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

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

LICENSED BY
Nintendo

©1994 FLAIR SOFTWARE. LICENSED TO TITUS. TITUS AND THE TITUS LOGO ARE REGISTERED TRADEMARKS OF TITUS. ALL RIGHTS RESERVED.
# TABLE OF CONTENTS

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Game</td>
<td>2</td>
</tr>
<tr>
<td>Starting The Game/The Options Page</td>
<td>2</td>
</tr>
<tr>
<td>Game Controls</td>
<td>3</td>
</tr>
<tr>
<td>The Movie Theater</td>
<td>4</td>
</tr>
<tr>
<td>The Clapper Board/Finishing A Stage</td>
<td>4</td>
</tr>
<tr>
<td>The Game Screen</td>
<td>5</td>
</tr>
<tr>
<td>Bonuses</td>
<td>6</td>
</tr>
<tr>
<td>The Yo-yo</td>
<td>6</td>
</tr>
<tr>
<td>Special Power Bonuses</td>
<td>6</td>
</tr>
<tr>
<td>Bonus Letters</td>
<td>7</td>
</tr>
<tr>
<td>The Big Red Elephant</td>
<td>8</td>
</tr>
<tr>
<td>Limited Warranty</td>
<td>9</td>
</tr>
</tbody>
</table>
Oscar, the latest legend of the silver screen has been trapped in a movie theater showing four different films. The only way for him to escape is to turn each movie into an Oscar-winning production. To do this, Oscar must enter each film and find the statues of Oscar hidden there. Only when he has found all of the hidden Oscars, turning the four films into classics, will he be able to leave the theater.

STARTING THE GAME/ THE OPTIONS PAGE

From the title screen you have the choice between starting the game right away or going to the Options Page to adjust the following settings:

Level of Difficulty: Easy, Normal (default setting), and Difficult. Music and Sound Effects: On (default setting) or Off.
1. L and R buttons: These buttons are used to move the screen left or right to allow you to see a little further.

2. Start button: Pauses and unpauses the game.

3. Up: Pressing the up arrow on the control pad while Oscar is in front of a door will make him enter that door.

4. Y button: Makes Oscar throw his yo-yo, if he's carrying it. Use the arrows on the control pad to control the direction in which the yo-yo is thrown.

5. B button: Makes Oscar jump. A quick tap on the button makes Oscar jump just a little; pressing and holding the button makes him jump as high as possible.
THE MOVIE THEATER

Oscar begins the game in the theater lobby where there are entrances to each of the four theaters. To enter one of the films, select that film’s door, stand in front of it, and push the up arrow on the control pad to enter the doorway.

Before you begin a stage, a clapperboard will be displayed that tells you how many Oscar statues you need to find.

THE CLAPPER BOARD / FINISHING A STAGE

After you have found all of the hidden Oscar statues that you need to complete each stage, you will also have to find the clapperboard that appears somewhere in each stage. Touching the clapperboard will finish that stage. Before starting the next stage, the bonuses you have picked up will be counted and extra bonus points awarded. Extra lives are awarded after earning enough bonus points.
THE GAME SCREEN

1. Oscar statues: The number next to the Oscar icon is the number of statues you have to collect before leaving the stage.

2. Lives: This shows you the number of lives Oscar has left.

3. Energy: The hearts tell you how much energy Oscar has. Oscar loses one heart each time he is hit by an enemy. If Oscar is hit when he has no more hearts left, he loses one life.

4. If you have collected any of the letters in the word “BONUS”, they are shown here.
BONUSES

Bonus objects are hidden in the film canisters you collect during each stage. When Oscar runs over a film canister, the hidden bonus object is thrown into the air. Oscar must catch this object before it falls off the screen in order to collect that item. Any bonuses that do not come from film canisters simply add points to your score.

THE YO-YO: Oscar's trusty Yo-yo is the most important bonus object he can collect since he uses it to break down walls and kill monsters. To throw the yo-yo, press the Y button while holding the arrow key in the direction you want Oscar to throw it in. To throw the yo-yo in the direction you are facing, simply press the Y button. Whenever Oscar loses a life, he also loses the yo-yo.
SPECIAL POWER BONUSES:
There are many different objects to collect, some of which affect Oscar directly. The effects of each object will last only for a limited time. If Oscar already has the yoyo when he picks up a special power bonus, he will not be able to use it until the new bonus has worn off.

**SPEED UP BOOT:** Gives Oscar more running speed and enhanced jumping abilities.

**SHIELD:** Totally protects Oscar from all monsters.

**BALL & CHAIN:** Slows Oscar down, prevents long jumps, and makes him vulnerable to monster attacks.

**WINGS:** Gives Oscar the ability to fly!

**POTION:** This vial of green potion makes Oscar invisible.

**SPRING SHOES:** Allows Oscar to jump twice as high as normal.

**ALARM CLOCK:** Freezes all monsters in the stage.

**BONUS LETTERS:**
Certain film canisters contain letters found in the word BONUS. Oscar can find all five letters in every stage. If all of the letters are collected during a stage, you will get the chance to play a special bonus stage. During the bonus stage, you should collect as many bonuses as possible and find the exit before time runs out. If you do not find the exit before the time limit, you lose all of the bonuses and points you collected!
THE BIG RED ELEPHANT

While playing some stages you will meet a big red elephant. This big guy is NOT an enemy, but a good friend who will never forget where he last saw you. To make him remember you, simply walk up to him. When he jumps away, he has your position noted. If you lose a life, you will restart where the elephant last saw you.
Limited Warranty

Titus warrants to the original purchaser of this Titus 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 Titus program is sold “as is”, without express or implied warranty of any kind, and Titus is not liable for any losses or damages of any kind resulting from use of this program. Titus agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Titus product with proof of date of purchase.

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 Titus product has arisen through abuse, unreasonable use, mistreatment, or neglect.

This warranty is in lieu of all other representations or claims of any nature that shall be binding on or obligate Titus. 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 Titus be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Titus software product.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law which cannot be preempted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Titus Software Corporation
20432 Corisco Street
Chatsworth, CA 91311
(818)-709-3692