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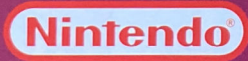
Nintendo®



GAME BOY®

MOLE MANIA™

INSTRUCTION BOOKLET



Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN

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Thank you for selecting the Mole Mania™ Game Pak for the Nintendo® Game Boy® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.



Dear Muddy,

Ha ha ha! I've kidnapped your wife and kids! If you want them back, you'll have to find them in Jinbe Land! I'll be waiting for you.

-Jinbe



Once upon a time, there was a mole named Muddy. He lived happily with his wife, Maggie, and their seven children.

One day, when Maggie and the kids were playing outside, Jinbe the evil farmer appeared! Maggie tried to protect her children, but Jinbe was too strong for her.

Muddy came home to find a letter from Jinbe telling him the news. Muddy left for Jinbe Land to get his family back!



Basic Operation

My name is Grandpa Hint. My real name is a secret. If you listen to me, you'll do well.

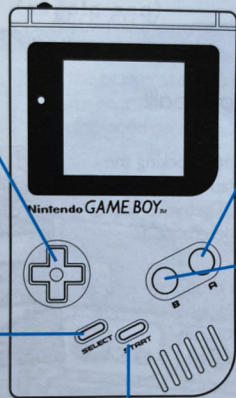


+ CONTROL PAD

Use it to move Muddy. If you press **▲** when standing in front of a signboard, you can read the message.

SELECT

Use it on the Level Select screen (see page 8 for more info).



A BUTTON

When you're above ground, press the A Button to dig a hole and dive underground (and vice versa).

B BUTTON

Grab or pull things. When you are underground, press the B Button to peek above ground.

START

Press **START** to access the Menu screen.

Press **START**, **SELECT**, the **A** and **B** Buttons simultaneously to reset the game.

How to Play-Quest Mode

(one player)

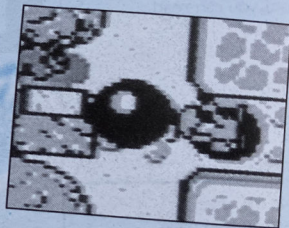
Destroy the exit wall with a black ball!

The objective is to destroy the wall that's blocking the exit using a black ball. It won't be easy, because there may be obstacles in your path or enemies out to get you. The trick is to use both the surface and the underground to your advantage.

The black ball has a unique trait. If you drop it in a hole, it'll return to its original spot. You cannot carry a black ball underground; however, you can use it to destroy your enemies most of the time. That's a good thing to remember.

If you finish Level 1, the entrances to Levels 2 through 7 will open. You can challenge any level you want (you don't have to do them in order). At the end of each level, a boss will be waiting for you!

The game will save automatically each time a stage is cleared.



Menu Items

MAP

View the map of the current level.

LOCATOR

The location of the boss, the bonus stage and the life recoveries will be displayed on the map.

RECOVERY

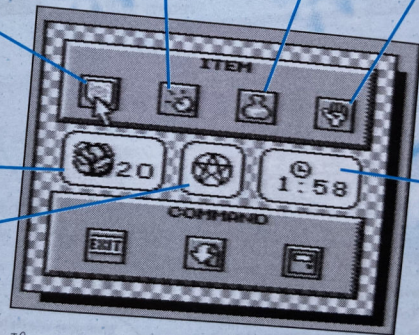
Completely refills your Life Meter. It has a one-time use.

GIVE UP

Automatically go to the next stage. Don't use it unless you have to!

Number of cabbages dropped.

Bonus stage cleared?



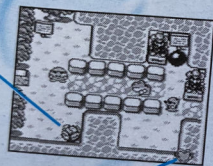
Time spent playing the current level.

If you don't have any items, "NO ITEM" will be displayed.

System Commands

CABBAGE

There are 20 cabbages in each level. If you drop five cabbages in a hole, $\frac{1}{4}$ of your Life Meter will be recovered.



HEART

$\frac{1}{4}$ of your Life Meter will be recovered. Make sure to watch your Life Meter (in the lower right corner).



EXIT

Select Exit to return to the game (you can also return to the game by pressing the B Button).

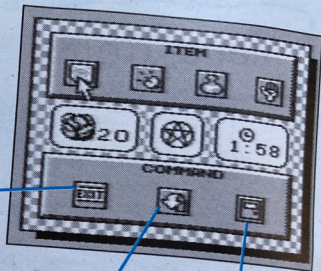
ESCAPE

Go back to the last cleared stage and try again.

LEVEL

Return to the Level Select screen. The clear percentage for that level will be displayed.

When your Life Meter is full, getting a heart or five cabbages won't make a difference.

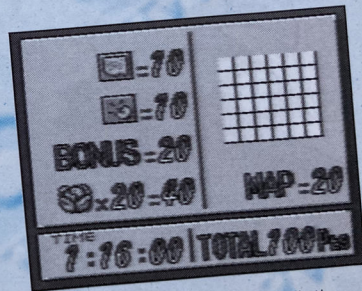


Go for 100 points!!

If you defeat a boss, the point total for that level will be tallied. If the boss hasn't been defeated, the clear rate will be displayed in the form of a percentage. Good luck!

To Get 100 Points

1. Get all 20 cabbages (two points per cabbage).
2. Finish the bonus stage for 20 points.
3. Get the map and locator for 20 points.
4. Destroy all of the exit walls. If there are two exit walls on a screen, destroy both of them. Check the map to make sure you haven't missed any stages. There are secret paths in unexpected places, but don't worry about how long it takes to destroy the exits as it will not hurt your point total.



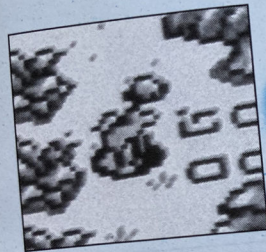
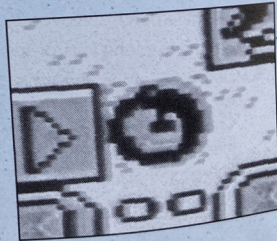
If you clear a stage with the Give Up item, you cannot get 100 points. If that happens, press SELECT on the Level Select screen, and restart that level from the beginning.



Muddy in Motion



Here, we're going to study Muddy's movements in greater detail. Be sure to pay attention!

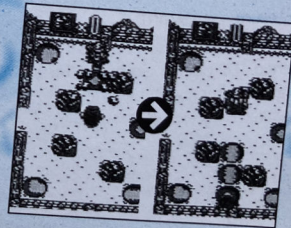


(A) Dig a hole / Go underground / Go above ground

Make sure to look underground as well as above ground when planning a way to the exit. If things don't look too clear, dig around underground, but don't just dig a hole for the heck of it. Try to go underground using an existing hole.

(A) (repeatedly) + Control Pad - Continuous hole digging.

To dig holes continuously, press the A Button repeatedly as you move with the + Control Pad. This technique will be helpful to you in the bonus stage.

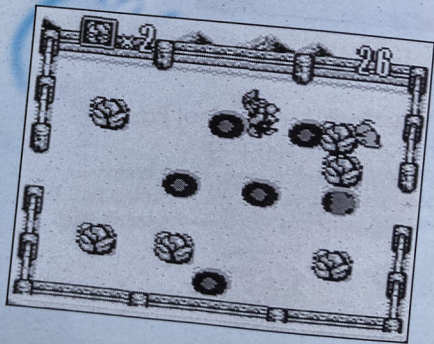


Bonus Stage

In each level, there is a bonus stage. The rules are simple. Drop all the cabbages into the holes within the allotted time. Jinbe will try to interfere, so be careful. If he hits you, you won't be able to move for a short time. You'll lose five seconds with each hit.

Play as often as you want

After you defeat the boss, don't panic if you haven't reached 100 points. Go back to the same level, get the items you need and destroy any stage exits you've missed.



Move/Push

Press the + Control Pad to move on the surface or underground or to push things (like the black ball).

(B) - TAKE A LOOK AROUND

You can stick your head out from underground to check above ground. You can't do this everywhere.



(B) + CONTROL PAD - PULL

You can push and pull black balls, barrels and cabbages.



(B) (HOLD) + CONTROL PAD - THROW

Grab something with the B Button, and after a while, Muddy will start glowing. To throw what you've grabbed, press the + Control Pad in the desired direction.



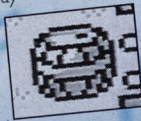
Throwing backwards will really come in handy!



Hints for Conquest

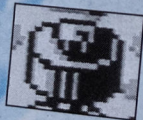
BARREL

You can treat a barrel as a black ball, but it will fill up a hole. If that happens, it may block your underground path. Be sure to plan carefully.



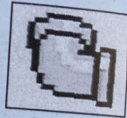
WEIGHT

You can push a weight, but you can't pull or throw it. Weights can be handy when you want to limit your enemy's movement. They can also be a stopper for the black ball.



ELBOW PIPE

These are great when you want to change the black ball's direction. If you use them correctly, you can defeat an enemy in the distance or even the exit wall. Barrels can be thrown in pipes, too.



SPIKES

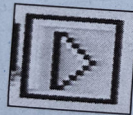
Muddy can't walk over spikes. He can, though, push black balls, barrels or weights onto them. If the ground is covered with this stuff, try going underground.



Be sure to think carefully. If you get stuck, you can always try again.

ARROW

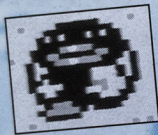
If a black ball or a barrel crosses over one of these, they will change in the direction the arrow is facing. If Muddy walks on an arrow, nothing will happen. Just like elbow pipes, you can use arrows to defeat far-away enemies safely.



Enemy Characters

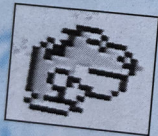
MORO

He appears quite often in Level 1 and is the least important character. You may not even have to destroy him.



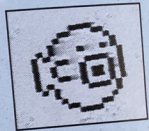
DINO

He looks scary, but he's no big deal. By the way, if you destroy the exit wall, you'll destroy all enemy characters for that stage. That's a good thing to remember.



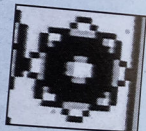
FISHY

This fish swims in the air. He changes direction when he hits a wall or item. Compared to other enemies, he's pretty slow.



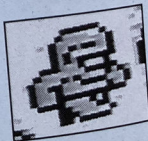
SPIKY

You can't destroy Spiky, but you can block him off with a weight.



ASON

I've heard that he's a follower of one of the bosses. He tends to walk along walls or items. Study his movement.



SMALL MOUSE

These creatures live mainly underground. If you dig a hole, they could come out of the ground. I've heard that a bigger mouse is somewhere nearby.



RABBIT

These rabbits don't hop. They just move side to side. You'll start seeing them in Level 3.



EMPEROR

There are some cold areas in Jinbe Land. You'll find this enemy hanging out in these places.



GAJA

He looks like a walking potato. Most of the time, he and Ason like to hang out in the same stages.



SNAKEFACE

He looks fierce, but his moves are simple. No need to worry.



Bosses

KANGAROOON - LEVEL 1

I'm Kangaroon, and I'm the boss of Level 1. I've got some tasty apples in my pouch for you. Hurry! I'll be waiting!



SUNDES - LEVEL 2

Hey, bright boy. I'm Sundes. My flash attack is very blinding! Water is my weakness.



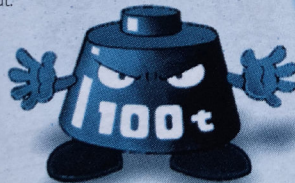
There is nothing I don't know. I even know how to defeat each boss. I've written down how to defeat them somewhere in each level. See if you can find my signs. Good luck!



There are more bosses waiting for you. Watch out!

FUNTON - LEVEL 3

Funton is here! Let the fun begin! When I jump in the air, my shadow will branch out.



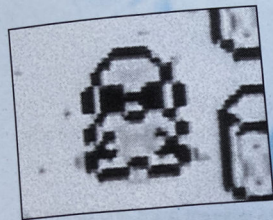
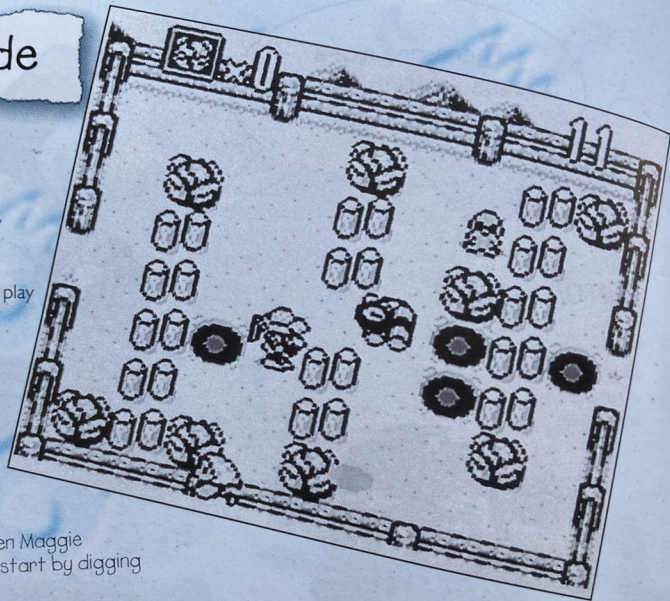
Vs. Mode

HOW TO OPERATE

Connect two Game Boy systems together with a Game Link™ cable (sold separately), and you can play a two-player Vs. game.



Sometimes, when Maggie appears, she'll start by digging a hole for you.



MUDDY

Muddy moves the same way as in the Quest mode. He just can't peek above ground. The game cannot be paused in Vs. mode.

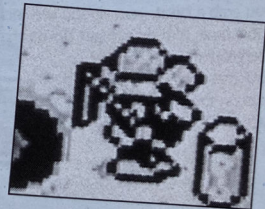
JINBE

(A) Swing the hoe

Jinbe's weapon is a hoe. He can use it to dig and fill in holes. He can also use it to hit Muddy.

(B) Throw the hoe

Jinbe can throw the hoe in the direction he's facing. If Muddy gets hit by a hoe, he'll lose five seconds of time. If a hoe hits a cabbage, the cabbage will temporarily disappear. However, if the cabbage Muddy has gets hit, it will disappear completely.



RULES

Muddy drops cabbages into the holes, and Jinbe's goal is to stop him from doing it. Both players play offense and defense one time each. Whoever drops more cabbages is the winner. If both players drop the same number of cabbages, the player who has more time remaining is the winner.

BOOT

If you grab a boot, your speed will increase for a short time. Muddy can get boots that are underground. Jinbe can get boots that are above ground. Boots on the ground will disappear if a hole has been dug.



MAP SELECT/LEVEL

Whoever selects Vs. mode will have the ability to select the map.

Select from 16 different maps, and confirm by pressing either START or the A Button (a mini-map will appear on the left).

For each level, a time limit will be set. Expert players should try a tougher difficulty level. Novice players should try an easier level. Check with your opponent first before deciding. Press START when you're ready.



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REV-B

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