INSTRUCTION BOOKLET

ChameleonTwist 2

EVERYONE

E

CONTENT RATED BY
ESRB

NINTENDO.64

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Contents

Control Stick Function

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.


If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

START

R Button

L Button

B Button

+ Control Pad

C Buttons

Control Stick

A Button

N64 Controller Pak
Connector Slot

Z Button

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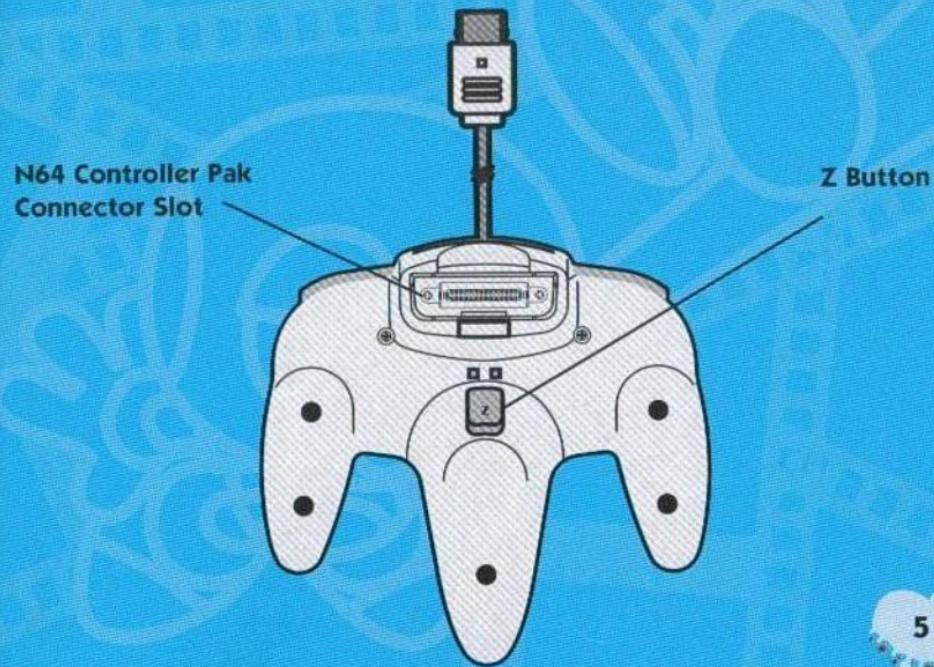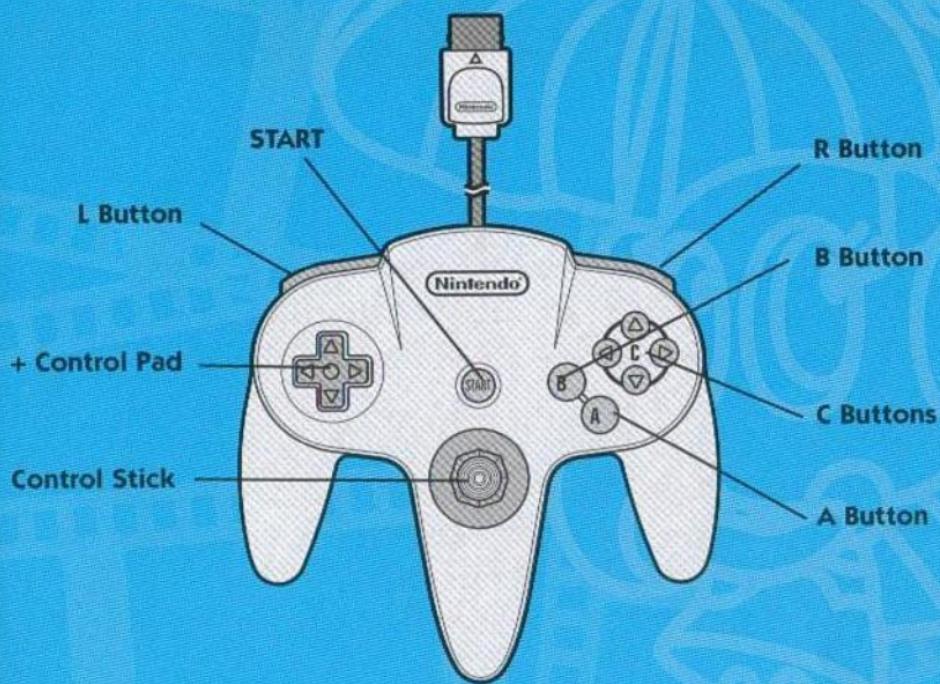
Story

It was a lovely day, and Davy and his chameleon pal Jack were playing outside on a see-saw. Suddenly, Jack jumped off the see-saw with a yelp. What was the matter? Looking up, Davy saw something drop from the sky. It was a rabbit - the rabbit who had once led Davy on an amazing adventure to a mysterious world!

The rabbit landed on the see-saw with a thump, and sent Davy flying up into the air. Wohhhhhh! This wasn't how Davy had planned on spending the afternoon! He glanced down and saw that he now had two legs, and was wearing a backpack and pair of gloves. A parasol poked out of the backpack. It looked like another adventure was about to begin...

It's time for you to follow Davy again into the Land of Wonder...if you dare! OK, let's go!

The Controller Pak and Data Files

The Controller Pak (sold separately)

- You can save and load game data when playing "Chameleon Twist 2" if you use a Controller Pak (sold separately).
- Game data is saved into the Controller Pak attached to the 1P Controller.
- You'll need at least 5 free game note pages in the Controller Pak to save "Chameleon Twist 2" game data.
- Attach the Controller Pak to the 1P Controller before turning on the power to your N64 game unit.
- You don't need a Controller Pak to play this game, but without one you won't be able to save game data.
- Game data will be lost if you press the RESET button or turn off the power when no Controller Pak is attached.
- Read the Controller Pak instruction leaflet carefully and familiarise yourself with how to use the Controller Pak before playing.

* Data you delete from the Controller Pak cannot be retrieved, so take care when deleting.

Saving Data

- When Playing a New Game

Select "Game Start" from the Main Menu Screen to move to the File Select Screen. Choose File 1, 2, 3 or 4, and press the A button to set. The Opening Demo will then begin.

* If there is no Controller Pak attached to the 1P Controller, the following message will appear: "Save and load functions not available because there is no Controller Pak connected. To start the game without these functions, press any button." In this case, you can play the game but you won't be able to save game data.
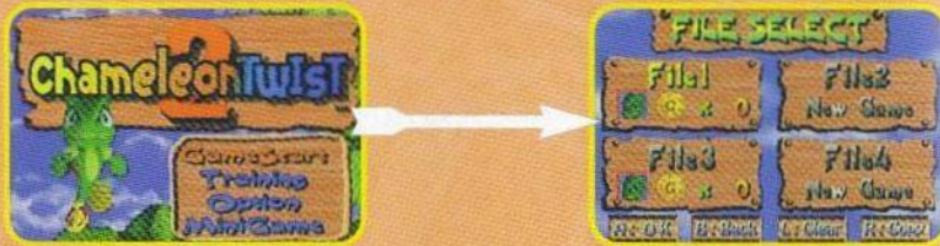
- When Playing a Saved Game

You can pick up from where you last left off playing if you select a saved game from the File Select Screen.

* You'll need at least 5 free game note pages in the Controller Pak to save "Chameleon Twist 2" game data. If enough free game note pages aren't available, erase 5 pages worth of old data, or attach another Controller Pak with enough free pages and either press the Reset button or turn the power off then on again.

You can copy and delete saved data from the File Select Screen.

Copying Saved Data

Select the file you wish to copy with the Control Stick, and press the R button to set. Next, select the location you wish to copy the file to and press the A button. The file will be copied automatically.

* If there is already a file in the location you select, it will be overwritten, so take care when copying.

Deleting Saved Data

Select the file you wish to delete with the Control Stick, and press the L button to set.

Only "Chameleon Twist 2" game data can be copied or deleted from this screen. For details on how to view or delete files for other games, please refer to "Controller Pak Data" on page 10.

Viewing Controller Pak Data

With the Controller Pak attached to the 1P Controller, turn on the power to your N64 game unit while holding down the START button. The Controller Pak Menu Screen will be displayed and you will be able to view all files inside the Controller Pak.

Deleting Controller Pak Data
(including data from other games)

Using the Control Stick, select the file you wish to delete from the Menu Screen, then press the A button to set. A message asking if you wish to delete the file will appear. Press the A button to delete the file.

Controller Pak Error Messages

An error message will appear if problems occur in creating, saving, or loading a file. Check the list below for details on what to do if this occurs.

- "No free Controller Pak game notes or pages available. Please erase old data."

A new game note cannot be created because the Controller Pak memory is full. Delete five or more pages worth of old game notes from the Controller Pak Menu Screen.

- "Save and load functions not available because there is no Controller Pak connected. To start the game without these functions, press any button."

There is no Controller Pak attached to the 1P Controller. To attach a Controller Pak, switch off the power to your N64 game unit, attach a Controller Pak to the 1P Controller, and switch the power off then on again. To play without the save or load functions, press the A button.

- "Controller Pak error. Please reattach the Controller Pak and press the Reset button."

This message appears when the Controller Pak is either incorrectly attached or malfunctioning. Either reattach the Controller Pak correctly or attach another Controller Pak, then switch the power off then on again.

Before Starting the Game

Correctly insert the game pak into your N64 game unit, and check that both the Controller and Controller Pak (sold separately) are properly attached before switching on the power to the game unit. The Sunsoft logo and the Japan System Supply logo will appear, then the Title Screen, and finally the opening demo will begin. Press START or A button during the demo to return to the Title Screen. Press START at the Title Screen to bring up the Main Menu Screen.

Main Menu Screen
You can select the game mode and set game options from the Main Menu Screen. Select items with the Control Stick and press the A button to set.

Game Start
The main game in "Chameleon Twist 2". For details please refer to page 13.

Training
This is a series of three timed races designed to help you master basic game controls. For details please refer to page 8.

Options
Move the Control Stick up/down to select an option, and left/right to change the setting. Press the A button during Sound Test or Music Test to listen to the sound effect or song you selected.

Sound Mode
Select either stereo or mono sound.

Sound Test
Listen to sound effects used in the game.

Music Test
Listen to background music used in the game.

How to Play in Training Mode

In Training Mode you compete against the clock in three different races designed to help you master basic game controls. The clock starts when you cross the red line, and your time is displayed after you finish the race. When playing with a Controller Pak attached, your best time is saved.

First select "Training" from the Main Menu, then select a room (race) from the Room Select Menu and press the A button.

* The Rumble Pak cannot be used in Training mode.

Saving
Save your Training mode times.

Room Select Menu
Select a room with the Control Stick and press the A button to set.

Room 1

Room 2

Room 3

Exit
Quit Training Mode and return to the Main Menu Screen.

Pause Menu
Press START during the game to bring up the Pause Menu. Press the A button to select an item, and the B button to cancel.

Continue
Quit the Pause Menu and return to the game.

Restart
Restart the same game from the beginning.

Quit
Return to the Room Select Menu.

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How to Play the Main Game

Playing a New Game

1. Select "Game Start" from the Main Menu Screen, and press the A button to set.
2. Select the file you wish to save the game data into from the File Select Screen, and press the A button to set.
3. Select one of the four chameleons, and press the A button to set.

* You can't switch to a different chameleon mid-way through the game.

The opening demo will begin automatically once you've selected a chameleon. After the demo, the game starts from Sky Land, the first stage. If you clear this stage the Stage Select Screen will be displayed.

Playing a Saved Game

1. Select "Game Start" from the Main Menu Screen, and press the A button to set.
2. Select the file you wish to load from the File Select Screen, and press the A button to set. The game will restart from the Stage Select Screen.

Saving

Save your progress up to now. If a Rumble Pak is attached to your Controller, first exchange it for a Controller Pak, and press the A button. It's not possible to save mid-way through a stage.

Pause Menu

Press START during the game to bring up the Pause Menu. Press the A button to select an item, and the B button to cancel.

Continue

Quit the Pause Menu and return to the game.

Stage Quit

Quit the current stage and return to the Stage Select Screen.

What You See On Screen

1. Life

If you run out of life the game is over. The maximum number of life units is 10.

2. Collectable Items

Shows how many collectable items you've gathered in the current stage.

3. Carrots

Shows how many carrots you've collected so far.

4. Random Power Items

Shows the power items you've acquired.

(Power items are shown as long as their effect lasts.)

5. Random Restoration Items

Shows the restoration items you've acquired.

Chameleon Controls

Display Pause Menu

L

R Aim sights

(Nintendo)

START

B

A

C Use camera

A Jump

B Unroll tongue

Z

Do Tongue-Stand/Open Parasol

Move character/Use tongue
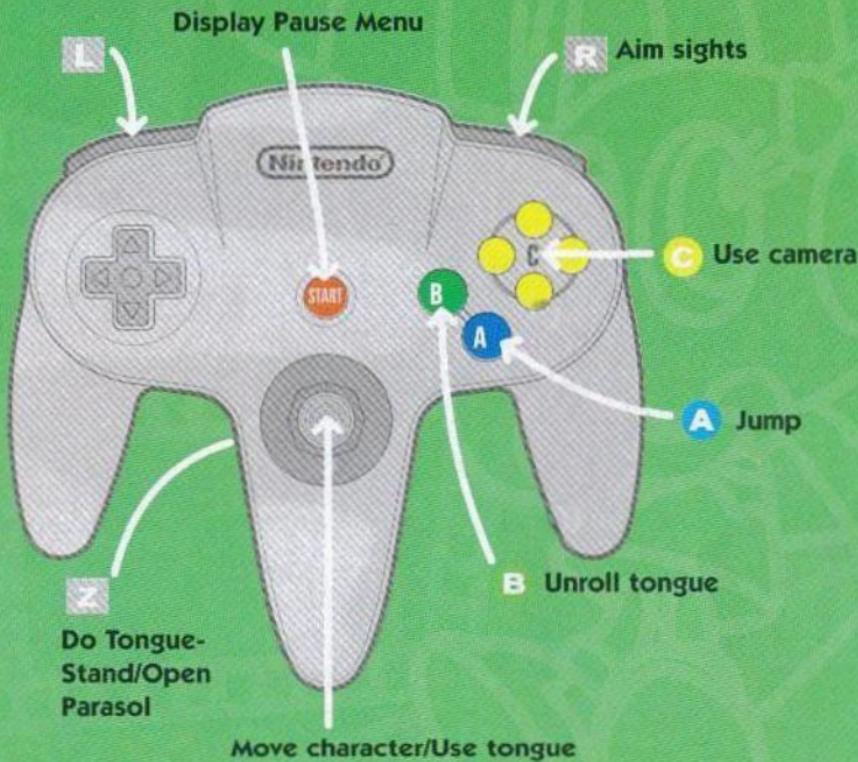
The C Button

- Regular situation

- ⬆ Zoom in towards chameleon
- ⬇ Zoom away from chameleon
- ➡ Look to the right side of the screen for a fixed time
- ⬅ Look to the left side of the screen for a fixed time

- When Fighting a Boss Character

- ⬆ Zoom in towards chameleon
- ⬇ Zoom away from chameleon
- ➡ Rotate to the right from chameleon's point of view
- ⬅ Rotate to the left from chameleon's point of view

Jumping
Press the A button.
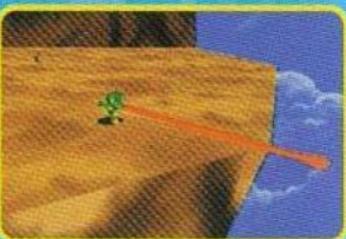
Unrolling Tongue
Press the B button. Once unrolled, you can control Davy's tongue with the Control Stick.

Tongue-Stand
Press the Z button. The height of the Tongue-Stand varies depending on how long you keep pressing the button.

Opening Parasol
Press the Z button when Davy is falling to open his parasol and slow his descent. You can use the Control Stick to adjust the direction of descent when the parasol is open.

Aiming the Sights

Hold down the R button and move the Control Stick to aim the sights (Davy won't move). Align the small flashing square with your target.

Using Your Tongue to Move

- Quick Movement (stakes)

Press the B button to shoot Davy's tongue out towards a stake and grasp it. Keep the button held down lightly to pull him in towards the stake. (Releasing the button will release Davy's tongue from the stake.)
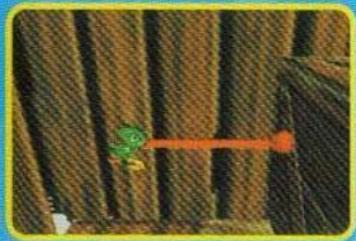
- Quick Movement (walls)

Press the B button to shoot Davy's tongue out towards a wall and stick his tongue to it. Keep the button held down lightly to pull him in towards the wall. If you get the timing right, pressing the A button at this time will make Davy jump to the wall. This move is useful for getting to normally inaccessible places.

- Quick Rotation (horizontal)

Press the B button to shoot Davy's tongue out towards a stake. Simultaneous to Davy grasping the stake, press the A button. This will make Davy rotate around the stake once. When Davy reaches the desired location, release both the A and B buttons simultaneously. Press the Control Stick left or right to set the rotation direction.
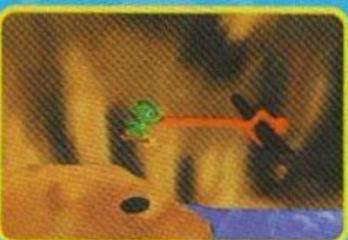
- Quick Rotation (vertical)

The controls are the same as for horizontal quick rotation, but the Control Stick is moved up or down.

- Tongue High Jump

Do a run up with the Control Stick, a Tongue-Stand with the Z button, then press the A button just as Davy's tongue bends to jump even higher than normal.

- Licking up enemies and spitting them back out

Unroll Davy's tongue with the B button to lick up enemies. Press the B button again to spit them back out. Boss characters, middle-level boss characters, and some other enemies cannot be licked up. Spit minor enemies at them to cause damage.

- Single Spit Attack

After licking up a bunch of enemies, hold down the L button and press the B button to spit them out one by one.

- Shishkebab Attack

Press the B button to unroll Davy's tongue in a straight line and spear enemies with it. This attack is useful against enemies that march towards Davy in rows. Make sure you master this one!

- Machine Gun Attack

Press the B button to spit out lots of enemies at once and cause damage to your opponent. This attack is useful when Davy is surrounded by many enemies.

- Tongue Guard

Protect yourself from damage by rolling Davy's tongue around his body.

Items

Restoration Items

- Restores 1 life

- Restores 3 lives

- Restores life gauge to maximum

Carrots

Collect enough of these and you'll be able to talk to a certain rabbit...

Collectable Items

If you collect all the crowns for a stage, you'll receive a chameleon costume.

Random Restoration Item

If you pick up this item, a roulette wheel will spin and one of the following will be selected for you at random.

- Restores 1 life

- Restores life gauge to maximum

- Restores 3 lives

- No effect

Random Power Item

If you pick up this item, a roulette wheel will spin and one of the following will be selected for you at random.

- Makes your chameleon run faster

- Makes your chameleon invincible

- Increases the size of the objects your chameleon spits

- Makes your chameleon run slower

- Doubles the number of the objects your chameleon spits

- Makes your chameleon's tongue shorter

- Triples the number of the objects your chameleon spits

- No effect

Characters

Davy the Chameleon
(before he changes shape)

Davy is a scaly reptile of about 60 cm in length, with an extremely long tongue that rolls and unrolls. He shoots out his tongue and picks up insects with the sticky end when he's hungry. He has worn a backpack since he came back from his first visit to the Land of Wonder.

Davy the Chameleon
(after he changes shape)

This is how Davy changes after he finds himself in the Land of Wonder.

Height:	80 cm
Tongue length:	8.8 m
Characteristics:	- Moves and attacks using his tongue
	- His head swells up and he moves more slowly when he licks up lots of enemies
	- Wears a backpack

Davy's Friends

You can select from three other chameleons as well as Davy. (All chameleons have the same measurements.)

Linda

Fred

Jack

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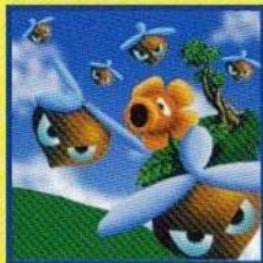
Sky Land

Well, it looks like Davy's back in the Land of Wonder! First up is a walk through the air in Sky Land. Davy has to jump, jump, jump from island to island! As he moves along using his parasol, Davy realises there are stages inside the clouds.

His first obstacle is a windmill, where he must use his parasol skillfully to control where he lands.

Then a large hurricane threatens to suck him up into the air - he'll be a goner if he doesn't escape!

Finally a swarm of bees attack him. Whew!

This amusement park is chock-full of all kinds of fun, like observation cars, coffee-cup rides, and see-saws! All Davy's enemies are items of food like french fries, grilled octopus balls, and ice-creams - they look delicious, but if he doesn't take care they'll be eating HIM for dinner!

Potedon enemies fire french fries - Davy has to eat them up then use them to counter-attack.
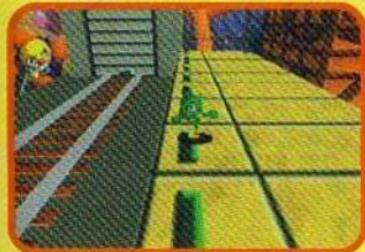
Hmm...looks like Davy's come to a station platform. I wonder if a train will be coming along soon?

Use Vertical Quick Rotation to conquer the floating swings in the circus. You'll feel just like a circus star!

Carnival Land

As you can probably guess, this is a slip-slip-slippery world of ice. Davy can ski, play ice-hockey, or try his hand at curling. There are many winter sports in Ice Land - it's up to Davy to change into his winter gear and take on the challenges! Watch your feet, and also keep an eye open for icicle attacks from above!
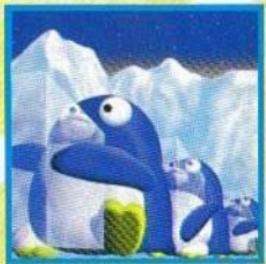
The curling stones will crush an unsuspecting chameleon, so be careful.
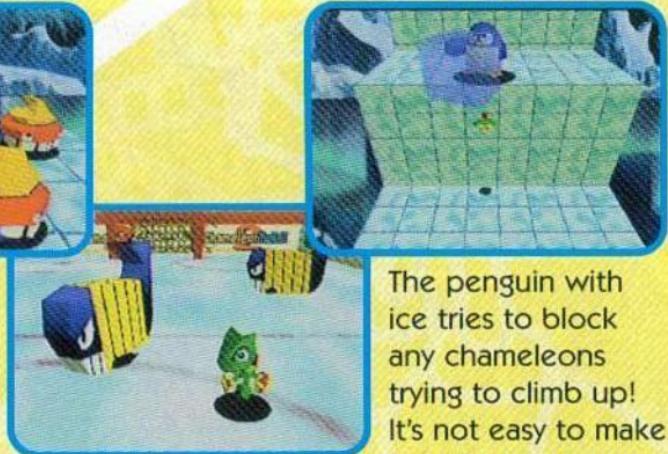
This is the ice-hockey ground. Aim for the goal and shoot!

The penguin with ice tries to block any chameleons trying to climb up! It's not easy to make it to the top.

Ice Land

This is Great Edo Land, a Japanese town. There are many traps in the castle town, but even more tricky puzzles await Davy inside the castle itself. The boss character for this land is a bullfrog - watch out for his tongue attacks!
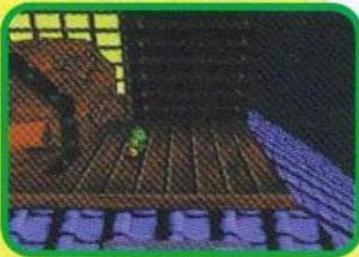
The Great Edo Roller comes spinning along straight towards Davy. He must do Tongue High Jumps to escape it.
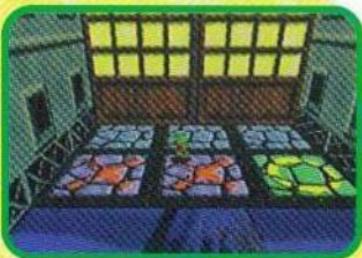
You need a good memory to make it through this land. Cross over the O's when you come to them.
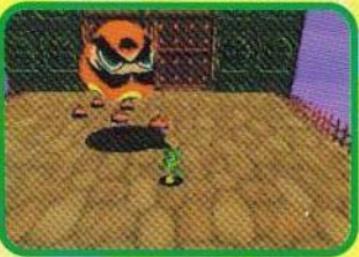
Use the small darumas surrounding the large daruma gatekeeper to attack it. Small darumas self-destruct so it's dangerous to get too close!

Great Edo Land

Toy Land

This land is full of toys. Time to have some fun with playing cards, dominoes, yo-yos, super balls, and many others! But make sure you're not rolled over and crushed!

What's this-a present for Davy? I wonder what could be inside?

OK, now let's hop into the airplane and head over to meet the boss character...

The last stage is a pyramid. The quiet night desert awaits Davy's arrival, full of frightening traps like quicksand and guillotines. Use all the skills you've learned so far to make your way closer and closer to the Sphinx and its riddle.

Use Vertical Quick Rotation to clear this area.

Look! A strange coffin... Something is certain to happen here!

Giant boulders come rumbling towards Davy. Hurry! Hide in a crack!

Pyramid Land

Stage Select Screen

The Stage Select Screen appears after you clear a stage. You can go back and replay a stage as many times as you want after you've cleared it.

* The number of collectable items shown for each stage on the Stage Select Screen indicates the highest number of items you've acquired for each stage so far.

Pause Menu

Press START at the Stage Select Screen to bring up the Pause Menu. Press the A button to select an item, and the B button to cancel.

Continue

Quit the Pause Menu and return to the Stage Select Screen.

Costume

Change your chameleon's costume. Select a costume and press the A button to set. The number of costumes available increases if you acquire certain collectable items.

Exit

Quit the Main Game and return to the Main Menu.

Credits

Executive Producer	Katsumi Kawamura
Producer	Taeko Nagata
Director	Hiroyuki Morioka
Original Game Design	Hideyuki Nakanishi
Main Program	Takashi Sugioka
Program	Yasunobu Matsumura
	Tetsuo Ohta
	Masaki Kimura
	Hideyuki Nakanishi
	Atsushi Ito
	Eiji Ikeda
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	Takako Nishitake
	Hideki Shibagaki
	Miho Matsuo
Sound	Kouichi Fujiwara
Stage Design	Takashi Makino
	Takako Nishitake
	Hideki Shibagaki
	Miho Matsuo
Debugging Team	Takasi Sano
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	Michio Yamagiwa
	Takao Nagata
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Special Thanks To	Super Mario Club

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