

Nintendo

GAME BOY COLOR

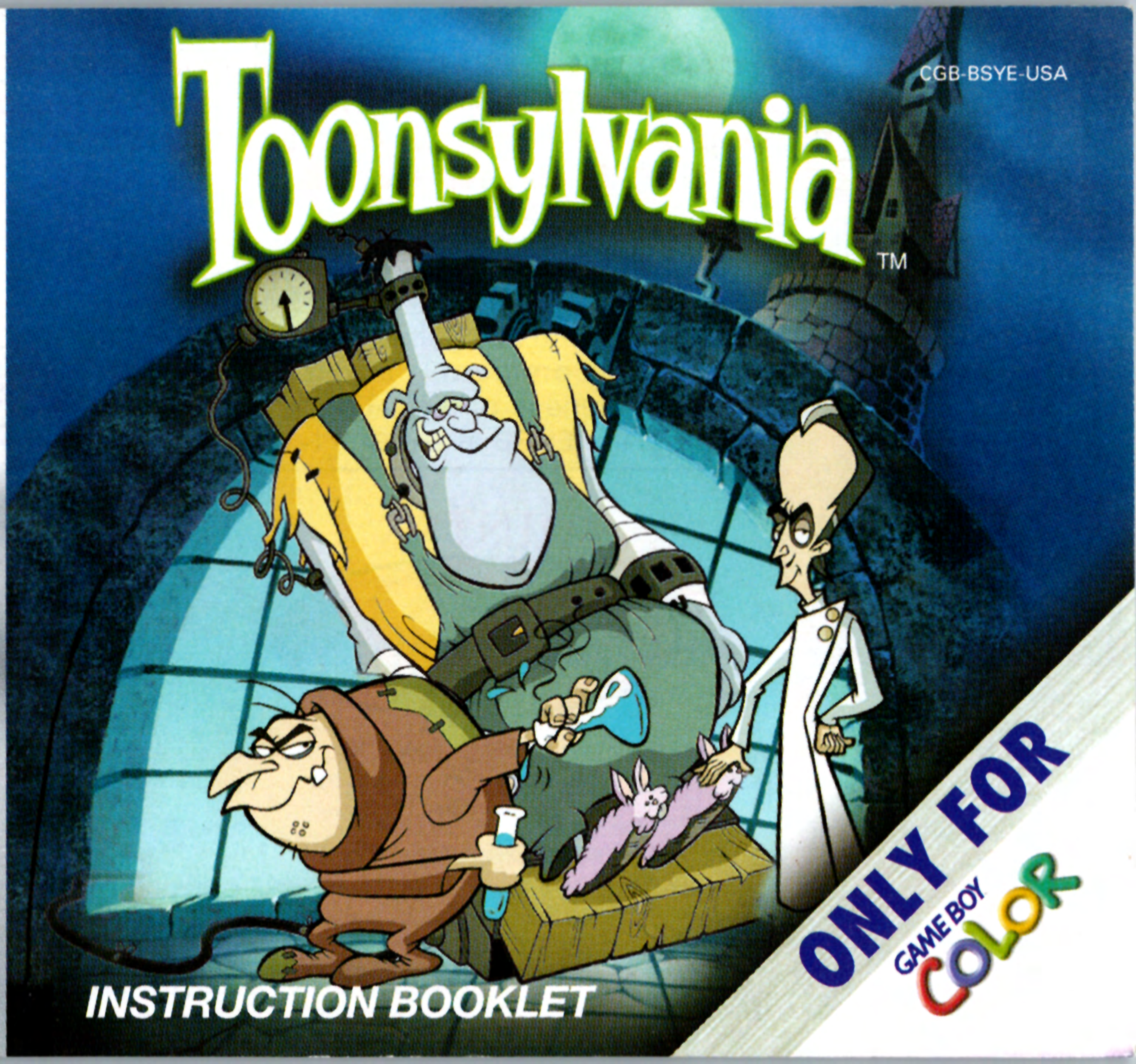
Toonsylvania

CGB-BSYE-USA

TM

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR



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The Story

Igor has blown it again!! His latest botched attempt to become the “world’s greatest mad scientist” has scattered Phil the Monster's body all around the castle. Only problem is, Igor’s not as brilliant as he thinks, so his inventions have dire implications for Dr. Vic Frankenstein, Phil the Monster, and for you too!”



IGOR

Igor doesn't think of himself as a mere lab assistant, but can't seem to get a break from Dr. Vic Frankenstein. In Igor's mind, he should be making a name for himself in the annals of mad doctorhood.



PHIL

Big, brutish looking, physically imposing and never without his trademark Bunny slipper, Phil has an innocence about him that is endearing. While Phil's brain doesn't work entirely properly, he's more than just a big, dumb, lovable oaf.

DR. VIC FRANKENSTEIN

He's smart. He's cultured. He's completely insane. However, a hallmark of Dr. "Vic" Frankenstein's character is that he has no idea of just how crazy he is. As egotistical as they come, the Doc is prone to bouts of self-pity because he is saddled with "this magnificent mind of mine." Dr. Vic truly believes that the universe revolves around him.



How to Play

Control pad:

Right: walk, run (by pressing twice),
crawl to the right (by pressing the down at the same time),
jump to the right (by pressing the A Button at the same time).

Left: walk, run (by pressing twice),
crawl to the left (by pressing the down at the same time),
jump to the left (by pressing the A Button at the same time).

Up: look up.

Down: crawl, look down.

A Button:

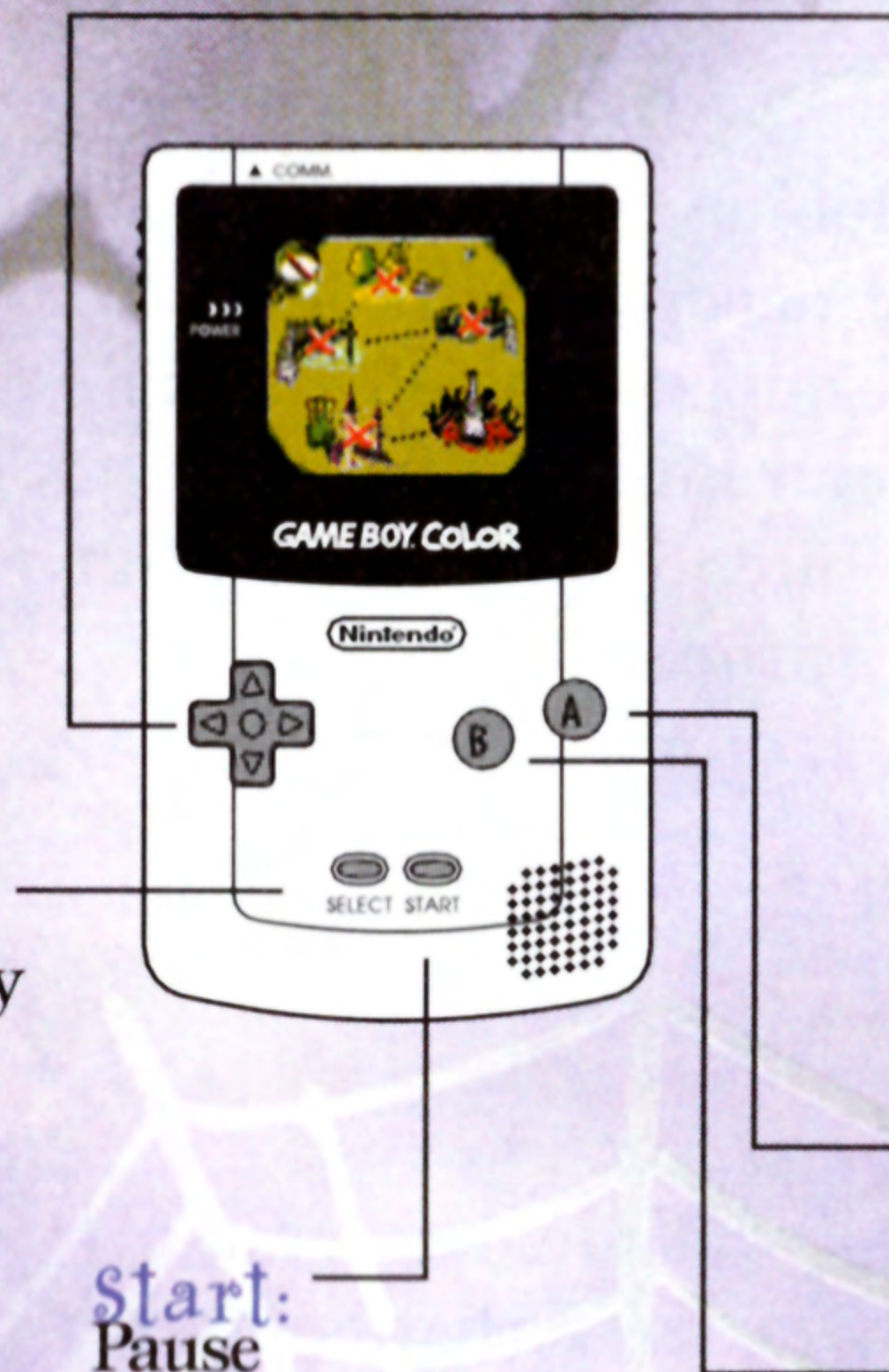
Jump. Validate in a menu.

B Button:

Punch, throw a skull, roll if Igor runs.

Select:
Inventory
menu

Start:
Pause

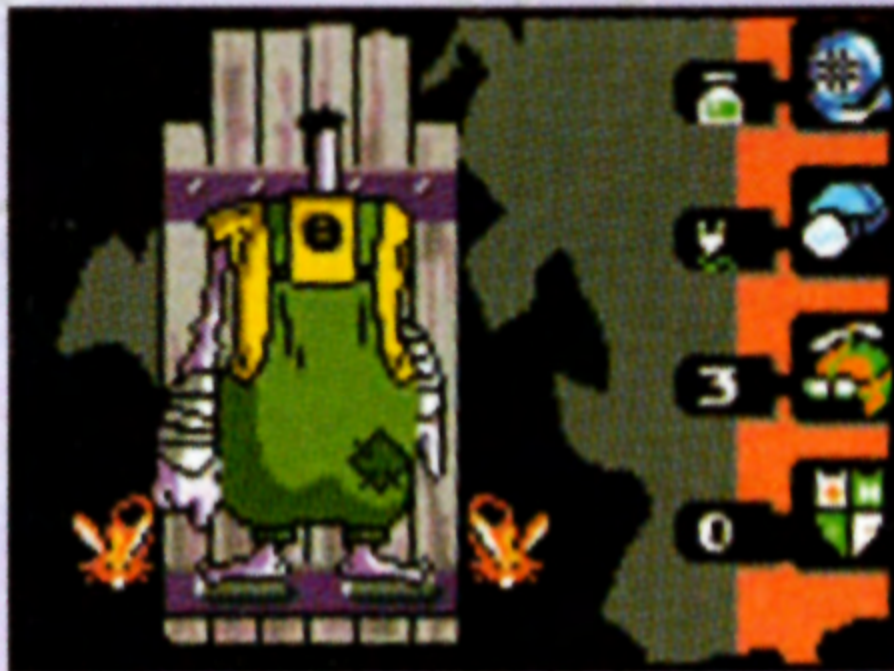




Password

- Use the Control Pad to move through the alphabet.
- Press the A Button to validate the password.
- Press the B Button to delete a letter. When there are no letters left, press the B Button to quit the menu.

Inventory



- ◀ From the inventory menu, Igor can choose an invention. This menu also shows which parts of Phil you have collected during your adventure.
- ◀ At the start of the game, Igor doesn't have any inventions. To choose one, use the Control Pad and press the A or B Button to select the invention you want. When an invention is already selected and you want to put it back, press the A or B Button.



Doctor Vic's Puzzle Machine

The puzzle machine is used to rebuild an invention by placing the 9 quest objects you will have collected from a world in the correct place in a table.



The Map of the Worlds

This map reappears between each world to show your progress. It also indicates in which world Phil's body-parts remain to be found.





Control Panel

Number of quest objects.

Amount of ammunition.



Number of lives.

Number of life points (in your current life).

Bonuses

Igor can get bonuses in all levels



Blue flash: gives you another life point.



Yellow flash: gives you back all your life points lost since the beginning of the level.



Igor's head: gives you an extra life.



Blue skull: these are ammunition in the shape of little skulls that Igor throws at his enemies. Each blue skull gives you 5 ammunition skulls.



Light bulb: adds one life point to your maximum life points score.

Quest objects

In each world, Igor must find objects to build an invention.



The diving suit:

To go under water, Igor must collect 9 phials to build a diving suit.



The propeller helmet:

To jump higher, Igor must collect 9 propellers to build the helmet.



The helmet lamp:

To explore the darkest caves, Igor must collect 9 electrical plugs to build a lamp.



The fire-proof helmet:

To protect against flames, Igor must collect 9 shields to build his fire-proof helmet.

Ubi Key

- When Igor finds the Ubi Key, you can transfer it to another Ubi Soft game on Game Boy® Color.
- To transfer the Ubi Key, select the console marked with a key using the Control Pad.
- To receive an Ubi Key, you must select the console that doesn't have a key.





About the Ubi Key

You will find a key hidden in one of the game's levels. Using the infrared connection on your Game Boy® Color, you can exchange this key with your friends, provided they too have UBI SOFT games using the UBI KEY system. With this key, you can access a secret level in your game on Game Boy® Color!

Exclusive!

In each UBI SOFT game for Game Boy® Color, there is a different UBI KEY: each one gives you the chance to test your newly acquired power on a secret level! To go even further in the adventure, you'll have to find other players with an UBI KEY!

Here is list of UBI SOFT games on Game Boy® Color where you can find an UBI KEY: Rayman®, Suzuki Alstare Extreme Racing™, Toonsylvania™.

How do I transfer the UBI KEY?

Once you find the key a brief explanation is displayed on-screen.

- 1 Place two Game Boy® Colors a few inches apart with the infrared transmitters facing each another.
- 2 Press on the A Button and keep it pressed to send the key.
- 3 The player who receives the key must have selected the UBI KEY option in the game's main menu. The player must keep the A Button pressed until the key is transferred. Once the transfer is complete, the player is automatically taken to a secret level in the game.





Proof of Purchase

Toonsylvania™

0.08888.12010.0

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Credits

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