THANK YOU for purchasing DUDES WITH ATTITUDE, an exciting video game from American Video Entertainment, Inc. Our seal of quality guarantees challenging, reasonably priced software for play on the Nintendo Entertainment Systems.

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- Bounce through 32 mazes of radical non-stop action!
- Password feature lets you continue your game.
- Single Player or Double Player game modes.
- Editing feature lets you create your own games.

GET AN ATTITUDE, DUDE.

These Dudes are on the move: Dude, Happy, Patch, Bozo and lots not forget Babe and Foxy. They are nowhere in the Caribbean exploring in search of lost islands and finding a King's ransom in lost treasure. Bounce with them through a radical adventure. If you hang around long enough you'll meet the slithering SERPENT SENTRIES and the dreaded GUMSPLATS. There are many strange creatures that roam the underwater of these forgotten islands. You may escape the hounding JAWS only to fall victim to the beautiful and deadly swirling STAR-A-LIZER. As in any adventure, your worst enemy is your own attitude. You'll get emeralds, sapphires and gold. But don't cop an attitude, or you'll never win the game. You can choose to be any one of the DUDIES or DUDETIES. Patch is the oldest at 18 and is also the leader of the posse. He's cool, sly and sometimes sinister. He also knows the islands like the back of his hand. BABE and FOXY are the girls of the group, and although BABE is a bit of an airhead, FOXY has an IQ higher than a coconut tree. Dude, at 14, is way cool cause whatever he touches seems to slide into place like clockwork. His best friend Happy is smart, energetic and the crew's prankster. Bozo is not too bright. In fact he's pretty dumb. But his unbelievable good luck makes up for his stupidity.

Introduction  Page 1
GETTING STARTED

Insert the game cartridge and turn on the NES Control Deck, carefully following the power up instructions in your NES user manual. You are now ready to begin game play. Pressing START from the title screen will display the GAME SELECTION SCREEN. This is divided into two sections. Pressing SELECT will allow the player to switch between the two sections. Use the Direction pad to highlight your choices.

CHOOSE GAME MODE

Select One or Two players: cooperative or competitive. To select two player cooperative mode highlight TEAMWORK. To continue a game, highlight PASSWORD. Enter your NAME and personal PASSWORD. You will now be able to continue from where you left off.

CHOOSE YOUR DUDE

You can be any one of the six Dudes or Dudettes. They all play the same so don’t worry about who is the best. Just highlight the one you want to be and press START to begin the game.

USE CONTROL, AND KEEP COOL...

DUDES are a little excitable, almost hyperactive. They never stop bouncing around. So don’t even think about trying to stop them. Luckily you can control their motion up and down. Pressing the controller LEFT or RIGHT does nothing except make your Dude or Dudette glow bright red. The grinding noise you hear means “I dont wanna go that way!” in Dudelish.

DIRECTION PAD

Moves you Up and Down or LEFT and RIGHT. Remember pushing the Pad in the wrong direction will have the effect of moving your DUDE or DUDETTE. It will only move from right side of the player.

A BUTTON

This Button in MAP Mode will automatically move your Generic Glass to the nearest powered Box. During Game Play pressing this button will make your DUDE power-up.

B BUTTON

This Button is unused.

SELECT

PANIC BUTTON. Pressing this button will allow you to snap out, should you become hopelessly stuck.

START

In MAP Mode press to advance the level under the monitoring Glass. In GAME Mode press to PAUSE and resume game play.
THE GOOD

Exploring the islands you'll find Rubies, Emeralds, Diamonds, Amethyst, Sapphires and Gold Bullion, treasures of many kinds and many colors. You can only collect them if you have the right attitude. That is, your DUDE must be the same color as the treasure he/she is trying to collect.

TREASURES

Pass through one of these and your Attitude will be changed to the color of the converter. Red (embarrassed), Blue (sad), Green (sick), Gold (happy), Light-blue (right headed), or Purple (breaking out). If you have the right attitude you can get the treasure you want. This works in real life too.

You can breeze right through these if you have the right attitude. Grey stairways are exit doors. Sometimes exit doors don't appear until you have collected all the jewels.

DOOR STAIRWAY

Music notes are not worth points and don't hurt or help you. They just sound cool. Use them to make tunes when you create your own games!

MUSICAL NOTE

THE BAD

You can even eat GUMSPLATS if you have the right attitude. Otherwise you will be stuck in the stuff for a long time. In TEAMWORK mode, your partner can free you if he eats the GUMSPLAT you are stuck to.

Touch a MINE the first time and you get bumbled out and look sad. Touch one again and you are one dead DUDE.

SERPENT SENTRYs are not too bright and are easy to avoid. Watch out! One bite and you need to go to the Hospital. Two bites and your poop is spilled.

It is not known if a STAR-A-LIZER is a living creature or mystic hooby trap. It is known that its touch is always deadly.

It's hard to shake JAWS once these crawling carnivorous chomper get your scent. Once bitten, twice dead.
ARROWS can point in one of four different directions. It is impossible to go against the direction they point.

You can dig through SAND and find buried treasure. Be careful! You could also uncover buried trouble.

Caution! The rules in general have determined that walking on HOT EMBERS is hazardous to your health.

There are different types of WALLS. All are barriers yet some are passable. INVISIBLE WALLS stop you dead in your tracks. SLIDING WALLS are like normal walls but you can push them around. Who knows what may be underneath? THIN WALLS come in many shapes and let you build tubes. BRICK WALLS hurt when you hit them, OUCH!

BRICK WALLS  THIN WALLS  INVISIBLE WALLS  SLIDING WALLS

DIRECTION CHANGERS change the direction you bounce. Once you touch one you will bounce in whatever direction the arrows point.

The HYPER-ZAP will change the effect of Button A. Once you touch HYPER-ZAP you are always in HYPER-MODE unless you press Button A.

It's best to avoid BOOZE. Drinking and driving can be a problem.

When you have taken a hit from an enemy, and are not feeling too well, go to a HOSPITAL. You will become healthy and happy again.

ICE is slippery unless you're wearing ICE BOOTS. When you have them on they will appear in the upper corner of the screen. To remove your ICE BOOTS simply bump the ICE BOOTS again and off they will come.

ICE BOOTS

You are not a very good swimmer. That is why you must use a BOAT to cross WATER. To use a BOAT, simply bump it. You will see it in the upper corner of the screen. Be careful. If you bump a BOAT again you will sink.

WATER

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The Narly  Page 6

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Making Your Own Games

After you have played DUDES for a while you may start wishing that you could design your own levels. Well, YOU CAN! And it's easy. Just choose the game MODE and your DUDE, but when you get to the map move your MAGNIFYING GLASS over the word EDIT located on the compass in the lower left side of your map. Now press START and your MAGNIFYING GLASS will change into a SHOVEL. You'll need this SHOVEL to bury your custom level on the island. Find a location on the Map to dig that is free of trees and rocks. You can only dig it in a flat open area. Press START to dig and you will enter the EDIT mode.

The EDIT mode has two main screens, the CLEAN SLATE and the PARTS BOX. Pressing SELECT allows you to switch between the two screens. The upper part of the display on both screens is your PALETTE. This is where the parts are kept that you are currently using. You can only hold 5 parts at a time. You must pick up new parts from the PARTS BOX in order to use the over 50 different possible parts in your own design.

REMEMBER

The CLEAN SLATE is where you put down parts from the PALETTE to the LOWER SCREEN. The PARTS BOX is where you pick up parts from the LOWER SCREEN to the PALETTE.

On the right side of the PARTS BOX the row of strange HALF characters directly under the PALETTE are used for hiding objects. Use these to cover JEWELS or MINES behind SAND or WALLS. When using these HALF characters the colors may change and look kind of weird. Not a problem. When you play your level all will look fine.

It is not necessary to put a DUDE or an EXIT DOOR into your level; the game will do that automatically. You only need to add them if you want them in certain places.

When in EDIT MODE the CONTROL PAD does different things than during game play.

B BUTTON

DIRECTION PAD

Move the SELECTOR SQUARE on your PALETTE or to the right.

A BUTTON

SELECT

Starts between the CLEAN SLATE and PARTS BOX.

PALETTE

Now that you have completed your own custom level press START to begin the action. You can store up to 4 custom levels. Remember to save your custom level before you press RESET or turn off your NES console, or your custom levels will be lost. Use enlarged copies of the symbols and grid on pages 12 and 13 to save your games manually.
SOME FINAL WORDS

When controlling your DUDE or DUDETTE remember that in the beginning you can only control their motion up and down. The best way to control them is with well timed quick taps to the DIRECTION PAD.

Some levels may seem like they are impossible to solve. Just remember that nothing is impossible.

The PASSWORD feature will give you a personal PASSWORD. In other words using a different name and the correct PASSWORD won't work. You can only reach the advanced levels if you passed the earlier ones.

When you are creating your own levels, remember a good game is easy to play, but difficult to master. Try designing a level that can only be solved in the TEAMWORK mode.

DOUBLE DRAWING DUDE

American Video Entertainment will be giving away two prizes (AVE games) every month from April until the end of 1991. To become eligible select the contest you want to enter.

1. DONE DUDES CONTEST. I have completed the entire game and have filled out all information including my DUDES NAME and FINAL PASSWORD. I have given my DUDE a unique name because any name can only win once throughout the entire contest. All duplicate names will be disqualified.

2. COOLEST LEVEL CONTEST. I have designed a "way cool" level and given it a great name. I have photographed or used the cut-outs and grid on the next two pages to make a copy of my level. (Limit one level per person per month). If my level is used in DUDES WITH ATTITUDE II, I will receive a free autographed copy of the new game. The winners each month will win an AVE game even though it may never be used in DUDES II.

NAME ____________________________
ADDRESS ____________________________
CITY ____________________________ STATE ____________ ZIP ____________

DUDES NAME ____________________________ FINAL PASSWORD ____________________________

Make all entries legible. No entries will be accepted and all entries become property of American Video Entertainment, Inc. American Video Entertainment, Inc. reserves the right to reject any entry for any reason.

Send all entries to: DUDES CONTESTS, American Video Entertainment, Inc. 1348 Rüdiger Park Dr. San Jose CA 95134 USA
Before you turn off your NES console, when you want to save your custom levels, or want to enter our COOLEST LEVEL CONTEST, make enlarged photocopies of this and the following page. Cut out the parts and place them on a copy of the GRID on the following page. Place the first letter of the color of the part so your level can be reconstructed accurately.

This GRID has the same number of squares as your TV screen. Place one PART per square. Tape or glue parts to grid. Photocopying these two pages at 200% actual size is recommended.
Notice to American Video Entertainment Customers

Should you encounter any problems with this cartridge two important questions must be asked.

A. Was your Nintendo control deck purchased after October of 1990?
B. Does the cartridge play on other control decks purchased prior to Oct. 1990?

If the answer to both of these questions is yes then you probably have a control deck which was secretly modified by Nintendo to prevent you from enjoying this game. In order to enjoy many fine products from independent American manufacturers, American Video Entertainment, recommends you get a control deck compatible with all legal games. If you do not, Nintendo will have prevented you from enjoying many great, value priced cartridges. You have several options available to you:

1. If you would like we can provide you with repair instructions which will instruct any qualified T.V. repair technician with the necessary information to repair your unit, and a letter requesting Nintendo refund any repair charges. (They are not legally obligated to refund your money but we think they are morally obligated)

2. American Video Entertainment will upgrade your incompatible Rev. 11 unit free for a postage and handling charge of $9.95. NES unit must be in working order. AVE cannot repair non-functional units. THIS CHARGE WILL BE CREDITED TO ANY FUTURE PURCHASE OF AN AMERICAN VIDEO ENTERTAINMENT PRODUCT PURCHASED DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT. (Call 1-800-HOT-4-AVE and allow 1 week for return.)

3. If none of the above is suitable please call our consumer hotline at 1-800-HOT-4-AVE and one of our counselors will help you further.

If you have Problems... Page 14

Compliance with FCC Regulations.

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

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

How to Identify and Resolve TV Interference Problems.

American Video Entertainment 90-Day Limited Warranty.

AMERICAN VIDEO ENTERTAINMENT warrants the equipment of this software product to be free from any defects in material and workmanship for a period of ninety (90) days from date of purchase. AMERICAN VIDEO ENTERTAINMENT, its suppliers and manufacturers of the equipment provide no warranty or any other kind of representations or warranties, expressed or implied, including but not limited to any warranties of merchantability or fitness for a particular purpose. AMERICAN VIDEO ENTERTAINMENT will assist you in returning the product to the nearest authorized service center. If it is determined that the equipment is defective, AMERICAN VIDEO ENTERTAINMENT will either repair or replace the equipment at its discretion. AMERICAN VIDEO ENTERTAINMENT is not liable for any incidental or consequential damages resulting from the breach of any express or implied warranty, or arising out of any contract, tort or other legal theory relating to the software product. AMERICAN VIDEO ENTERTAINMENT shall not be liable for any loss of software, data, or for any special, incidental, or consequential damages or lost profits resulting from the use or inability to use the software product even if AMERICAN VIDEO ENTERTAINMENT has been advised of the possibility of such damages.

FCC Regulations... Page 15
PRECAUTIONS

* Do not store cartridge in very hot or cold places. Never hit or drop.
* Do not take apart.
* Do not touch connectors; do not get them wet or dirty. Doing so may damage game.
* Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System. Your projection television screen may be permanently damaged if video games with stationary images or patterns are played on your projection television. Similar damage may occur if you leave your game in PAUSE mode. If you use your projection television with NES games, American Video Entertainment, Inc. will not be liable for any damage. This situation is not caused by your NES or by American Video Entertainment games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your television manufacturer for further information.
Thank you for purchasing DUDES WITH ATTITUDE, another exciting video game from American Video Entertainment, Inc. Our seal of quality guarantees challenging, affordably priced software for play on the Nintendo Entertainment System.

Try our other exciting video games from American Video Entertainment, Inc.