

Nintendo

GAME BOY COLOR



ACTION MAN

CGB-BAXE-USA

SEARCH
FOR BASE X



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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EVERYONE

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CAPTURE DR. X!

You are **ACTION MAN™** — find and capture DR. X before he uses his top-secret weapon against the world. You might have a hard time in your regulation gear. However, you should be able to find new equipment and weapons that will aid in your quest.

***Stop DR. X before
he implements
his plan!***

GETTING STARTED

1. Turn OFF the power switch on your Nintendo Game Boy® Color. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of ***ACTION MAN™*** into the slot on the Game Boy Color. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

THE CONTROLS

GAME BOY[®] COLOR



COMMAND

ACTION

Run Left



Run Right



Climb Ladder



Grab Vine or Ladder



Crouch

Jump

A Button

Jump off Vine or Ladder

Fire Weapon

B Button

Fire Weapon
while crouching

↓ + B Button

Fire Weapon
diagonally Up/Right

↗ + B Button

Fire Weapon
diagonally Up/Left

↖ + B Button

Change Weapons

SELECT



MAIN MENU

From the Main Menu, you can change the game options, continue where you left off, or start a new game. Highlight an option and press the A Button to confirm. For more information on Playing a Game, see page 8.

- >>> **Start Game** – Begin a new game.
 - >>> **Options** – Change the music and sound effects settings:
 - Music** – Toggle the music ON/OFF.
 - SFX** – Toggle the sound effects ON/OFF.
 - Exit** – Exit the Options Menu and return to the Main Menu.
 - >> **Password** – Continue a game from where you left off.
- See page 7 for more details.

PASSWORD MENU

The Password Menu allows you to continue a game from where you left off. After completing a mission, a screen will appear with a sequence of numbers and letters. Write these down so you can return to the game.

To load a Password, highlight a letter or number and press the A Button. Continue the process until the Password is complete, then highlight ENTER and press the A Button. If entered successfully, you will return to your previous game. If incorrect, you will receive an ERROR message. To return to the Main Menu, highlight EXIT and press the A Button.



PLAYING A GAME

To begin a new game, select START GAME from the Main Menu. Now highlight a difficulty level by pressing **↑/↓** on the Control Pad. Press the A Button to confirm.

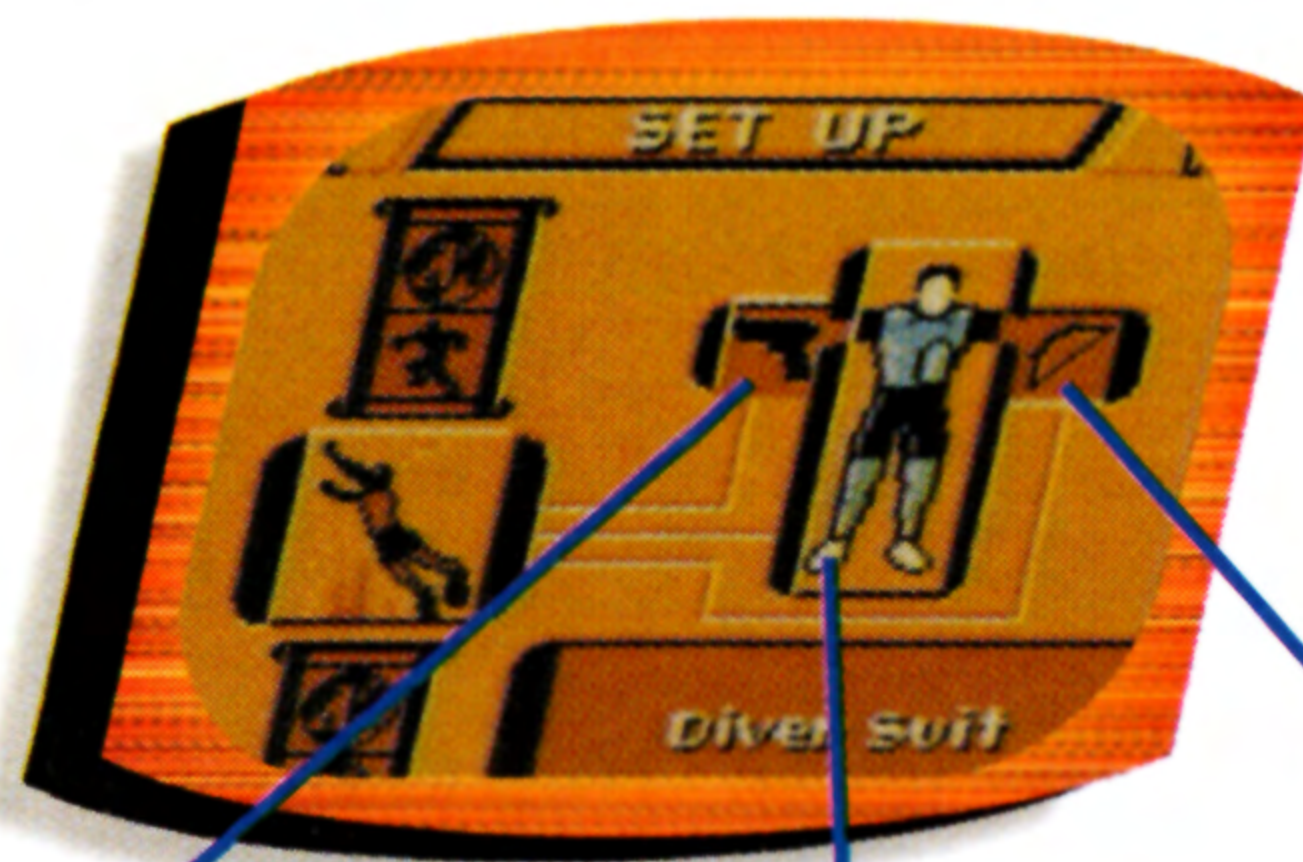
Choose a Stage to play and press the A Button. There are seven total stages, each consisting of two or three missions. ACTION MAN will be unable to complete some of the missions without the proper uniform or equipment (found in other stages).

Once obtaining new items and uniforms, ACTION MAN can then travel back to previous locations to complete the missions that were unbeatable before.



***PLAYING A GAME* cont.**

Press SELECT to view the mission briefings. Now choose a mission for the level and press the A Button. If you do not have the proper equipment, you will have to begin with Mission A.



**Primary
Weapon**

Uniform

**Secondary
Weapon**



PLAYING A GAME cont.

Finally, choose ACTION MAN's uniform, primary weapon, and secondary weapon. There are a total of six uniforms and ten weapons or items for ACTION MAN to acquire.

Uniform Selection

Make sure ACTION MAN is highlighted, then press **↑** / **↓** on the Control Pad to change his uniform. Be sure the uniform is the best one for the situation. For example, you wouldn't want to wear the winter camouflage in the Jungle.

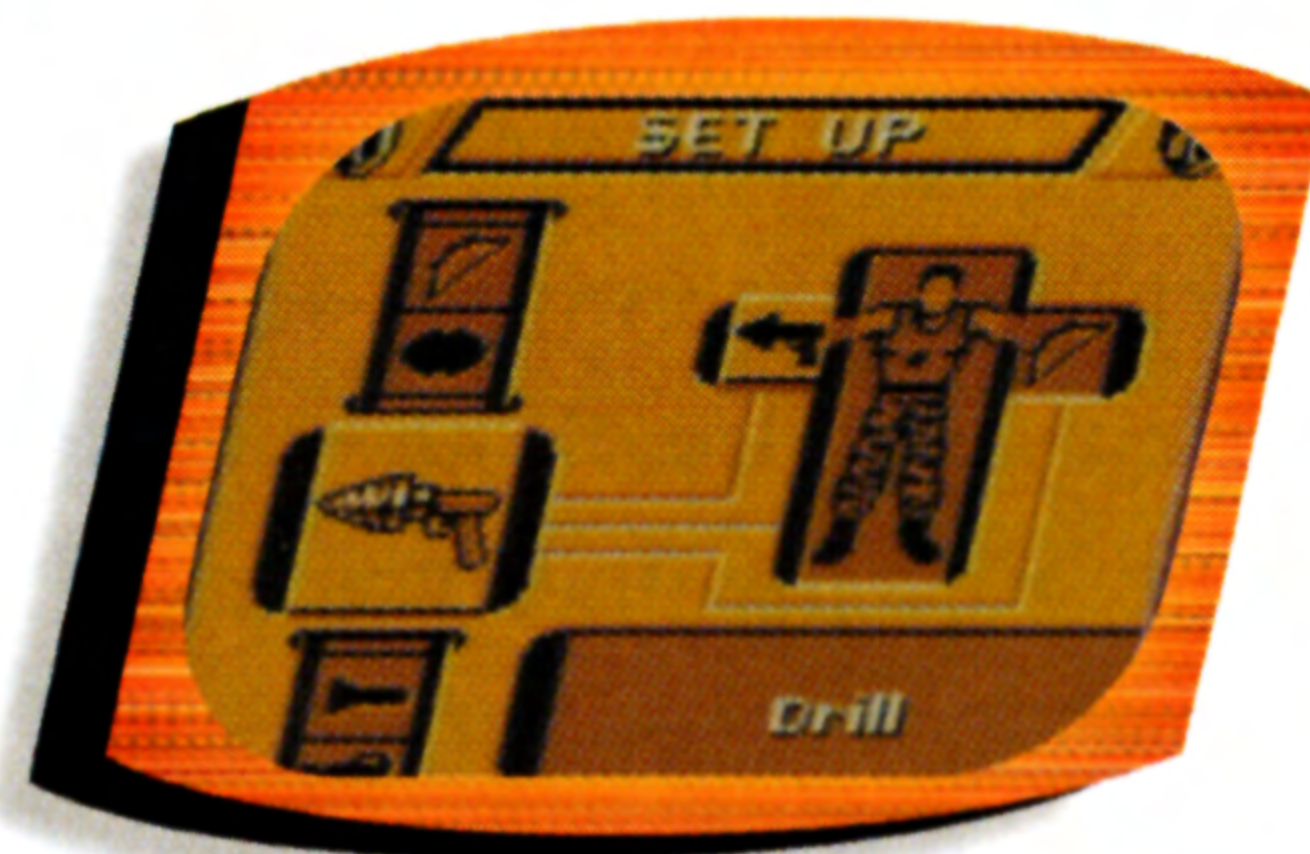
Weapon Selection

Next, select your primary weapon for the level. This is the weapon in ACTION MAN's right hand – on the left side of the screen. Press **↑** / **↓** on the Control Pad to find his main weapon.

PLAYING A GAME cont.

Finally, choose the secondary weapon (you can carry an item instead of a weapon). Highlight the weapon on the right side of the screen and press **↑/↓** to view the different weapons and items.

Press the A Button when you have completely equipped ACTION MAN to begin the game.



THE ENEMIES

DR. X has created a variety of security measures to stop ACTION MAN from foiling his plans. DR. X has stockpiled quite a collection of robots. Each one has a different style of attack, so watch out. DR. X has even created mind control devices to take over some of the local insects.

Each enemy uses electrical circuitry or has a rigid metal structure. Because of this, ACTION MAN is able to use special weapons that will not hurt the environment. His EMP weapons will shut down the electrical circuitry of the enemies, and his Sonic Explosion device vibrates the enemies' rigid metal construction.

Either way, innocent insects will not be harmed when you destroy these mind control devices and will be set free.

THE MISSIONS

Stage A: Jungle

- Mission A: Destroy the radar facility located in the Jungle!
- Mission B: Find the hidden cave entrance and destroy the power plant located deep within the dark cave!
- Mission C: Find the hidden cave entrance and destroy the fuel tank located in the waterway deep within the dark cave!

Stage B: Mine

- Mission A: Identify what is being mined in the cave!
- Mission B: Climb the cliff wall and take a picture of DR. X's secret base!

Stage C: Snow Mountain

- Mission A: Find where the scientists are being held captive!
- Mission B: Rescue the captured scientists from the COLD fortress! Penetrate the obstacle blocking your path and disarm the mines along the way!



THE MISSIONS cont.

Stage D: Ruins

- Mission A: Destroy the defense facility located in the ruins!
- Mission B: Find the ancient blueprint inside the ruins! Lower the platforms by winding the contraption that controls them and find a way past the security door!
- Mission C: Find the secret path in the waterway and infiltrate! You must have completed all other missions from each of the first four areas to have enough information to find the secret door.



Stage E: Secret Base

- Mission A: Enter the secret base and take DR. X's miniature computer!
- Mission B: Enter the secret base and hack into DR. X's mission control. Only if you are stealthy will you be able to find the entrance.

THE MISSIONS cont.

- Mission C: Capture DR. X before he can get into his rocket! Stealth and a "special" something will get you through this mission!

Stage F: Moon Base 1

- Mission A: Acquire the spacesuit located in the moon base!
- Mission B: Follow DR. X who escaped to the outside of the moon base!



Stage G: Moon Base 2

Mission A: Stop DR. X!

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