEY: Keep all the keys you find so you can get through the locked doors that bar your path.

TM: This part of the Status Screen will time how long you've been playing. Beat your own record!

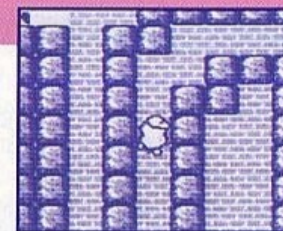


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PLAY AREAS

RANDOM PLAY AREAS

Devi left a little surprise for uninvited guests who visit his Tower. When you go down the first set of stairs, you never know what room you'll enter. It's different every time! But Spud can only go forward now. Sometimes it's a shortcut, sometimes — EEP! — it's not!



PLAY CHALLENGES

PUZZLE ROOMS

Blocks will stop Spud cold unless he can push them aside and clear a path!



Hidden Paths

In these tricky rooms, walls hide secret passages! Check carefully as you go.



LIGHT AND DARK

AUG! The lights flip on and off! Try to remember where the walls are.

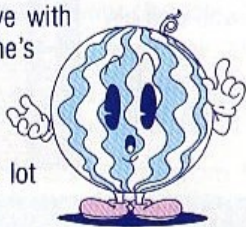


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YOUR FRIENDS

WATERMAN

Waterman is in love with Princess Mato, so he's eager to help Spud. He's been in Far Tower the longest and has a lot to say about it!



PEPPO

This poppin' green pepper has just what Spud needs. It's a Power Pepper potion that will POW! boost up your energy! Just walk up to this pint-sized power pepper for a pop.



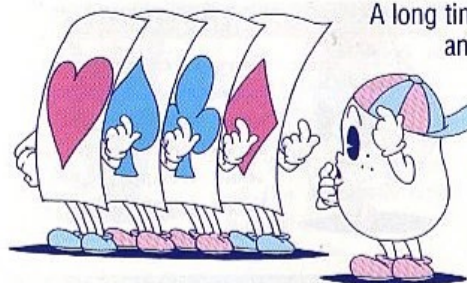
LISTEN UP!

Waterman was the first veggie to go into the Far Tower after his beloved Princess. He's survived over the months, and learned a lot. To get his news, just walk up close. And write down what he says. He'll give you important information and maybe a password!



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CARDS



A long time ago, Devi lived in a Kingdom called Uker and the people were Cards. Devi was so nasty, they threw him out. Some of the little Card warriors followed him to try to keep him out of trouble. Now they're hiding in the Tower. Whenever Spud finds a Card and picks it up, he gets a weapon or a special item.

♠ SPADE

With a Spade, Spud throws his shadow as a weapon.



♥ HEART

Each Heart fills one half heart energy level.



♣ CLUB

Find and keep three Club Cards to get one extra life!



♦ DIAMOND

Diamond?? Waterman frowns. "I, uh ... Forget."



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CHARACTERS

SPUD



Spud is a smart-talkin' fast-walkin' tater. He was first in his class at Tuber High, and he lives for danger and adventure. The bigger the risk the better!

ARNIE EGGPLANT

Once he's freed, Arnie is Spud's most loyal follower. (Eggplants are a little like dogs.) Arnie is the greatest boomerang thrower in the Kingdom, so sometimes he goes first to use his weapon against enemies.



TERRY TURNIP



Terry is as much of an adventurer as her sweetheart, Arnie. She has a lot of skill and uses an awesome weapon. She can throw a paralyzing beam that stops enemies cold.

GERRIT CARROT

Gerrit is known as the Mad Bomber. He's very cheerful and kind, he just likes to throw bombs . . . all the time . . . backwards. Gerrit can be really helpful to Spud. And he scares the enemies – they think he's nuts.



ENEMIES

DEVI



He's a whirlwind on wings, he's big, batty and bad – and he's tough! You'll need to use all the weapons and experience of your veggie crew.

FORKEM

This fast fork lives to feast on plump vegetables. He is so sharp he can cut right through walls, so remember, no place is safe from the fearsome forker! Smart veggies stay far away from Forkem because his touch is truly terrible.

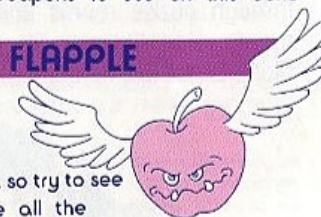


IGA IGA



This dark crystal rock will bounce straight at you! His beady eyes never miss a vegetable and his pointy spines are very dangerous. Bombs and boomerangs are the best weapons to use on this bone cruncher.

FLAPPLE



Flapple will swoop after you, and he's quick, so try to see him first! Like all the other enemies, Flapple may burst out of the ground. The earth will start to bubble in one spot, then POP! out comes an enemy. Stay away from those places!

VRS — PLAY

VRS play is exciting because you can choose any round. Also, you are given all four veggie characters to play with. VRS is a challenge of chance and skill — maybe you'll be lucky and find the shortcut at the bottom of the stairs. But then you have to know your way through puzzle rooms and the dark rooms. One thing is for sure, VRS Mode is not for the unprepared!



ROUNDS

Select the round you like best in the Tower. That way you can earn a lot of points just in case you meet up with Devi. And, you know, a lot of experience can take you a long way in the Far Tower!

OBJECTS

To win in VRS Mode, you have to find Princess Mato before your opponent. She's waiting somewhere, hoping a champion will come to save her. And it might be you, but you've got to beat the enemies and your challenger. So be bold and brave — and very fast!

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TO RECEIVE THIS WARRANTY:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify ATLUS SOFTWARE, Inc. Factory Service Center at:

ATLUS SOFTWARE INC.
17145 Von Karmen
Avenue, Suite 110
Irvine, CA 92714
(714) 263-0582

When you write us, please provide us with your phone number and a brief explanation of what appears to be wrong.

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