

Nintendo

GAME BOY COLOR

DMG-AVTE-USA

RATSI



TAKE ON THE
UNDERGROUND
UNDERWORLD

INSTRUCTION BOOKLET

TAKE 2
INTERACTIVE SOFTWARE

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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THE STORY

There is no room for a Romeo & Juliet if the Mob are involved, especially as Romeo is a hired assassin and Juliet is the daughter of Marlon Mozzarella—The Godfather. So to make a life for themselves Mr. Rez (that's you!), put down his guns and picked up a plough and Loretta Mozzarella left a letter on the dining room table explaining why she had run away for love.

Their honeymoon didn't last long. The Godfather sent his best rats-for-hire to get her back. Loretta was bungled into a black limousine leaving Mr. Rez lying in a pool of dust and dirt. Mr. Rez made his way back to the farm to pick up his trusty gun and his cool black shades, as it is time to head back to the city where he knows the Godfather's hired hands will be waiting for him...

HOW TO PLAY

Control Mr. Rez through 75 challenging levels spread over five environments—The Farm, The Sewer, The Fast Food Joint, The Suburbs, and The Scrap Yard. Look out for 10 bonus levels, but to get to them you must destroy all enemies on a level!

Some enemies are invincible but those that can be shot will try to mutate into another—more fiendish adversary, unless Mr. Rez ‘bundles’ the mutating egg off the platform.

Make sure Mr. Rez eats all the food on a level as this is the only way to progress to the next level. Once all the food is eaten, a door will open and Mr. Rez must enter the door to leave the level.

Don't waste any time completing the level. Once the time indicated by the hourglass has expired, a flying henchman will be released and will try to carry Mr. Rez off the level.

At the start of each level you will be shown a password. You can make a note of this password so that you can restart a game at the same level and with the same number of lives and score.

Once you have entered a valid password, the game “remembers” this so you don’t have to keep entering the same password. From the title screen, select PASSWORD and you will see your previous password already entered for you. If you just want to play with that password just press START. Of course, you can change it if you want to.

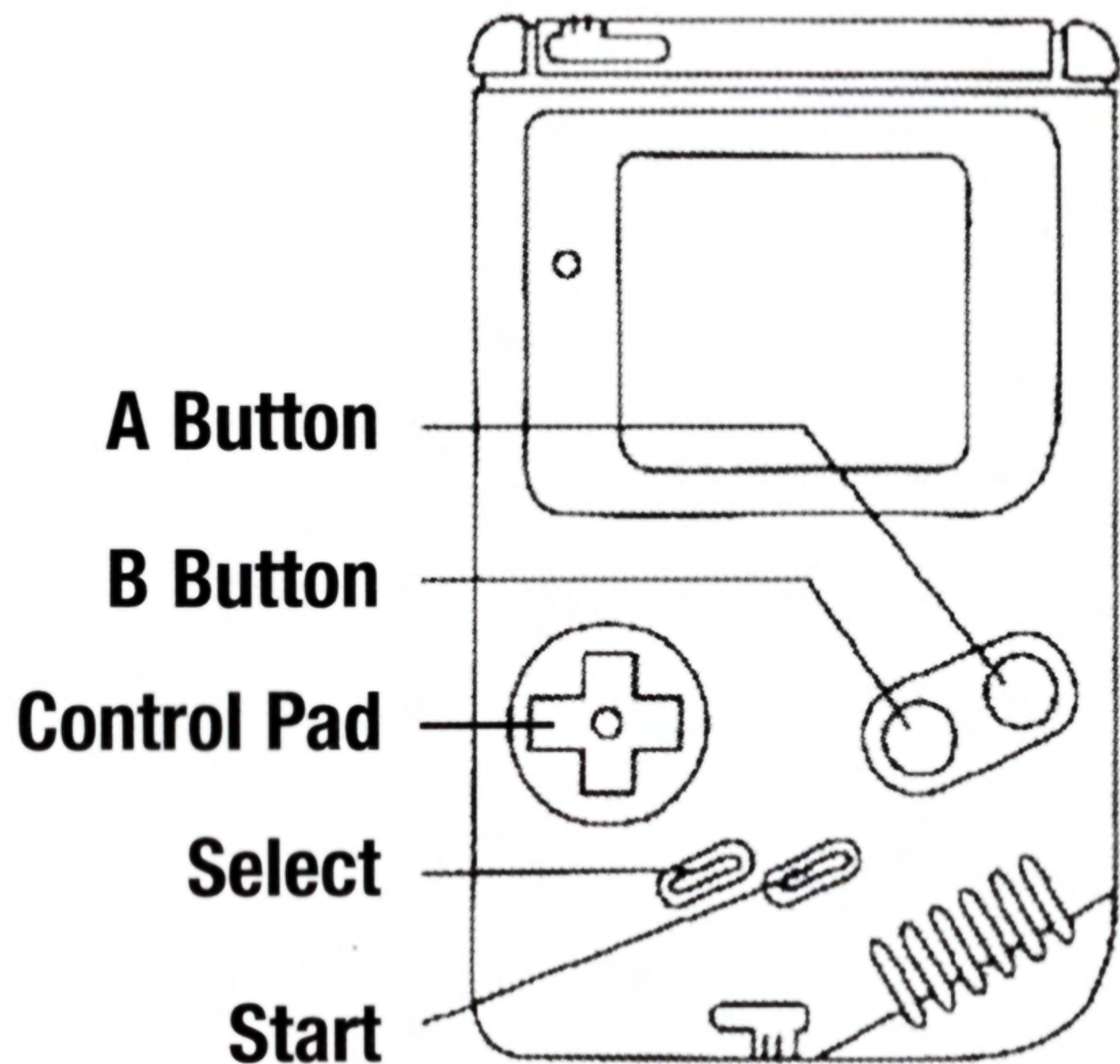
STARTING UP

- With your Game Boy turned OFF, insert the Rats! Game Pak into your Game Boy.
- Now turn your Game Boy ON and wait until you see the title screen.
- For a new game, highlight the word “START” with the Control Pad and press START or either the A or B buttons.
- If you know a password from a previous game, highlight the word “Password” with the Control Pad and press either the A or B button to go to the Password Entry Screen.
- If the screen remains blank after turning the Game Boy on with the Game Pak inserted, try adjusting the contrast dial. Also, check the battery LED indicator is working to make sure the system is getting power.

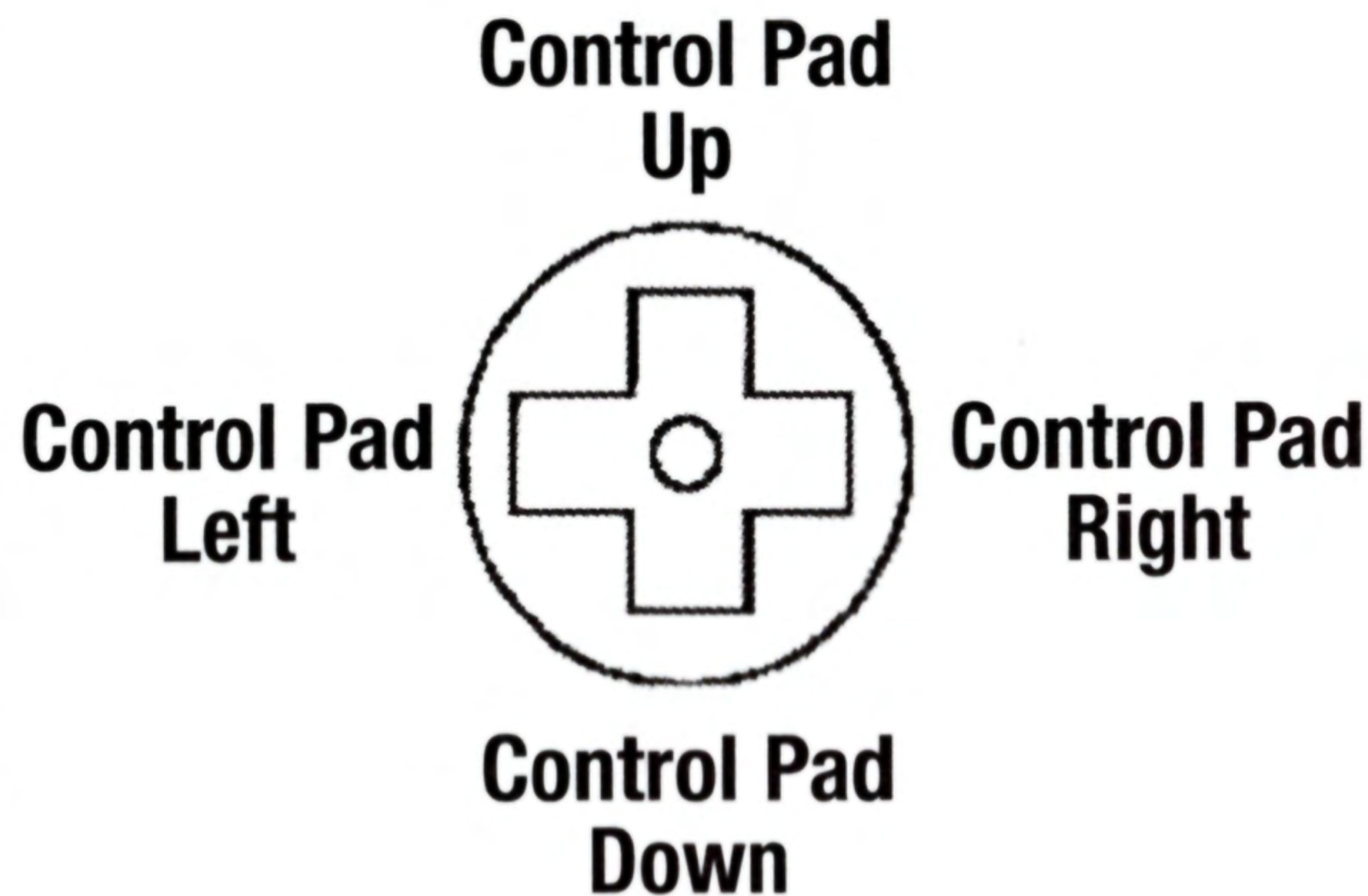
IMPORTANT:

Always make sure the power is switched OFF before inserting or removing the Game Pak.

CONTROLS



This manual refers to the following directions



GAME CONTROLS

TO START THE GAME

Highlight "Start Game" on the title screen, and press START, or the A or B buttons.

TO PAUSE THE GAME

Press the START button anytime during the game. Press the START button again to resume playing

TO CONTINUE A PARTIALLY PLAYED GAME

Highlight "Password" on the title screen and press START or the A or B buttons. This will take you to a screen where you can enter a password and carry on from the level you last finished on.

TO WALK

Use the Control Pad LEFT or RIGHT to walk

TO JUMP

Press the A Button

TO FIRE BULLETS

Press the B Button

GAME OBJECTS

1. FOOD

Score points by eating the food. Eat all food on levels to make sure you get a chance on the bonus level.



2. SPECIAL PICK-UPS



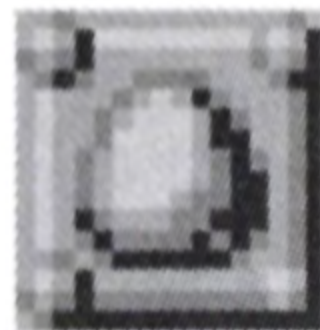
Use the clock to give you more time to complete the levels



Grab this to give you an extra life



Picking this up freezes the nasties for a period of time



Picking this up causes the nasties to instantly mutate

3. MUTATING NASTIES

Here are the nasties from the first world:



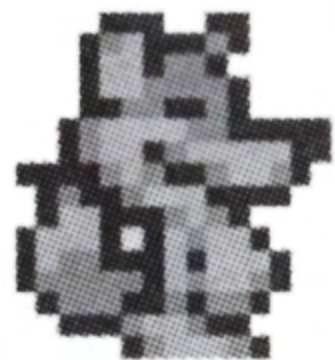
Starting Character – slow, timid, easy to hit



1st mutation – slightly quicker, will follow Mr. Rat



2nd mutation – quicker still, more intelligent, harder to destroy



3rd mutation – faster, more intelligent, needs most hits to destroy

4. INVINCIBLE NASTIES

Here are the invincible nasties from the 1st world



Bird



Axe

5. END OF THE WORLD BOSS

Hit many times to destroy him



HINTS AND TIPS

- Watch out for evidence of liquid spillage – this usually means a platform will be slippery. So you don't slip too far, press JUMP to stop sliding.
- When jumping across platforms, watch out for Mr. Rez's head hitting an enemy on a platform above.
- Watch out for missing platforms at the bottom of a level – Mr. Rez will not appreciate you making him fall out of the level!
- Try to destroy all creatures on a level – this may take you to bonus levels.

CREDITS

Game Boy version developed by Tarantula Studios

Produced by Steve Marsden

Programmed by Martin McKenzie and Dave Cooke

Designed by Robin Taylor, Steve Marsden, and Martin McKenzie

Graphics by Dean Atkin and Robin Taylor

Music and Sound Effects by Ant

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