

Titus Software Corporation
20432 Corisco Street, Chatsworth, CA 91311

www.titusgames.com

© 1993, 2000–TITUS. Titus, the Titus logo and "Titus the Fox" are trademarks of Titus Software Corporation. All Rights Reserved. Developed by TITUS INTERACTIVE STUDIOS. Colorized by AQUA PACIFIC. Licensed by Nintendo. Nintendo, Game Boy, Game Boy Color and the official seal are trademarks of Nintendo of America Inc. ©1989, 1998 Nintendo of America Inc.

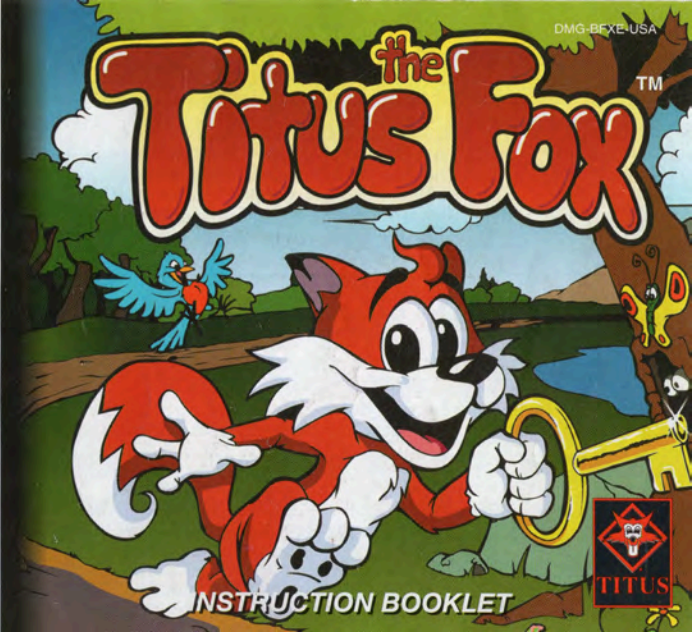
PRINTED IN JAPAN

Nintendo

GAME BOY COLOR

DMG-BFXE-USA

the Titus Fox™



INSTRUCTION BOOKLET

TITUS

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

EVERYONE
E
CONTENT RATED BY ESRB

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.

EVERYONE

For more information on this product's rating, call 1-800-771-3772 or visit the ESRB web site http://www.esrb.org

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY Nintendo

NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

CONTENTS

How To Play 2
The Story 3
Controls 4
Objects 6
The Score Panel 7
Notes 8

HOW TO PLAY

Insert the "Titus the Fox" Game Pak into your Game Boy® compact video game system and turn the POWER switch to the "ON" position. "NINTENDO" will appear on the screen followed by the license and copyright screen.

You may choose between 1 or 2 players by pressing the Control Pad. Then press A Button.

In the 1-player mode, you may select the level of difficulty by pressing the Control Pad. (Easy or hard). Then press A Button to start the game.

In the 2-player mode, the game functions only in the easy mode. Only the first player can pause or reset the game (A Button + B Button + START+SELECT).

Note: The 2-player mode is available only when using the Game Link, two Game Boys and two "Titus The Fox" game paks. See Fig. 1.

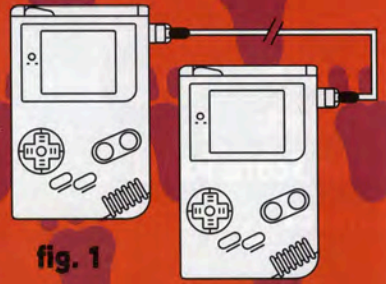


fig. 1



Titus the Fox™

THE STORY

Titus the Fox, his girlfriend Foxy and cousin Zorro lived happily in their forest home, until one fateful day...

In search of an exotic desert fox, Foxy travels to the Sahara desert, where she is unexpectedly captured by the evil and ruthless Sultan Rabys.

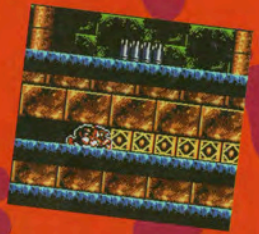
With Foxy as his helpless prisoner, the Sultan challenges Titus the Fox to rescue her from his evil clutches. In order to save his beloved, Titus joins forces with his heroic and brave cousin Zorro. Together, they must defeat the evil Rabys, rescue Foxy and return safely to their forest home.

CONTROLS

To move, press the Control Pad right or left.

To crawl, hold the Control Pad down and push on either direction.

To jump up, press the A Button
Note: you can grab a ladder while in the air.





If you are standing on the edge of a platform, jump to reach the platform above.

To climb up or down a ladder, position your character in front of the ladder and press up or down on the Control Pad.

To pause the game, press START.





To restart the current level, press START then SELECT. (In the 1-player mode only).

To pick up a box, place your character behind it and press the B Button. You can then move around carrying it.

To throw the box, face your adversary and press the B Button.

You can throw a box at an enemy who is higher up than you are by jumping before throwing it.

Notes: Your character cannot jump as high while holding a box because of the extra weight.

In the 2-player mode, you can give boxes and balloons to your partner.

OBJECTS



BOXES:

Boxes are scattered about on every level. To eliminate an adversary, pick up a box and throw it at him. In order to progress, you must eliminate all the enemies you encounter.



BALLOONS:

Balloons propel you into the air when you jump on them.

Tips: If you hold a balloon above your head in the 2 player-mode, your partner can jump on it.



BONUSES:

If you find the exit of a bonus level before the time is up, you win one life for every hundred bonuses you collected. You can obtain up to 500 bonuses.

Tips: In the 2-player mode, the first to finish the level wins 50 bonuses.



THE SCORE PANEL

Press START to pause the game and view the score panel.

SCORE:

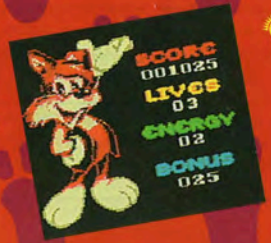
Indicates your current score.

LIVES:

The number of lives remaining. You start with 3 lives.

ENERGY:

Indicates your energy level. If you get hit by an enemy or fall on spikes five times, you lose one life.



BONUS:

The number of bonuses you have collected.

If you lose all your lives, you have two chances to continue playing by pressing START. In the 2-player mode, the game is over only when both players have lost all of their lives.

Tips: The exit of every level is represented by a bonus block.

NOTES

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 (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) DAYS 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 CORP., 20432 CORISCO ST., CHATSWORTH, CA 91311
818-709-3692

001006

NOTES

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 (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) DAYS 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 CORP., 20432 CORISCO ST., CHATSWORTH, CA 91311
818-709-3692

001006