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Nintendo

GAME BOY COLOR

# Disney's 102 DALMATIANS

CGB-B99E-USA

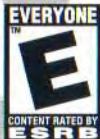
## PUPPIES TO THE RESCUE



INSTRUCTION BOOKLET

ONLY FOR  
GAME BOY  
COLOR

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## STARTING UP

1. Turn the power switch OFF on your Nintendo™ Game Boy Color. Never insert or remove a Game Pak when the power is on.
2. Insert the Disney's 102 Dalmatians: Puppies to the Rescue Game Pak into the slot on the Game Boy Color. Press firmly to lock the Game Pak into place.
3. Turn the power switch ON. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)
4. When the Title Screen appears, press START to begin the game.

## PRECAUTIONS

Always turn the power OFF before inserting or removing the Game Pak from the Game Boy Color. Do not take apart, crush, bend or submerge the Game Pak. Store the Game Pak at room temperature, avoiding excessive cold or heat. Keep the connectors clean and dry, and store the Game Pak in the case when not in use. Take a break after playing for long periods of time.



## CONTROLS

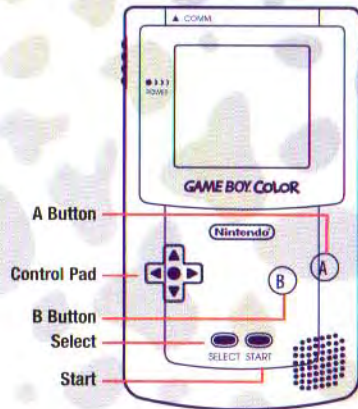
Move/Select Menu Items.....Control Pad

Jump/Toggle Option Menu Item .....A Button

Bark/Throw Levers/  
Push Buttons/ Previous Screen .....B Button

Pause/Start .....START

Exit Mini-Game .....SELECT



## A DARING RESCUE

Cruella De Vil's toy business is a failure. And why not? All her toys are horrible, just like Cruella. If children would stop spending all their pocket money on their spoiled little pets, she thinks, they would be more interested in her toys.

So she hatches an evil plan: She reprograms her despicable toys into puppy-napping robots and uses them to capture every Dalmatian in England. When her little captives grow up, she'll put them to work on treadmills, generating electricity for her factory and making the very toys that pet-napped them!



All this news of missing pets troubles Dipstick and Dottie. They tell their own puppies, Domino and Oddball, to stay put safely at home while they search for all the missing puppies. As soon as Mom and Dad turn their tails, the rambunctious puppies strike out on their own search.

In no time, the adventurous puppies are captured and caged in Cruella's Toy Factory. But Domino and Oddball are so small that they can squeeze through the bars and escape! When Cruella discovers the escape, she sends her evil robotic toys along with her bumbling henchmen, Horace and Jasper Baddun, and her seedy sidekick, Jean-Pierre Lefelt to scour the factory looking for the fugitives. Now Oddball and Domino must tear through the factory to rescue the remaining puppies and turn Cruella's nasty little plot upside down!

## MAIN MENU

### Start

To begin a new game, select Start and press START.

### PASSWORD

When you complete a level, the PASSWORD Screen will show you the password for the next level. Write it down so you can continue playing later.

1. To enter your password and resume play on that level: Select PASSWORD and press START.
2. Press the Control Pad Up or Down to select a password icon and Right or Left to change icon positions. Press START when the password is entered.
3. If the password is valid, the level will start. If the password is wrong, red X's will appear in each of the password boxes. If this happens, please check that you are using the correct password and try again.



## MAIN MENU

### OPTION

You can turn the music and sound effects On or Off on the Options screen.

1. Press the Control Pad Up or Down to select OPTION and press START.
2. Press the Control Pad Up or Down to select SOUND or MUSIC and press START to turn the feature On or Off.
3. Press the B Button to return to the Main Menu.



### Getting Ready to Play

1. On the Title Screen, press START to display the Main Menu.
2. Press the Control Pad Up or Down to select START and press START.
3. Press the Control Pad Left or Right to select either DOMINO or ODDBALL for play and press START.
4. Read the description of your first rescue attempt on the Factory Floor and press START to begin the game.



## PLAYING THE GAME

Travel throughout Cruella's Toy Factory searching for the keys to free the caged puppies in each room. Some rooms have switches that must be thrown in order to activate stationary lifts to access other parts of the room. Cruella's underlings are patrolling the whole factory searching for escaped puppies. They will stun a puppy if they can.

### The Game Screen

- Caged Puppies
- Score
- Paw Meter
- Cage Key
- Bones Collected



**Bones** - Collect five bones to fully replenish the Paw Meter.

**Cage Key** - Appears when you find the cage key for the current level. A single cage key can be used to free all caged puppies on a level.

**Paw Meter** - Each time Domino or Oddball is stunned, a portion of the Paw Meter turns red. When it turns totally red, the puppy is captured.

**Score** - Earn points for stunning enemies with a bark, freeing caged puppies, or picking up items.

**Caged Puppies** - The number of puppies still in cages on the present level.

## PUPPY ACTIONS

### Bark Attack

Your puppy delivers a piercing bark (B Button) to temporarily stun enemies.

### Jumping

The puppies have excellent jumping skills (A Button). Look for elevators and ledges to move through each level of the factory. Jump to avoid attacks. Some levels have objects to jump on to help you jump even higher.

### Switches

Some places are blocked until you find a switch to access them. Switches can affect doors and lifts on a level. Find a switch and press the B Button while standing next to it. Your puppy will activate the switch.

### Rescues

To rescue a puppy, run up to its cage. If you have the key, the cage door will open and the puppy will run out from the cage.

## COLLECTIBLES



### Bones

Grab bones hidden throughout the game. Find five bones to fully replenish a damaged Paw Meter.



### Super Bones

Find these gold bones and earn an extra "escape" (a try).



### Cage Key

This is the master cage lock key. Once you find it, you can use it to open all the cages on the level.

## ESCAPES

The puppies start the game with three escapes. Oddball and Domino are so small, they can squeeze through the bars of Cruella's cages. If you get caught, you can escape for another try. When you run out of escapes, the game is over.

The number of escapes remaining flashes on the screen at the beginning of each level.

## GETTING STUNNED

Every time one of Cruella's cronies or evil toys touches Oddball or Domino, your puppy gets stunned. Each stun causes part of the Paw Meter at the bottom of the screen to turn red. The Paw is in five sections. When all five sections turn red, the puppy is recaptured and must escape again from the beginning of the level.

## SCORING POINTS

Earn points for stunning enemies and finding items.

Find Bone - 50 pts.

Find Super Bone - 100 pts.

Free a Puppy - 200 pts.

Stun Robodog - 10 pts.

Stun Monkey - 20 pts.

Stun Cruella Mobile - 30 pts.

Stun Bouncing Goblin - 50 pts.

Stun Blimp - 100 pts.

Stun Baddun Brothers  
(Horace or Jasper) - 50 pts.

Eliminate Baddun - 100 pts.

Exit Baddun Brothers Level - 200 pts.

Stun LePelt - 50 pts.

Eliminate LePelt - 100 pts.

Free a Parent - 500 pts.

Stun Cruella - 100 pts.

Super Bark Cruella - 200 pts.

Exit Cruella level - 500 pts.

## THE ENEMIES

Cruella and her underlings are patrolling the whole factory to recapture your puppy. There are many hazards in the factory so be ready to leap as soon as you can.



### Cruella Mobile

Her car is quick on the ambush. Bark at it to overheat the engine.



### C-9 Robodogs

Battery operated hounds are everywhere.



### Monkey

Try not to get caught by this cymbal-pounding primate.



### Baddun' Brothers

They will try to slap a net over Domino or Oddball.



### LePelt

LePelt will try to pelt your puppy with balls. He's quick on his feet so don't get caught sitting down.





### Bouncing Goblin

This lunatic is tough to stop. Time your bark just right or you'd better run!



### Blimps

These fly in for rock-bombing runs.



### Electrical Fields

Electrical fields turn on and off. A well-timed jump will get your puppy through the field unharmed.



### Barrels

Rolling barrels are dangerous. Jump over these moving obstacles.



### Cruella De Vil

If you can stun this queen of cruel, you are one heroic puppy. A puny puppy bark won't even mess up her hairdo. You need some serious bark to bring Cruella down.



## MINI-GAMES

Beat Cruella and the fun is not over yet. You will win the passwords to two mini-games: Color Matching and Picture Matching

### Color Matching

Try to make the two paws the same color.

1. Use the Control Pad to move the paw cursor over a color slider.
2. Press and hold the A Button and adjust the slider Up or Down with the Control Pad to change the color of the paws so they match.
3. When you think the colors of both paws match, move the paw cursor over the Red Button and press the A Button to see if you won! When the game is over, press START to retry or SELECT to exit.





## Picture Matching

You have one minute to match all of the pictures on the screen. Turn over cards to try to match as many pairs of pictures as you can in the time remaining.

1. Press the Control Pad to move the paw cursor over the card you want to turn over and press the A Button.
2. Next select a second card to try to match the picture of the card you already turned over.
3. If both pictures match, you can continue trying to make other matches. If both pictures do not match, they will both automatically turn over and you will have to try to match another pair.
4. Try to match all of the cards within a minute to win!



When the game is over, press  
START to retry or SELECT to exit.

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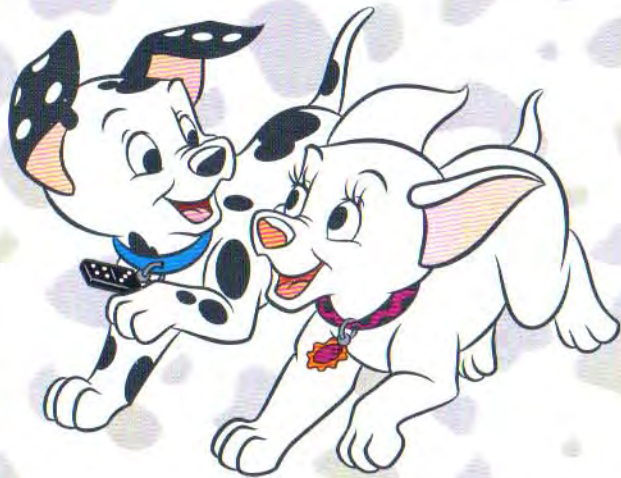
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## NOTES

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