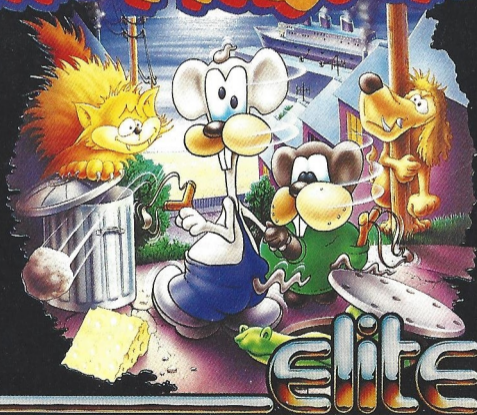


Nintendo

GAME BOY™

DMG-F6-UKV

The Fidgetts™



INSTRUCTION BOOKLET



This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability, and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.

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Thank you for selecting the Elite Systems Ltd. The Fidgetts Game Pak. Due to the very complex nature of the game it would be wise to study the information presented in this instruction booklet before commencing play. Please keep this booklet safe for future reference.

Precautions

- 1. If you play for long periods of time, take a 10-15 minute break every hour or so.*
- 2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.*
- 3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.*
- 4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.*
- 5. Store the Game Pak in its protective case when not in use.*

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INTRODUCTION

Meet the Fidgetts, a family of adventurous mice!

Fed up with life in a quiet country barn, Pa Fidgett decided to take his family to America to make a fresh start. Having gathered together the family's few belongings, he hid Ma, himself and their two children Freddie and Frankie, on the back of the farmer's fruit wagon which was heading for the docks.

All went smoothly until they reached the suburbs of the big city. The wagon hit a bump in the road, flinging its hidden passengers from one side to the other. When the sudden excitement finished, Ma turned to check that her twins were okay. To her horror, she saw that little Freddie was missing! Moving to the back of the wagon and peering over the edge, she was just in time to see Freddie being washed down the road towards a drain.

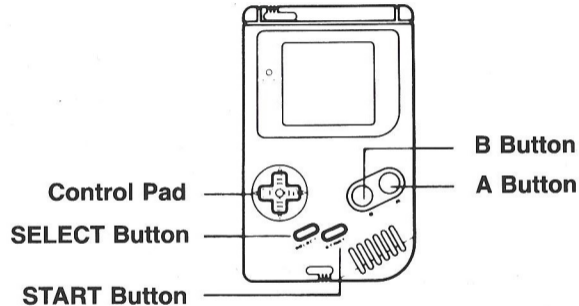
"What are we going to do?", she screamed.

"I'll get him!", shouted Frankie.

"Are you sure son?", asked Pa.

"Yeh! After I find him, we'll make our way to the ship. It can't be too far from here", Frankie replied in a slightly uncertain tone.

You now take control of Freddie and Frankie as they make their way through many different levels to rendezvous with their parents at the dockyard. Each mouse has different abilities, which you must make careful use of to ensure that they both progress further.



HOW TO USE THE CONTROLLER

Start Screen

A Button: *Press to start the game.*

Language Selection Screen

Control Pad: *Press Up and Down to move the highlight to the desired language.*

A Button: *Press to select highlighted language.*

Passcode Screen

Control Pad: *Press Left and Right to move the arrow to each box. Press Up and Down to change the symbol displayed.*

A Button: *Press to enter Passcode.*

Note: The default Passcode is three cheeses. Entering this Passcode or any invalid Passcode will start the game at the first level.

Puzzle Zones

Control Pad:

Left: *Move left.*

Right: *Move right.*

Down: *Pick up or drop an object.*

Up: *This command applies to Frankie only. If you press Up whilst standing next to Freddie, Frankie will climb up onto Freddie's shoulders. Pressing Up a second time will launch Frankie high into the air.*

A Button: *Fires the character's catapult, or throws any carried object, in the direction faced.*

B Button: *Jump.*

SELECT Button: *Press to switch between Freddie and Frankie.*

START Button: *Pause game and display status screen. Press again to resume play.*

Up and START: *Activate options window.*

Bat 'n Ball Bonus Sections

Control Pad: *Press Left and Right to move the bats.*

A Button: *Press to launch ball.*

START Button: *Pause/Unpause.*

The Sewer Run

Control Pad: *Press Left or Right to move in that direction.*

START Button: *Pause/Unpause.*

Ballooning

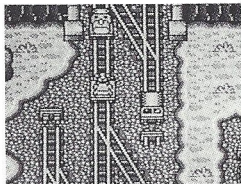
Control Pad: *Move in direction pressed.*

A Button: *Fire catapult.*

START Button: *Pause/Unpause.*

Rail-Rodents

- Control Pad: Press Up or Down to accelerate in that direction.
A Button: Press to take right-hand route at points.
B Button: Press to take left-hand route at points.
START Button: Pause/Unpause.



The Crate Escape (Maze)

- Control Pad: Press Up to walk forward. Press Down to walk back. Press Left or Right to turn at a junction.
START Button: Pause/Unpause.

GETTING STARTED

Insert your Game Pak into the Game Boy unit and turn the power on. First the Nintendo logo will be displayed, followed by the Title Screen and Start Screen. (Press the A Button to start the game). If this is your first game since turning the power on, you will be asked to select your preferred language. Use the Up or Down Buttons to select the language you wish the game text to be in and press the A Button to continue.

The Passcode screen will now be displayed. Press the A Button to begin the game at level one, or enter your Passcode using Left and Right to select a box and Up and Down to change symbols. Press the A Button to start the game at the selected level.

PLAYING THE GAME

Freddie and Frankie Fidgett need your help to escape from the sewers beneath the city and reach the docks and their family. This task will not be easy! You must help the brothers solve puzzles, negotiate the waterways of the sewer, pilot balloons, outrun trains and avoid becoming lunch for some of the city's inhabitants. The ship will not wait for late arrivals, so let's meet our heroes and get going!

FREDDIE FIDGETT (aged 10 mouse-years)

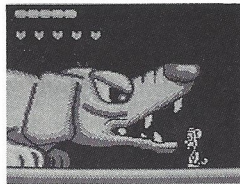
Weaknesses: Freddie is the younger of the two Fidgett brothers. He is shorter than Frankie and cannot jump as high or as far as his brother. Freddie has not had quite as much practice with his catapult, so his shots do not go very far.

Strengths: Freddie's size can be turned to your advantage; he can squeeze through gaps to go where his brother cannot. He also has tremendous strength, he can lift his brother onto his shoulders and launch him high into the air!

FRANKIE FIDGETT (aged 10 mouse-years)

Weaknesses: Frankie is very tall, he has problems fitting through low areas.

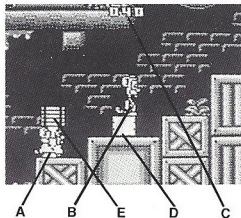
Strengths: Frankie was his school's top athlete; he can jump further and higher than any other mouse and is an ace shot with his trusty catapult.



PUZZLE ZONES

The first level (Sewer I) – an example of a puzzle zone.

- A – Freddie Fidgett
- B – Frankie Fidgett
- C – Time remaining
- D – Movable block
- E – Movable spring



OBJECTIVE OF PUZZLE ZONES

Both brothers must reach the exit of each puzzle zone before the timer reaches zero, it is up to you to find the exit. You start a new game with four pieces of cheese. If one of your characters loses all his energy or falls down a hole in the floor, you will lose one piece of cheese and that character will reappear at the start of the level, however, the other character and any 'movable' objects will remain where they are. Should you run out of time or lose all of your pieces of cheese in a puzzle zone, the game will end.

MOVABLE OBJECTS

These include blocks, springs and other objects which can be picked up, dropped and thrown by either Freddie or Frankie.

Freddie and Frankie can stand on blocks to gain extra height, enabling them to reach ledges that are very high or far away.

If one of the brothers jumps onto a spring he will rise higher and higher with each bounce until stopped by an obstruction. Other objects can also be picked up, but you will have to work out the function of these for yourself!

NON-MOVABLE OBJECTS

These include chairs and switches.

Chairs have the same effect as springs, but even Freddie can't possibly carry one of these around! Stand right in the centre for maximum bounce! Find your path blocked by something? Look for a switch; pulling a lever or switching off an appliance can open up new routes.

PUZZLE ZONE MENU SCREEN

Press Up and the START Button together to view the Puzzle Zone Menu Screen. Press the START Button a second time to return to the game or press Up and Down to move the arrow pointer to the required option and press the A Button to select.

Try Again: Resets the current puzzle zone. The characters are moved to the start of the level and all movable objects are reset to their original positions. The timer is also reset. This function is very useful if you drop something in the wrong place and are then unable to reach it. There is a penalty though; each time you select this option you lose two pieces of cheese. Should you have less than two pieces of cheese, you will be returned to the game.

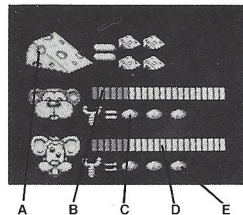
Quit: Return to the title screen. Only select this if you really want to give up.

PUZZLE ZONE STATUS SCREEN

Press the START Button at any time to pause the game and view the status screen.

- A – Number of cheeses remaining
- B – Freddie's energy level
- C – Number of catapult shots remaining for Freddie
- D – Frankie's energy level
- E – Number of catapult shots remaining for Frankie

Each character starts the game with 3 catapult shots, extra shots can be gained in the Bat 'n Ball Bonus Section.



BAT 'N BALL BONUS SECTION

After each puzzle section, you will be given the chance to relax and earn yourself some extra catapult shots and precious cheese pieces. At the top of the screen is a timer. You will not lose anything if the timer reaches zero, you will simply progress to the next level with any of the items you have managed to hit.

You have two bats, one at the top of the screen and the other at the bottom. Press the A Button to launch the ball towards the bricks blocking your path to the bonus goodies. Press Left and Right to move the bats and prevent the ball from leaving the screen. Should the ball leave the screen at either end, the bonus section will end and you will enter the next level. The game will also progress automatically if you manage to hit all of the bonus items.

Hitting a catapult gives both brothers 1 extra catapult shot.

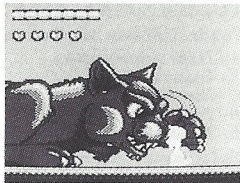
Hitting a cheese give you an extra cheese and replenishes the energy of both characters.

ACTION SECTIONS

There are three action sections in all, these are: The Sewer Run, Ballooning and Rail-Rodents.

The Sewer Run

Frankie and Freddie have found an old tyre floating around in the sewers. Seizing their chance to escape, they jump onto the tyre and shoot out of a drainage hole into the city canal. You must help the brothers avoid the many dangers of the canal, including turtles, broken TV sets and empty oil drums. You will be sucked over weirs by strong currents and pummelled by the canal bank as you attempt to steer the young Fidgetts to safety. Use the control pad to steer the tyre left and right. A BIG surprise is waiting for you at the end of the canal! Once our heroes overcome this large obstacle, they will moor the tyre and enter a garden in the heart of the city.



Ballooning

The boys have progressed through the garden into the house and now reach the top floor. Frankie finds a few balloons, forgotten relics of some past party, in the attic. The brothers carry the balloons across the rooftops to a suitable take-off point. Little Freddie points excitedly at the railway station a few blocks away. Quickly securing one of the balloons to his young brother, Frankie wishes Freddie luck. Frankie watches for a while, as Freddie floats off toward the station roof, before he attends to his own makeshift harness. Taking one big breath, he too jumps from the rooftop into the clear blue sky . . .

Using the control pad to move, you must pilot each brother in turn past any obstacles in their path. Your trusty catapult will come in handy for knocking a few of the hazards back down to earth; press the A Button to let fly with a pebble. Look out for extra ammunition and other mystery items which can be collected en-route.

Rail-Rodents

The dockyard is in sight! A five minute journey is all that stands between our heroes and the rest of their family. The brothers climb on board a rusty cart lying in a siding and set off towards the docks.

Press Up or Down to move in that direction. As the cart is very old and the brothers are very small in comparison, it will take a little time for them to accelerate or change direction. When you come to a set of points, press the A Button to take a right turn or the B Button to take a left turn. Watch out for trains and don't crash into any buffers!

THE CRATE ESCAPE – THE FINAL OBSTACLE!

Upon reaching the docks, the boys are confronted by a mass of packing crates which are being loaded into the ship's cargo hold.

Press Up on the control pad to walk forward. Press Down to walk back. Press Left or Right at a junction to turn in that direction.

You only have a couple of minutes left! Good luck!

You made it? Well done! Let's get onto the ship.

Wait a minute, something's watching you . . . something with big eyes and whiskers . . . OH NO, look out . . .

HINTS AND TIPS

- 1) *If you are running very low on time in a puzzle zone, it may be wise to select 'TRY AGAIN' if you have two or more pieces of cheese. The timer will reset and you can have another attempt.*
- 2) *All creatures have a weak spot, even the BIG ones! Hit them in the right place a few times, and they might stop harassing you!*
- 3) *The nasty creature at the end of the canal can only be hit at a certain time.*
- 4) *Don't waste catapult shots in puzzle zones. Save your precious pebbles for enemies that can't easily be avoided by jumping.*
- 5) *When is a wall not a wall? – When it's a secret passage!*

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