A special message from CAPCOM

Thank you for selecting Snow Brothers, the latest addition to Capcom’s library of titles. Following such hits as The Little Mermaid and Tale Spin, Snow Brothers continues the tradition of action packed family oriented games for the Nintendo Entertainment System.

Snow Brothers features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

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## TABLE OF CONTENTS

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Safety Precautions</td>
<td>3</td>
</tr>
<tr>
<td>Getting Started</td>
<td>5</td>
</tr>
<tr>
<td>S'no Time for Fun!</td>
<td>7</td>
</tr>
<tr>
<td>Controlling the Snow Brothers</td>
<td>8</td>
</tr>
<tr>
<td>Freezin' Floors</td>
<td>9</td>
</tr>
<tr>
<td>Ice Foes</td>
<td>11</td>
</tr>
<tr>
<td>Chilly Treats</td>
<td>13</td>
</tr>
<tr>
<td>Hot Sauce!</td>
<td>14</td>
</tr>
<tr>
<td>The Boss Round</td>
<td>15</td>
</tr>
<tr>
<td>The Bonus Round</td>
<td>16</td>
</tr>
<tr>
<td>Snow Tips</td>
<td>17</td>
</tr>
<tr>
<td>90-Day Limited Warranty</td>
<td>18</td>
</tr>
</tbody>
</table>

## GETTING STARTED

1. Set up your Nintendo Entertainment System and plug in controller 1. For two players, plug in controller 2 as well.

2. Insert the **Snow Brothers** Game Pak into your Nintendo Entertainment System and turn it on. The Title screen appears.

3. In a few moments, a demonstration game begins. Watch the Snow Brothers pack snowballs and snow-bowl the baddies into smitheres. Press the **Start** button at any time to return to the Title screen.

4. Press **Start** again to choose a one-player or two-player game. For one-player games, press **Start** to begin. For two-player games, press the Select button on controller 1 to move the marker to "2" Players." Then press **Start** on controller 1 to begin.

*cont.*
5. Read the story screens to find out how wicked King Scorch trapped Nick and Tom and kidnapped the Frost Princesses. When the story is over, press **Start** to scoot straight into action. *(You can also press **Start** at any time during the story to start the game.)*

**Note:** Press the **Reset** button on the Nintendo Entertainment System at any time to start the game over from the beginning.

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**S’NO TIME FOR FUN!**

B-b-b-brrrrrrr! Nick and Tom are trapped in the freezing snowdrifts! But their hot determination to save the Princesses is more than a match for the cold ice and the chilly creatures in it. Magically, they transform into the mischievous, mighty Snow Brothers! Now, slipping, sliding, and slinging snow, they’re about to make their escape!
**COLLING SNOW BROTHERS**

**TO DO THIS:**

- Run left or right.
- Somersault up.
- Throw snow.
- Push a snowball.
- Roll a snowball.
- Bounce a snowball up.
- Pause.

**DO THIS:**

- Press the control pad left or right.
- Press button A.
- Press button B.
- Move Nick or Tom next to the snowball and press the control pad left or right.
- Press button B while pushing the snow ball.
- Stand under the snowball and press button A.
- Press the Start button. Press it again to resume play.

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**FREEZIN' FLOORS**

The Snow Brothers must climb from floor to floor to escape the cold. But each floor is packed with frosty creatures, all members of King Scorch's Ice Commandos. As the creatures crowd closer, Nick and Tom must pelt them with snow, packing each foe into a huge snowball. Then, the Snow Brothers can r-r-rooLLLLL the snowballs, and smash the cold baddies into ice-pops!

The top of the screen shows each player's score, and the highest score so far in the game. It also shows the number of chances each player has left.
FREEZIN' FLOORS cont.

Each player starts the game with 3 chances. Player 1 (Nick) has a blue snowsuit, and Player 2 (Tom) wears red. If you get caught by an ice foe, you lose one chance. But you'll keep coming back as long as you have chances left.

If you lose your last chance, watch the top of the screen. When the number 0 starts blinking, press button A. Your Snow Brother will reappear, and you'll get three more chances to win!

You can reappear 4 times in all. After that, if you lose your last chance, the game ends and the Princesses are lost forever in the wicked clutches of chilly King Scorch. (In two-player games, Nick and Tom share 4 continues between them.)

ICE FOES

Lots of little ice men are waiting to bop you off. They're cute as snowflakes, but don't be fooled. They're tricky, too.

Flying Pumpkin Head will pop up to chase you around. The grim ghost Chilblain may appear, cold as a sheet of ice and just as slippery.

As you climb the floors, your foes get bigger, badder and better at catching you. Pretty soon they'll be zipping around the ski slopes or turning into whirling Ice-Bats that are almost impossible to escape!

You can bury most of your enemies in mounds of snow. But if you let them sit too long, the snow will thaw and they'll be after you again!

If any of your ice enemies get too close, they can turn you into slush! S'no long, Snow Bro!
ICE FOES

Frogger  Fridge  Floe Frog  Icy

Pumpkin Head  Igloo  Chilly  Shiver

Cold Fish  Chilblain  Ogroid  Ice-Bat

CHILLY TREATS

Bowl over a baddie with a snowball and you may get a chilly treat that'll warm you up! Run to the treat to pick it up. (Be quick or it will melt away!) Picking up chilly treats earns you cool bonus points!

There are plenty of treats for you to find. Here are only some of them:

Candy  Mushroom  Lollipop  Popsicle

Money Bag  Cake  Sandwich
HOT SAUCE!

Some of the Ice Commandos will drop jars of hot sauce when you bowl them over. Grab these for special powers that last until you lose your chance.

Red Hot Sauce - Gives you Speed Skates so you can run and jump faster.
Blue Hot Sauce - Gives you Power Shots so you can throw larger globs of snow.
Green Hot Sauce - Lets you throw your snow globs farther.

Two special jars give you super powers. One jar turns you into an invincible flying giant. With this power you can float anywhere, bonking off the Ice Commandos, and they can't hurt you!
The other jar warps you to King Scorch's treasure room for a few seconds. Pile up snow on the Snow Faces that appear, then roll them to start an avalanche. Each face you bowl over is worth 1 letter. If you can spell out the word "SNOW", you'll gain an extra chance. The letters you win appear at the top of the screen, above your score, and stay there until you spell out "SNOW" or the game end.

THE BOSS ROUND

Every tenth floor is a Boss Round. An enormous Abominable Snow Boss will hurl wicked little creatures at you. If you're not quick, you'll be caught! Roll huge snowballs on the Boss to freeze him into a cold blue sleep, and dash away quick!

THE BONUS ROUND

After the Boss Round, try your skill at the Bonus Round.
A giant slot machine appears. Press button A to start the wheels rolling. Then press button A once for each wheel that the glove points to. The wheels will crank to a halt.
You earn bonus points for each letter that shows up. The letters you collect appear at the top of the screen (along with any letters you may have won in King Scorch's treasure room). Spell out "SNOW" to gain an extra chance. Spin a picture of a Snow Brother, and you'll also win an extra chance.
Note: In two-player games, Player 1 spins first, and then Player 2 spins.
SNOW TIPS

- Hot Sauce is a cool treat. If you can grab 3 different colors during 1 chance, you’ll be the hottest thing on ice!

- Pile up a bit of snow on toes to stop them, then climb up high and make a big snowball. Roll the snowball to bowl away all the baddies and find a pile of bonus treats.

- Sometimes you’ll take a ride on a rolling snowball. Press button A to jump out.

- After losing a chance, you flash for a few moments when your reap-pear. During this time the snow foes can’t hurt you.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers’ 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 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 the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any 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.

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling 408-727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

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

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKs are not available, the defective PAK will be returned and the $10.00 payment refunded.

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Snowing the Enemy
is a Real Ball!

When one of the Snow Brothers learns that his brother has been placed in the deep freeze, his temperature starts "risin'" and the snow balls start flyin'. But he's in for a chilly reception as little red devils and fire-breathing dragons try to melt him down to size. He'll have to be a cool customer to freeze these tricksters in their tracks.

• Face five hideous bosses as you storm across over 50 floors of red-hot action.
• Give your enemies the cold shoulder by squashing them with giant snowballs.
• Hot fun on the Game Boy.

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