

# fun 'n games<sup>TM</sup>

## PAINT GAMES MUSIC STYLE

INSTRUCTION BOOKLET



**TRADEWEST**  
An Interactive  
Entertainment Company

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM





**WARNING: PLEASE READ THE  
ENCLOSED CONSUMER  
INFORMATION AND PRECAUTIONS  
BOOKLET CAREFULLY BEFORE  
USING YOUR NINTENDO®  
HARDWARE  
SYSTEM OR GAME PAK.**



**LICENSED BY**



NINTENDO, SUPER NINTENDO  
ENTERTAINMENT SYSTEM  
AND THE OFFICIAL SEALS ARE  
REGISTERED TRADEMARKS OF  
NINTENDO OF AMERICA INC.  
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR  
ASSURANCE THAT NINTENDO HAS  
APPROVED THE QUALITY OF THIS  
PRODUCT. ALWAYS LOOK FOR THIS  
SEAL WHEN BUYING GAMES AND  
ACCESSORIES TO ENSURE COMPLETE  
COMPATIBILITY WITH YOUR SUPER  
NINTENDO ENTERTAINMENT SYSTEM.  
ALL NINTENDO PRODUCTS ARE  
LICENSED BY SALE FOR USE ONLY  
WITH OTHER AUTHORIZED PRODUCTS  
BEARING THE OFFICIAL NINTENDO  
SEAL OF QUALITY.



# TABLE OF CONTENTS

GETTING STARTED  3

CHOOSING AN ACTIVITY  6

 PAINT  7

 MUSIC  19

 STYLE  26

 GAME  30

WARRANTY  34



## CREDITS

**PRODUCER:** Michael Abbot / **CREATIVE DIRECTOR:** Kevin Lydy / **ART DIRECTOR:** Stan Gorman / **PACKAGING & PRINT DIRECTOR:** Debbie Austin / **GAME DESIGNERS:** Don Goddard, David Schwartz, Michael Hunley, Michael Platteter, Dana Williams, Bruce Moore, Kevin Lydy, Michael Abbot / **GAME PROGRAMMERS:** Don Goddard, David Schwartz, Michael Hunley / **GAME ARTISTS:** Michael Platteter, Dana Williams, Franz Borowitz, Sukru Gilman / **PACKAGE, MANUAL DESIGN & ILLUSTRATION:** Shawn Murphy, Steve High, Debbie Austin, Beeline Group, Inc. / **MUSIC & SOUND EFFECTS:** Chip Burwell / **QUALITY CONTROL:** Brian Johnson, Randy Estrella, John Stookey, Tim Heydelaar, Dan Lewis, Steven Kramer / **SOUND/MUSIC PLAYER:** © 1992, 1993 Chip Level Designs.

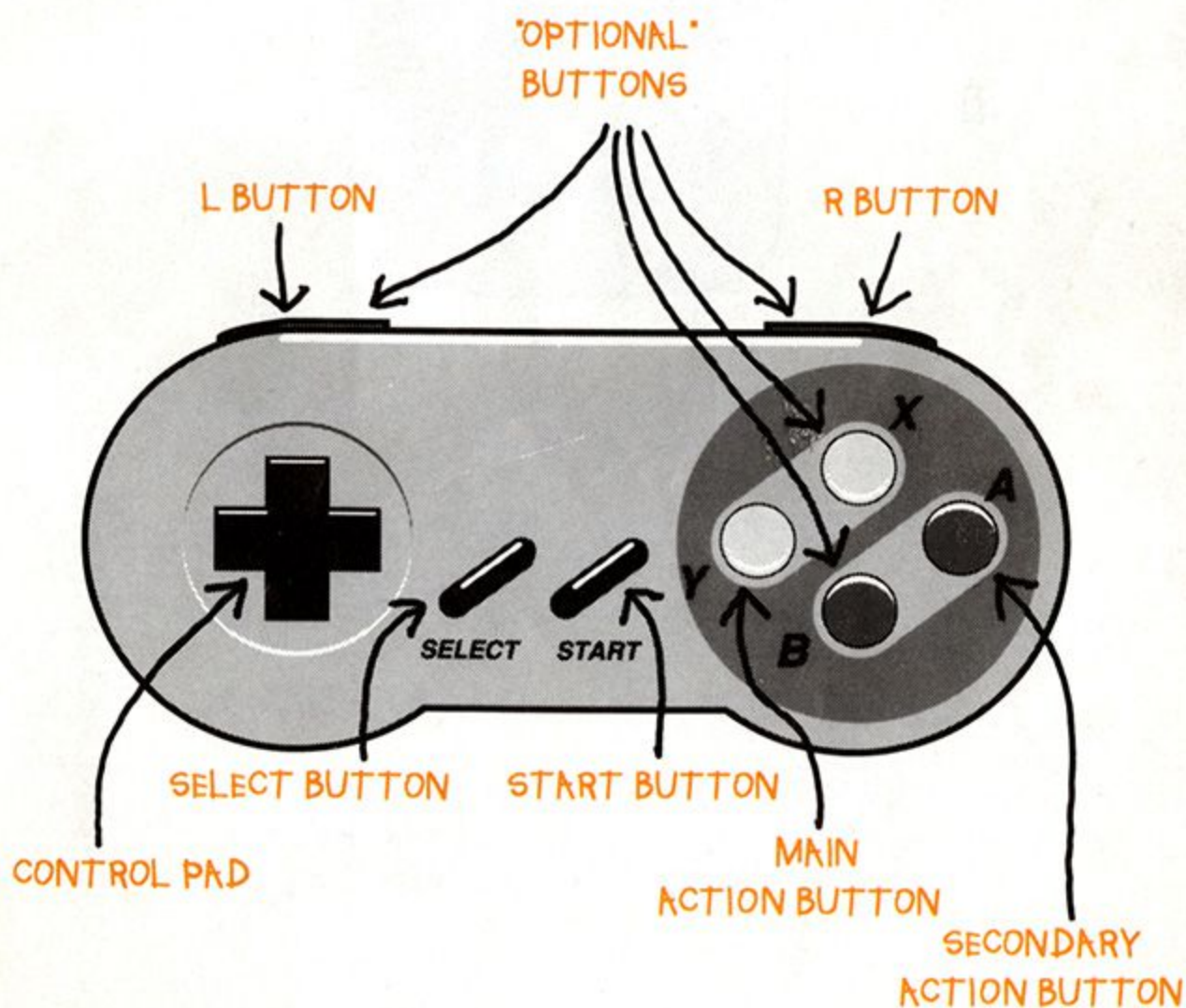
## GETTING STARTED

- ★ Turn the power OFF on your Super NES.
- ★ **WARNING:** Never try to insert or remove a Game Pak when the power is ON.
- ★ Make sure a Controller is plugged into the #1 Port on the Super NES. A Controller and the Super NES Mouse can be plugged into either port at anytime during the game.
- ★ Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.
- ★ When you see the **Fun 'N Games™** title screen, press Start to begin the fun!

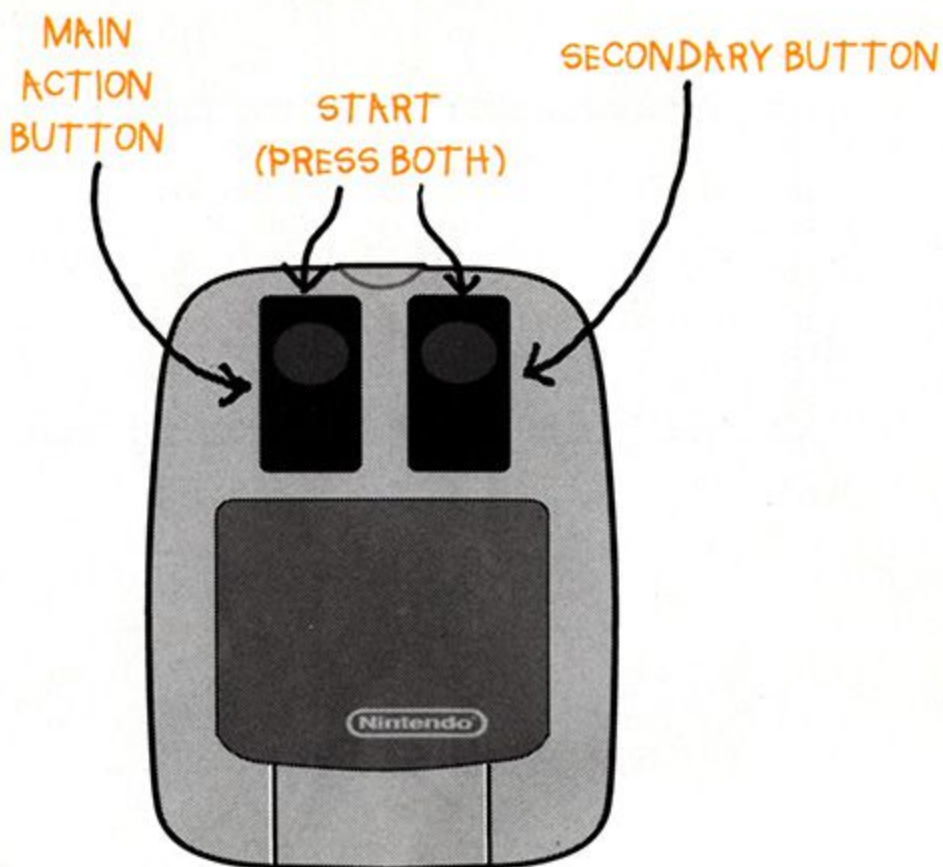


# GETTING STARTED

FUN N GAMES™ CAN BE PLAYED WITH  
BOTH THE SUPER NES CONTROLLER  
AND THE SUPER NES MOUSE !!



# GETTING STARTED



## ATTENTION MOUSE USERS!

### CONTROLLER

Y Button  
A Button  
Start Button  
Control Pad  
L, R, B, X & Select  
Buttons

### MOUSE

Main Action Button  
Secondary Button  
Press Both Buttons  
Move Mouse with  
your hand  
No Mouse Equivalent



## CHOOSING AN ACTIVITY

The first screen you will see is the FUN 'N GAMES™ Title Screen. When it comes up, press **Any** Button. You will then see the 4 activities and the **Helping Hand** appear on the screen!

Use the Control Pad on the Controller or use the Mouse to move the **Helping Hand** to the activity of your choice. Press **Any** Button and you're off!!



**PAINT**  
Drawing And Painting Fun!

**HELPING HAND**  
Use It To Choose  
An Activity!

**GAMES**  
Video Game  
Action!

**MUSIC**  
Create Your  
Own Music!

**STYLE**  
Dress-Up Fun &  
Goofy Characters!





# PAINT

## HELP!

If you need help at any time, just press the **Start** button and the **Help Screen** will appear! This screen will show all of the Paint Symbols and tell you what they do!

## BASIC TOOL SELECTION

TOOL BOX

PALETTE

HELPING  
HAND

DRAWING  
BOARD



Paint has a Tool Box located at the top of the screen. To choose a tool move the **Helping Hand** to the tool symbol and press the **Main Action** Button. A Hi-Lite box will appear around the tool you have selected! Then move the **Helping Hand** down to the drawing board and press the **Main Action** Button once again to use the tool! Simple, huh?

## INSIDE THE TOOL BOX

There are many different tools in the toolbox and each has its own symbol. Study the symbols carefully!

## OH NO!

If you make a mistake the **Oh No** symbol will undo it! It will only undo your very last action.





# PAINT

## EXIT

If you want to go back to the Main Selection Screen, just look for this door and go through it!



## UP/DOWN ARROW

Use this to look at the different drawing and effects tools. You'll find it on the left side of the tool menu.

## PALETTE

The Palette controls the color of the Drawing Tools and the Filler Paint Can. You have 15 colors and 150 different patterns to choose from - that's a lot! Use the arrow symbol located on the right side of the palette to look at the patterns.

## MYSTERY EFFECTS

These are mystery drawing tools that will create magical effects when the **Main Action** Button is held down! Check it out!

## PICTURE FRAMER

After finishing your work of art, you might want to record it on the VCR! If you don't want the Tool Box and Palette on your recording, pick this symbol before you record and they will disappear. To make the Tool Box reappear, just press **Any** Button!





# PAINT

## DRAWING TOOLS

Once you have chosen a Drawing Tool, move the **Helping Hand** down to the Drawing Board. Now, press **Any** Button to draw a line. Press **Any** Button again to stop the line. Want to change your drawing speed? Just press **Select**!

### STRAIGHT LINES



THIN



MEDIUM



THICK

### FREEHAND LINES



**Hint!** Want to change your drawing speed? Just press **Select**!



### ERASER

Comes in three sizes! Select this symbol and hold down **Any** Button to clean up any mess!



# PAINT

You can make cool geometric shapes with these tools!

UNFILLED



BOX

FILLED



CIRCLE



SUPER SHAPE

**Hint!** When using the Super Shape you can stop and restart the Super Shape by pressing the **Secondary Action** Button!

## COPY AND PASTE LASSO

You can copy a part of your picture and paste it down anywhere as many times as you like! How? Press **Any** Button and draw a box around the area you want to copy. Press **Any** Button again to close the box. Paste the image where you want by continually pressing the **Main Action** Button. To start another box, press the **Secondary Action** Button.



**Hint!** Only the parts of the image with color are copied! Also, you can hold the button down and move the cursor to continually paste the image to create a cluster or group of images!



# PAINT

## MUSIC SELECTION

When you select this symbol you can choose a soundtrack for your picture! The **Song Palette** will appear instead of the regular Palette. Note: If you play a song, the drawing sound effects will stop. To STOP playing a song, press the Jukebox Symbol again!



SONG PALETTE



Bring in a song you wrote in Music by picking the Clef Symbol!

## THE FILLER PAINT CAN

This tool is really handy when you want to color large or detailed areas! Just select the color or pattern you want from the Palette, move the paint can into the area you wish to color and press the **Main Action** Button! Pushing the **Secondary** Button will stop the fill!



**Hint!** You cannot fill the color "Black". Also, don't try to fill an area with a color that is already in the fill pattern. A frowning face will appear if you do!





# PAINT

## THE COLORING BOOK

If you like coloring books, then you're going to dig this! First, pick the **Coloring Book** symbol by pressing **Any Button**. A choice of scenes will then appear where the Palette is. Move the **Helping Hand** to the scene you want and press **Any Button**. There are 30 totally rad scenes to color, so have a blast!



USE THE ARROW SYMBOL  
TO SEE THE DIFFERENT  
CHOICES YOU HAVE!

## JUMBO STAMP

The **Jumbo Stamp** tool has all kinds of cool uses! The first thing you do is pick the **Super Sun** symbol. The palette will then change into the **Super Sun Palette**! There are 66 objects to choose from!



SUPER SUN PALETTE

LOOK CLOSELY AT THE JUMBO STAMPS, THEY ALL  
MATCH UP WITH DIFFERENT COLORING BOOK SCENES!



You can reverse or rotate the Jumbo Stamps with the Watermelon **Flip/Flop** symbol! But do it before you stick your stamp onto the drawing board!



## PAINT



Stylin' Stuff



Mix 'n' Match

There is also the **Import** symbol which lets you move your creations from Style into the picture you're creating!

## ANIMATED & STILL OBJECTS

There are 14 **Animated** and 66 **Still Objects** that you can put into your picture one at a time! Use the **Main Action** Button!



### ANIMATED OBJECTS PALETTE

**Hint!** Select your animated object with the **Secondary Action** Button and it will be reversed! Cool Trick!

Use the **Arrow** at the end of the Palette to see all of your choices!



## MINI-STAMPS

Select the **Mini-Stamp** symbol and the Palette will change into the **Mini-Stamp Palette**! Get ready to do some fancy stampin'! To choose one, press **Any** Button on the Mini-Stamp of your choice.



**Hint!** If you press the **Secondary** Button while on the drawing board, the stamp will move a block at a time. This helps to straighten the stamps! Press the **Secondary** Button again to return to normal stamp positioning!



### MINI-STAMP PALETTE



# PAINT

## STAMP EDITOR

If you want to make your own stamp, pick the **Editor** symbol! A new screen will then appear showing a large version of the last stamp you used. Use the **Helping Hand** to choose colors from the palette.



Change any part of the stamp or make up a whole new one!



To rotate a stamp just select the **Flip/Flop** symbol and then choose your stamp! You must do this before you stick it on the Drawing Board!

To use your new stamp, pick the **User Stamp** symbol. This stamp will only last until you turn off the SNES™!



Once you have finished your stamp, pick the **Exit** symbol in the upper right corner to go back to the Drawing Board!



Use the **Arrow** symbol to check-out all of your stamp choices!

## SCREEN SWEEPER

If you want to get rid of everything on the Drawing Board, then select the **Trash Can** symbol! You have a choice of 10 wacky ways to erase the mess you just made and start all over!





# PAINT

## WHAT IS IT? WHAT DOES IT DO?



Exit Door. Leave Paint and return to the Main Selection Screen.



Oh No! Undo your last action.



Screen Sweeper. Erases entire screen. Choose from 10 effects.



Mini-Stamps. 143 miniature stamps to choose from.



Jumbo Stamps. 14 animated and 66 still object stamps.



Coloring Book Scenes. Imports any of 30 different scenes to be colored.



Filler Paint Can. Fills areas with colors or patterns. Choose from 15 solid colors & 150 patterns.



# PAINT

## WHAT IS IT? WHAT DOES IT DO?



Jukebox. Add a song to the artwork. Choose from 14 pre-written songs or add one of your own!



Paintbrush. 3 widths for freehand drawing.



Eraser. Small erasers for detailed removal of unwanted areas. 3 Widths.



Pencil. 3 widths for drawing straight lines.



Up/Down Arrows. Use to look through selection of drawing tools.



Multi-Color Spray Can. Sprays multi-colored speckles of paint. This is one of the many Mystery Tools!



# PAINT

## WHAT IS IT? WHAT DOES IT DO?



Mirror Tool. Makes a mirror image while you are drawing.



Circle. Choose filled or unfilled circles.



Square. Choose filled or unfilled squares.



Super Shape. Straight lines connected, like dot-to-dot.



Lasso. Use to surround area you want to copy & paste. Then use to move and place selected image.



Flip/Flop Tool. Rotates stamps in 1/4, 1/2 or 3/4 turns. Also flips them horizontally or vertically.



Stamp Editor. Use to edit Mini-Stamps or make your own version.



## PAINT

### WHAT IS IT? WHAT DOES IT DO?



User Stamp. Use your version of a Mini-Stamp.



Mix 'N' Match Import. Use to bring in your creation from Mix 'N' Match.



Stylin' Stuff Import. Use to bring in your Fashion Model from Stylin' Stuff.



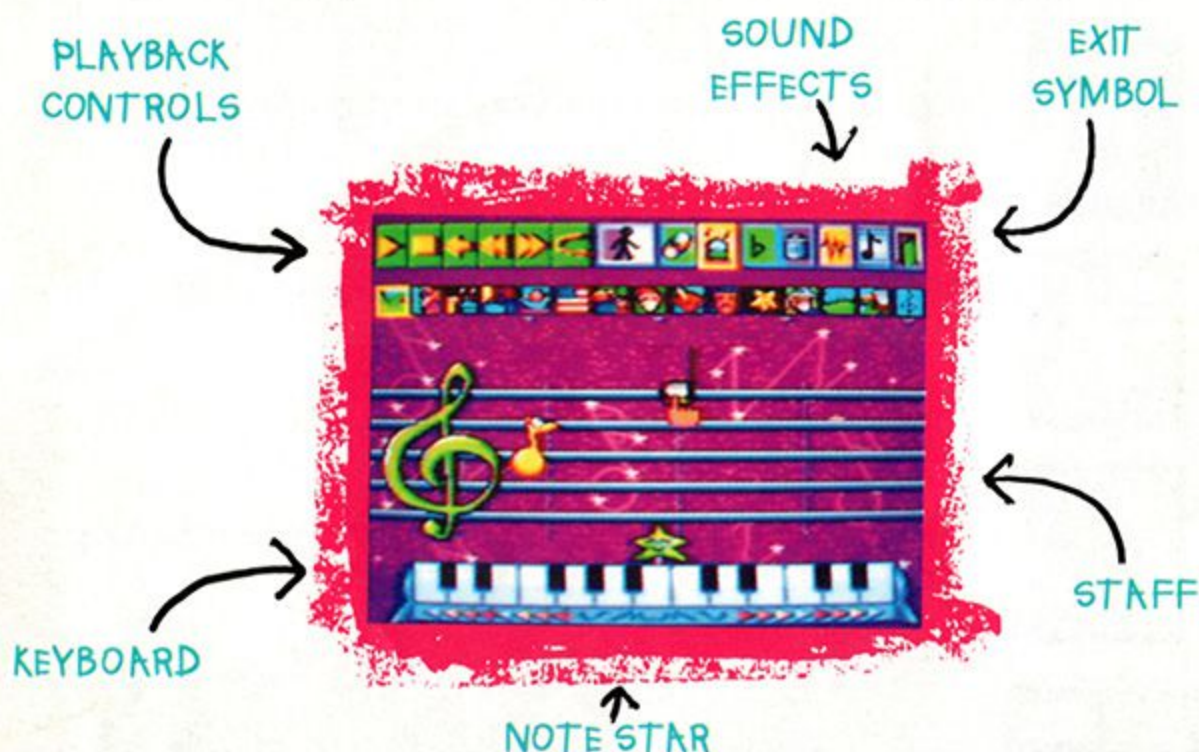
Picture Framer. Use to frame image when saving onto your VCR.





# MUSIC

**Music** has many parts, the major ones are listed below:



THE STAFF IS WHERE YOU PLACE YOUR NOTES AND SOUNDS!

## INSTRUMENTS & FUN SOUNDS

To choose an Instrument or Fun Sound (there's lots of both!), pick by moving the **Helping Hand** to the note you want and then press **Any** Button. The note will sound off above the **Note Star**, which is found over the piano keyboard. You can also place the note directly on the staff!

**Hint!** Use **Any** Button to access the menus and work the controls. The **Main Action** Button places regular notes and the **Secondary Action** Button removes notes. To place a flat note, press **Optional Button B**. To place a sharp note, press **Optional Button X**. Press **Optional Buttons L** and **R** to scroll the song left or right! If you need help, just press **Start** and the **Help Screen** will appear!



PICK THE EXIT  
SYMBOL TO RETURN  
TO THE MAIN  
SELECTION SCREEN!!



# MUSIC

## PLAYBACK CONTROLS

Use these controls to listen to the music that you have composed!

### PLAY

Plays song from the beginning.



### STOP

Stops the music while it's playing.



### RETURN

Returns to the beginning of the music.



### REWIND

Scrolls to the left of the song.



### FAST FORWARD

Scrolls to the right of the song.



### LOOP

This will play your music over and over! When this symbol is bright, the loop is on and your song will keep playing! Dark means the loop is off and the music will play once. Pretty cool!



SLOW



MEDIUM



FAST



# MUSIC

## SOUND EFFECTS

### JUKEBOX

Use this to choose from a list of 14 pre-written songs or your own song! You can then rearrange the selected song anyway you like!



### NOTE KNOCKER

If you really want to get fancy, you can make the notes in your music Flat or Sharp! You must choose this option before putting a note on the staff! Use **Optional Buttons B** and **X**.



NATURAL



FLAT



SHARP

### GROOVE DISK

This gives you 15 different background rhythms to choose from! Just click it on and find your own beat!



### STAFF SWEEPER

Erases all music on the staff! Use "OH NO" in case you want your song back!

### FUN SOUNDS

Take your pick of 28 totally cool sounds! Use the arrow to review them!



### INSTRUMENTS

Compose and play music with any of 15 instruments!



## MUSIC

### STUFF YOU SHOULD KNOW

You are limited to 4 notes or fun sounds per line and you may add notes until the staff will no longer scroll left. If the frowning face appears, you tried to put more than 4 notes/fun sounds on the line - try deleting some notes or use the **Secret Substitute Feature** to replace notes!



#### THE SECRET SUBSTITUTE FEATURE!!

If you choose an instrument or Fun Sound with the Secondary Action Button and then immediately choose another instrument or fun sound, all of the first notes will be replaced by the last note in the entire song!



If you ever see this dude, it means you have too many different instruments or fun sounds in your song - It's Full! To use a sound not in the song, delete all of one instrument or use the **Secret Substitute Feature** to replace all of one instrument to another!





# MUSIC

## WHAT IS IT? WHAT DOES IT DO?



Exit Door. Exit Music and return to the Main Selection Screen.



Instruments. 15 traditional instruments.



Fun Sounds. 14 animal & 14 wacky sounds.



Staff Sweeper. Erases all items from the staff. Restore your old staff by pressing this again! The "Oh No" will appear again! (You cannot restore an old song after you start to edit a new one!)



Jukebox. Choose from 14 pre-written songs.



Groove Disk. On (green)/Off (red)  
Add different background rhythms to your music.  
Turn off the rhythm by pushing the button again.



Tempo (Turtle, Human, Rabbit). Adjust the speed of songs to slow, medium or fast.



# MUSIC

## WHAT IS IT? WHAT DOES IT DO?



Loop Off (dark). Song will play just once.  
Loop On (bright yellow). Song will play over and over.



Fast Forward. Move ahead in song.



Return. Return to starting position.



Rewind. Move backward in song.



Play. Plays the song.



Stop. The song will stop playing.



# MUSIC

## WHAT IS IT? WHAT DOES IT DO?



Note Kicker (Natural). Unless you choose Flat or Sharp, your notes will automatically be Natural.



Note Kicker (Flat). Enhance your music with flat notes.



Note Kicker (Sharp). Enhance your music with sharp notes.





# STYLE

You can have fun two ways in Style!

Choose **Mix 'N' Match** and you'll have a blast combining heads, legs and bodies to create goofy characters!

If you want to create some fresh fashions, then **Stylin' Stuff** is the activity to pick! Outfit the fashion model in something that is just your style!

## STYLE TITLE SCREEN

GAME SYMBOLS

EXIT





# STYLE

## STYLIN' STUFF

Check it out! Are you ready to try your fashion design skills? In Stylin' Stuff you're in control of the fashion world!



### EXIT

To exit **Stylin' Stuff**, move the **Helping Hand** up to the **Exit** Symbol and press **Any** Button.

### STYLIN' SYMBOLS

There are six different **Stylin'** symbols! Use the **Helping Hand** to highlight the items of your choice! Press the **Main Action** Button and the clothes on the **Fashion Model** will switch! Change your mind? Press the **Secondary** Button to go forward and the **Main Action** Button to go backward! If you want to take a long look at things, **L** scrolls continuously backward and **R** scrolls continuously forward!



# STYLE

## HAIR

Select this symbol to place a hair style on the **Fashion Model!**

There is also a "chrome dome" (no hair) choice!



## HATS

Choose this symbol to switch hats! There is also a "no hat" option!



## SHIRTS

Press this and the shirts will change!



## PANTS & SKIRTS

Pick this symbol and watch for just the right look!



## SHOES

Choose this and the shoes will change themselves! Or, go barefoot with the "no shoes" selection!



## ACCESSORIES

Press this symbol to make the accessories switch! There is a "no accessory" option!



**DON'T FORGET!! YOU CAN MOVE YOUR FASHION MODEL INTO PAINT WITH THE IMPORT SYMBOL LOCATED IN PAINT!!**



# STYLE

## MIX 'N' MATCH

This is the place to create some of the wackiest characters you have ever seen!



### EXIT

To exit **Mix 'N' Match**, move the **Helping Hand** up to the **Exit** symbol and press **Any** Button.

### MIX UP CHAMBER

This is where your characters will take shape!

### MIX 'N' MATCH SYMBOLS

Use the **Helping Hand** to select the symbol of your choice and then press the **Main** Button. (**Main** or **L**=Reverse / **Secondary** or **R**=Forward)

### HEADS

Select this to switch the heads!



### BODIES

Choose this symbol to mix-up the bodies!



### LEGS

Use this symbol to change the legs!



DON'T FORGET!! YOU CAN MOVE YOUR STYLE CHARACTER INTO PAINT BY USING THE IMPORT SYMBOL LOCATED IN PAINT!!





# GAMES

**Hint!** The Games are a lot more fun to play if you use the Controller - except for Space Lazer, where accuracy is best with the Mouse!

## GAMES TITLE SCREEN



## CHOOSING A MINI-GAME

Use the **Control Pad** to move the **Helping Hand** to the game of your choice, then press **Any Button**.

## EXIT

To exit or pause any game, press the **Start Button**. Three symbols will appear at the top of the screen along with the **Helping Hand**. Use the **Helping Hand** to make your choice!



RESUME  
GAME



RESTART  
GAME



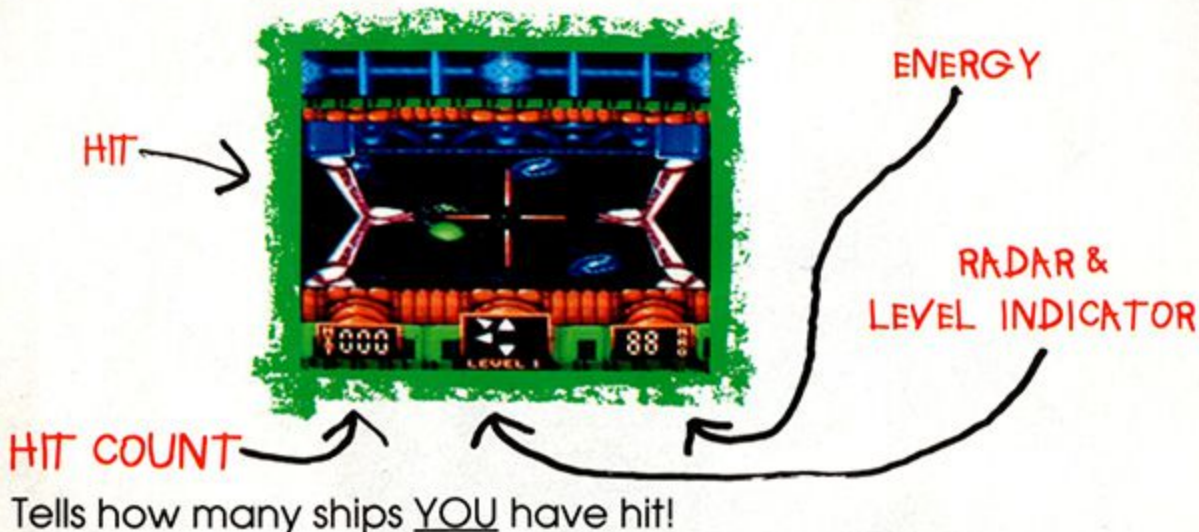
EXIT GAMES TITLE  
SCREEN



# GAMES

## SPACE LAZER

The object of the game is to defeat 5 levels of Aliens. You lose the game when your energy runs out!

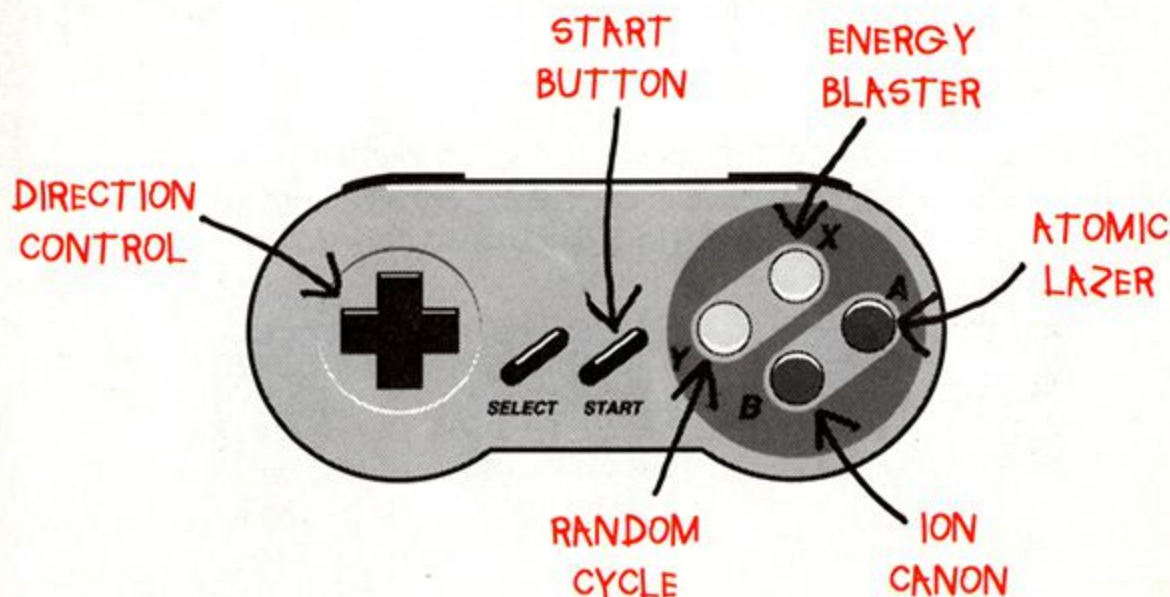


## RADAR

Shows you where to look for Alien Ships! **Note:** If an Alien beast lurks on the screen a few seconds, your ship will be hit by a mind blast that will steal your energy!

## ENERGY

Lets you know how much energy you have left!

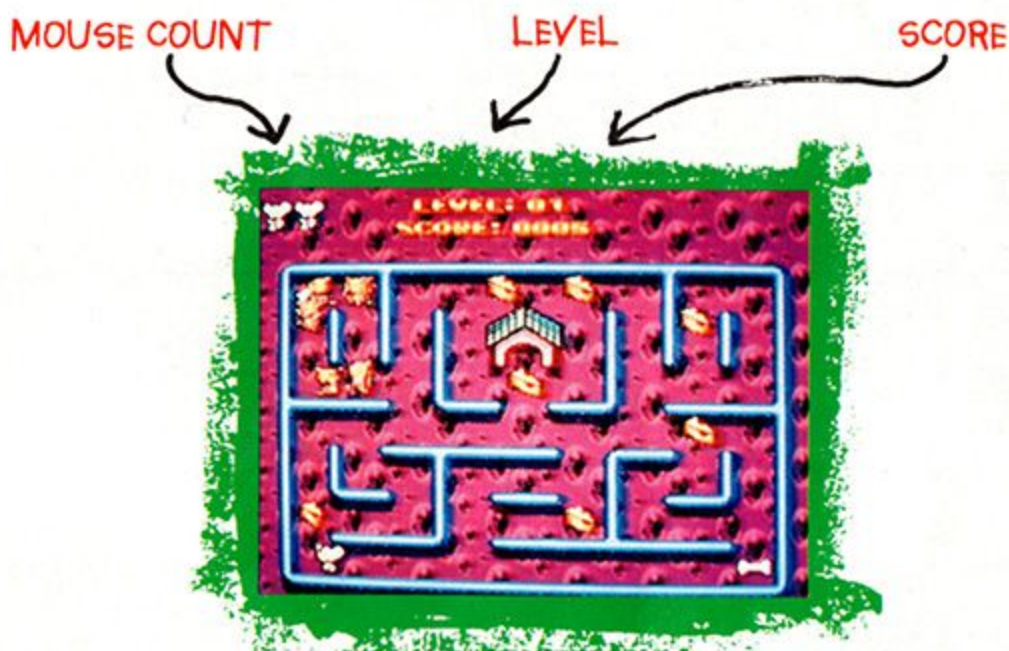




# GAMES

## MOUSE MAZE

Eat as much of the cheese as you can, but beware of the cats! Good news - if you eat a bone, you turn into a dog (for a short time!) and then you can get revenge on the cats! You begin with only three mice, so move fast! You need to eat all of the cheese to complete a level! Can you make it through all 99 levels? Go for it!



## MOUSE CONTROLS

Move the mouse with the **Control Pad**.

### Hint!

You get an extra mouse with every 250 points!

If you eat a bone, you'll turn into a dog! The first cat is worth 10 points, the second is 20 points, the third is 40 and every cat after that is 60 big points!



## IMPORTANT STUFF

This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and some minor discoloration or staining, particularly towards the edges. The background behind the paper is dark.



## WARRANTY

Tradewest, Inc. warrants to the original purchaser of this Tradewest software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Tradewest software program is sold "as is", without express or implied warranty damages of any kind, and Tradewest is not liable for any losses or damages of any kind resulting from the use of this program. Tradewest agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Tradewest software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Tradewest software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TRADEWEST. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TRADEWEST BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TRADEWEST SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**TRADEWEST, INC.**  
**2400 South Highway 75**  
**Corsicana, TX 75110**  
**(903) 874-2683**





**TRADEWEST, INC.**  
**2400 South Highway 75**  
**Corsicana, Texas 75110**  
**(903) 874-2683**

Fun 'N Games™ © 1994 Leland Interactive Media,  
Licensed to Tradewest, Inc.  
by Leland Interactive Media

PRINTED IN JAPAN