INTRODUCTION

Thank you for adding Rocky & Bullwinkle & Friends™ to your video game library. We hope your family enjoys hours of entertainment as the Moose and Squirrel go off on their quest for fortune. We recommend that you read this manual before playing the game in order to insure a fulfilling experience! Thank you again, and now—on with the show!

SAFETY PRECAUTIONS

Follow these suggestions to keep your Rocky and Bullwinkle™ Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hot or rough surfaces. Always use the Official Nintendo Stand with your NES. Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games, but by a lack of an appropriate type of protective cover.

A VARIETY OF VIDEO GAMES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly seen on television and in our daily surroundings. These seizures may result in loss of awareness of your surroundings, mental confusion, and convulsions. A VARIETY OF VIDEO GAMES

A variety of video games are available for the NES. If you experience any of the following symptoms while playing video games: altered vision, muscle twitching, or behavior problems, notify your doctor immediately. In any case, parents should closely monitor their children while playing video games. This manual contains descriptions and pictures of the NES and its accessories.
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# OUR STORY BEGINS...

It's a lovely day in Frostbite Falls, Minnesota as our two heroes, Rocket J. Squirrel and Bullwinkle J. Moose receive an important telegram. It seems Bullwinkle's late great-great grandfather was moosnapped many years ago and taken to an English estate as quarry for a big game hunter. It turned out that the old moose made such good game for the sportsman that he willed his entire estate to him. Through diligent tracking and pure dumb luck, this makes Bullwinkle the Earl of Moosechester! It's now up to our intrepid heroes to make their way to jolly-old England for Bullwinkle to inherit his title.

Unfortunately for the moose, however, there's a couple of obstacles in his way - namely, Boris Badenov and Natasha Fatale. They plan to stop the moose and squirrel and impersonate Bullwinkle to collect his inheritance! Why, those no-goodniks would stop at nothing to get their greedy mitts on the treasure! So watch your back and get ready for an incredible adventure as you seek to: Inherit The Wind-fall!
Your mission is to get from Frostbite Falls, Minnesota to Abominable Mansion in England. There are five game levels between you and Bullwinkle’s success. Collect bombs along the way (you’ll need them in the final level). The ones thrown by Boris and Natasha are best avoided. Their fuses are too short to allow you to collect them.

There are also Goof-Gas bombs! These reverse the actions of the left and right controls as well as mess up Rocky’s flying to simulate being goofed-up. Some stages require that you find a key to continue to the next level. These keys unlock doors at the end of certain stages.

You can switch between playing Rocky or Bullwinkle at any time during the game! This allows you to use the best hero for any situation! The energy points are the same for whichever hero is on the screen, so shifting from one to the other to build points won’t work.
CONTROLLING MOOSE AND SQUIRREL

**BUTTON**

**Left or Right**
Moves hero left or right.

**Up**
For Bullwinkle only, it moves him up a stairway. It allows both characters to enter a doorway.

**Down**
Pick up an object (drink, bomb, etc.). For Bullwinkle, then go down stairs. For Rocky (while flying), then land.

**A Button**
Hero jumps.

**REACTION**

CONTROLLING MOOSE AND SQUIRREL CONT.

**B Button**
Hero tosses a bomb.

**Select**
Switch between Rocky and Bullwinkle when standing still.

**Start**
Pause the game.

**Right or Left**
If you are Bullwinkle, then he'll Charge!

**A and B Button**
If you are Rocky, then he'll fly!

**GAME PLAY NOTES:**

- Both charging and flying burn energy. Use these as a last resort!
- Drink Moose Juice to restore lost energy.
- Collect hearts to add new life and restore energy to full.
- Extra lives are awarded as your score increases.
THE GOOD GUYS

Bullwinkle - How can we describe this paragon of Moosedom? Slow-witted, yet possessed with superhuman strength (and luck), this half of the heroic team embodies courage, fortitude and a face only a mother moose could love. His powerful antlers and rock hard skull give those bombastic bad guys a definite challenge.

Rocky - The real brains behind our dynamic twosome. Rocky has the insight to know when something just isn't right. His ability to guide Bullwinkle in teamwork has often saved the day. His talent for fast flying also helped his buddy out of some pretty scary scrapes! Loyal, heroic and yet small, Rocky is a true blue pal to the end.

THE NO-GOODNIKS

Boris Badenov - This Pottsylvania man has been after moose and squirrel for so long now that this caper should do it! Boris is sneaky, distrustful, diabolical, rotten, nasty - and those are his Good points! This shiftless cad does have an incredible gift for creating things - traps, mechanical monsters and other terrors custom built for you-know-who. As long as Boris is around, our heroes are in danger!

Natasha Fatale - How can someone this nice looking be just as rotten as Boris? Well, when you're Pottsylvania's leading female spy, anything can happen! What she lacks in brute strength, she more than makes up for in her abilities to stop Rocky and Bullwinkle. Wotta Gal!
WARRANTY INFORMATION

20 DAY LIMITED WARRANTY:
THQ Software, Inc. warrants to the original consumer purchaser that this Game PakTM ("Pak") together with its Game Pak Accessories or Packet Accessories shall be free from defects in material and workmanship for a period of 20 days from date of purchase. It is defined covered by this warranty only during this 20 day warranty period, THQ Software, Inc. will repair or replace the Pak, at its option, free of charge.

To receive the warranty service:
1. DO NOT return your defective Game Pak to the retailer.
2. Notify the THQ Software, Inc. Consumer Service Center of the problem requiring warranty service by calling 1-800-504-3341. Our Consumer Service Center is open from 8:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. Fill-in the THQ Software, Inc. service request form to solve the problem by phone; he will provide you with a Return Authorization Number. Simply record the number on the outside packaging of your defective Pak, and return your Pak freight prepaid, at your risk of damage, together with your sales receipt or similar proof-of-purchase within the 20 day warranty period to:

THQ Software, Inc.
Consumer Service Department
5020 N. Plymouth Court, Suite 107
Culver City, CA 90230

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, improper or other causes contributed to the defective material or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the Pak develops a problem after the 20 day warranty period you may contact the THQ Software, Inc. Consumer Service Department for further assistance. If the Pak is returned to the THQ Software, Inc. Consumer Service Department in the phone number noted, the THQ Software, Inc. service technician will be unable to solve the problem by phone; he will instruct you to return the Pak to a Return Authorization Number as noted above. Repair the Pak or replace it at your own expense. In such cases, the Pak will not be returned.

WARRANTY LIMITATIONS:

THQ warrants that the Pak is free of defects in material and workmanship for a period of 20 days from date of purchase. This warranty shall be void if the Pak has been damaged by negligence, accident, unreasonable use, modification, improper or other causes contributed to the defective material or workmanship.

HOW TO CONTACT THE FEDERAL COMMUNICATIONS COMMISSION:

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

• Reorient the receiving antenna.
• Relocate the NES with respect to the receiver.
• More the NES away from the receiver.
• Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

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