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Nintendo

GAME BOY

Dennis
THE
MENACE™

REBATE
COUPON
INSIDE

Instruction Manual



DMG-YO-JSA

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Based on a motion picture screenplay written by John Hughes and directed by Nick Castle.



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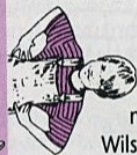
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Here Comes Trouble



It's hard to see why Mr. Wilson doesn't appreciate having an aspirin shot down his throat with a slingshot. After all, Dennis, the overalled, over-curious kid from next door is only trying to help. He's crazy about Mr.

Wilson (who he's driving crazy), and he says Mrs. Wilson is "the best old gal in the neighborhood." He loves to visit them and help out, only one thing always goes wrong...EVERYTHING.

After innocently putting mouthwash in Mr. Wilson's nasal spray, bathroom cleaner in his mouthwash and gum in his false teeth, it's not hard to see why Mr. Wilson's worried about what might happen to ruin the most important moment of his life. In front of the entire Garden Society, his rare orchid will bloom for just a few seconds and then die, after a 40-year wait.

But the whole town is unaware of the slimy thieving maniac who's lurking about – Switchblade Sam! Naturally, when Dennis finds Mr. Wilson's safe open and his valuable gold coin collection missing, he has to run to the garden and shout out the news. Too bad every eye is on Dennis when Mr. Wilson's rare orchid opens, shows its magnificence and withers.

Needless to say, Mr. Wilson is furious, and he lets Dennis know in no uncertain terms that he doesn't want him around. But Dennis is determined to win back Mr. Wilson's friendship, so he sets out to find and return the coin collection, and bring that no-good Switchblade Sam to justice. After all, if he can't do it, nobody can!



Getting Started



1. Make sure that your Game Boy is turned off.
2. Insert your DENNIS THE MENACE game pak into the slot.
3. Turn on the Game Boy.
4. The Title Screen will appear.

On the Title Screen, press START to move to the opening sequence. To skip this, press START again and the game will begin with Level One, Mr. Wilson's House.

Controls



The controls are as follows:

Control Pad UP: Enter Door/Climb Rope.

Control Pad DOWN: Duck.

Control Pad LEFT: Walk Left.

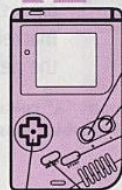
Control Pad RIGHT: Walk Right.

BUTTON A: Jump/Swim (if underwater).

BUTTON B: Fire current weapon.

SELECT: Switches between weapons (water pistol, peashooter and slingshot).

START: Pause and unpause game.



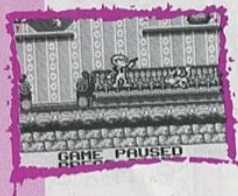
Button B
Button A

Start/Pause

Control Pad Select

Playing The Game

Level One: Mr. Wilson's House



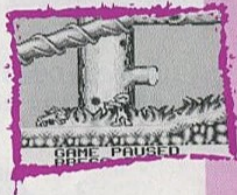
Dennis must find his way out of Mr. Wilson's house. But first he has to explore the house to locate the door key. It is lying around the house somewhere, along with coins dropped by the inept Switchblade Sam. Coins marked with a "D" are less valuable, but the more valuable coins marked "X" are necessary in order to advance to the next level.

(Note: There are no "X" coins in this level, but there are four in each of the other levels, all of which must be collected to proceed.)

While doing all this, Dennis must avoid waking the sleeping Mr. Wilson, who is seen in varying states of unconsciousness in the top left of the screen. If Dennis makes too much noise by firing at lots of enemies, Mr. Wilson will wake up and send him back to bed and the game must be started all over again.

Level Two: The Spooky Forest (2 sections)

This level has coins scattered all over. Dennis should collect as many "D" coins as possible (these will be rewarded with points), but he must locate all of the "X" coins to proceed to the next level. Coins may be in trees or on the ground.



Level Three: The Sewers (3 sections)



Dennis' trail has led him down into the sewers beneath the streets. Again he must find all the "X" coins to keep going.

Sewer Workmen

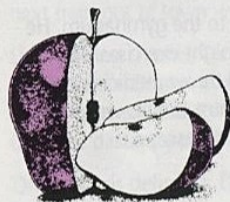
Having been through all of the sewer areas, Dennis meets up with a workman who is none too pleased to see a little boy running around in the sewers. Dennis must defeat him while avoiding contact with him and falling toxic drips.

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Level Four: The Adventure Park (2 sections)

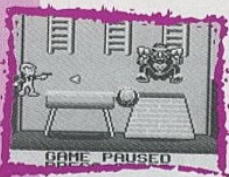


Dennis must find all four of the "X" coins while avoiding all obstacles in his path. Here he can use the ropes to help him to reach coins and platforms. Dennis must also swim (some coins are underwater) as well as use doorways. These will lead to underground chambers or to other areas, all of which may have coins in them.



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Level Five: The School (2 sections)



School, as they say, is out for summer – but Dennis' travels take him running through his school corridors, and up and down its stairways. He can also use open doors to gain access to other areas. Closed doors will offer no such assistance, however.

Gym Teacher

Journeying through the school brings Dennis to the gymnasium. He discovers Coach Beeferman doing some late-night exercises. The Coach is determined to catch Dennis and will throw medicine balls at him while bouncing about the gym. Dennis must use his weapons to try and stun the Coach long enough to make his escape.

Level Six: The Boiler Room (4 sections)



Following Switchblade Sam's trail of coins, Dennis finds himself in the school's boiler room. He must find all the "X" coins to advance to the next level.

Switchblade Sam

Sam has made a hiding place in the boiler room of the school (which is deserted over the summer vacation) while he waits to jump the next train out of town with his ill-gotten gains.

Upon seeing Dennis, Sam will throw a constant barrage of apples in his direction. Dennis must avoid all contact with these and with Sam, as well as the fireballs thrown out by the boiler, while shooting at Sam until the dastardly villain finally slumps into submission.

Once Sam is defeated, Dennis will have completed his epic adventure!

Pick-Ups

Throughout the game, Dennis may pick up several items which will be helpful to him:

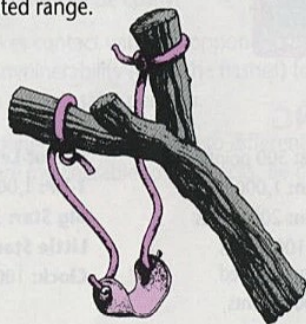
Extra Lives: Obtained by collecting the "1-UP" icons found around the levels.

Extra Courage: Obtained by picking up a CANDY icon. This restores Dennis' courage to a full six hearts.

Extra Time: Obtained by picking up a CLOCK icon which restores the time to 60 units.

Weapons

Dennis carries his three weapons with him at all times. These are his water pistol, peashooter and slingshot. Only certain weapons will have an effect on certain enemies. You must discover which weapons dispose of which enemy. The water pistol also suffers from the drawback of having limited range.



Status Display



The following are displayed at the bottom of the screen: Score, Time, "X" Coins Collected, Current Weapon, Lives and Courage (represented by a heart).

SCORING



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Enemies: 500 points
"X" Coin: 1,000 points
"D" Coin: 200 points
Candy: 100 points
+ Courage restored
Key: 1,000 points

End-of-Level Enemy: 5,000 points
1-UP: 1,000 points + Extra Life
Big Star: 2,000 points
Little Star: 1,000 points
Clock: 100 points + Extra Time

Hints and Tips



Stand as close as you can to the edge. Look before you leap!



Study the movement of your opponents and avoid them accordingly. Haste can be costly!



If Dennis makes contact with any opponent, use his momentary invulnerability (when he flashes) to gain ground or to reach a safer position.



Different opponents are vulnerable to different weapons, while some are invulnerable to all attacks. Be careful!

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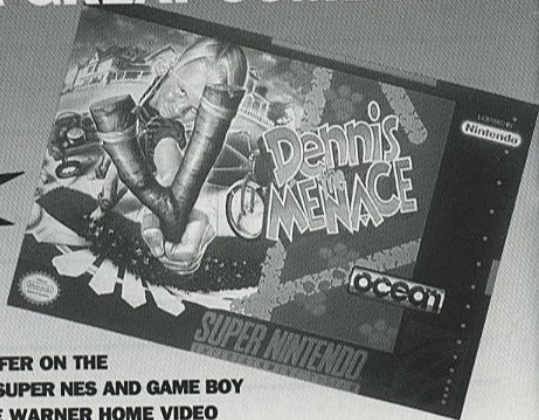
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