

ocean

OCEAN EUROPE LTD.

DISTRIBUTED BY:
OCEAN EUROPE LIMITED
2 CASTLE STREET
CASTLEFIELD
MANCHESTER
M3 4LZ
ENGLAND

© 1993 Warner Bros.
DENNIS is a trademark of Hank Ketcham Enterprises, Inc.
All rights reserved. Ocean Software authorised user.

PRINTED IN JAPAN

TM SNSP - 4D - UKV

Dennis

HUGHES

SUPER NINTENDO
ENTERTAINMENT SYSTEM™

INSTRUCTION BOOKLET

ocean

PAL VERSION

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

Based on the motion picture
screenplay written by John Hughes
and directed by Nick Castle.



© 1993 Warner Bros. DENNIS is
a trademark of Hank Ketcham
Enterprises, Inc. All rights reserved.
Ocean Software authorized user.

LICENSED BY



NINTENDO®, SUPER NINTENDO
ENTERTAINMENT SYSTEM™,
THE NINTENDO PRODUCT
SEALS AND OTHER MARKS
DESIGNATED AS "TM" ARE
TRADEMARKS OF NINTENDO.



THIS 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 WITH YOUR SUPER
NINTENDO ENTERTAINMENT SYSTEM.

Contents

Here Comes Trouble	2
Getting Started	4
Controls	6
Status Display	8
Level 1: Mr.Wilson's House	9
Level 2: The Park	10
Level 3: The Boiler Room	12
Level 4: The Sewer	13
Level 5: The Woods	14
Pick-Ups	15
Scoring	16
Hints and Tips	16



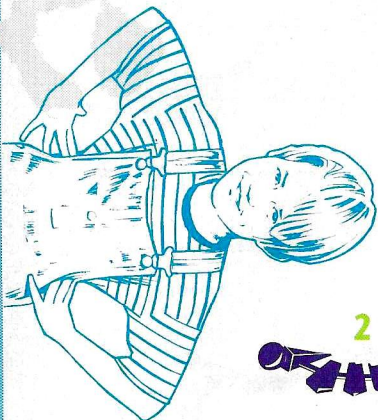
Here Comes Trouble



It's hard to see why Mr. Wilson doesn't appreciate having an aspirin shot down his gullet with a sling-shot. After all, Dennis, the overalled, over-curious kid from next door is only trying to help. He's crazy about Mr. Wilson (who he's driving crazy), and he says Mrs. Wilson is "the best old gal in the neighbourhood." He loves to visit them and help out, only one thing always goes wrong... EVERYTHING.

After innocently putting mouthwash in Mr. Wilson's nasal spray, bathroom cleaner in his mouthwash and gum in his false teeth, it's not hard to see why Mr. Wilson's worried about what might happen to ruin the most important moment of his life. In front of the entire Garden Society, his rare orchid will bloom for just a few seconds and then die, after a 40-year wait.

But the whole town is unaware of the slimy crusty burgling thieving maniac who's lurking about.

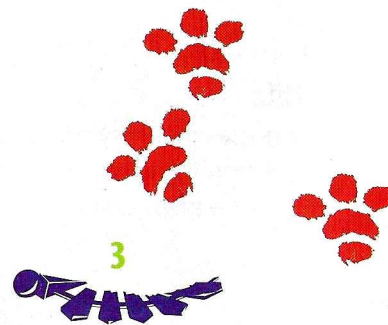


Naturally, when Dennis finds Mr. Wilson's safe open and his valuable gold coin collection missing, he has to run to the garden and shout out the news. Too bad every eye is on Dennis when Mr. Wilson's rare orchid opens, shows its magnificence and withers.

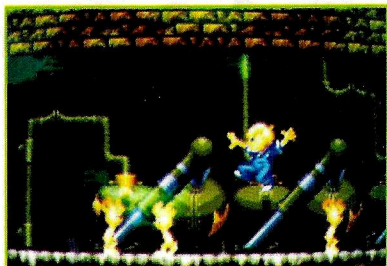
Mr. Wilson's more than overheated this time – he seems to have blown a gasket. Shouting at Dennis, he calls him (among other things) a MENACE, telling him "I don't want to see you, I don't want to know you, get out of my way." What could be more crushing for a kid who's only trying to help? Unfortunately, Dennis usually takes things literally, so he decides to get out of Mr. Wilson's way for good!

But while Dennis is running away into the great unknown, he learns that his buddy Joey and his playmate-by-force, Margaret, are both missing. Can Dennis find and rescue his somewhat wimpy but long-time loyal friend along with the doll-toting fist-fighting priss who calls him "the only man I ever loved"? Can he find Mr. Wilson's coins and return them? If he can do all that, everything will be great for everybody (except Switchblade Sam), and that's just how he wants it,

Fer Gosh Sakes!



Getting Started



Make sure that the power to your Super NES is switched off. Insert the game pak, then switch the power on.

On the Title Screen, press START to begin the game or press the Control Pad Down to move the marker to OPTIONS. Then press START to go to the Options Screen.

On the Options Screen, use the Control Pad to move the selection arrow up and down. You may then alter the options by pressing the Control Pad left or right. When you have your desired setting, press EXIT to return to the Title Screen, where you can start the game.

The available Options are as follows:

LEVEL:

Easy and Hard. Easy has 17 levels of play and Dennis can take more hits before his courage runs out and he loses a life.



Hard contains an additional six levels for Dennis to explore, but is not as generous with his courage.

REST:

You can set the number of lives that Dennis will have at the start of the game from one to nine.

KEY OPTION:

You may select the Control Pad layout that you prefer to control Dennis.

AUTORUN:

If set to ON, Dennis will run rather than walk when Left or Right is pressed. If set to OFF, controls are normal.

SOUND:

Toggles between Stereo and Mono sound.

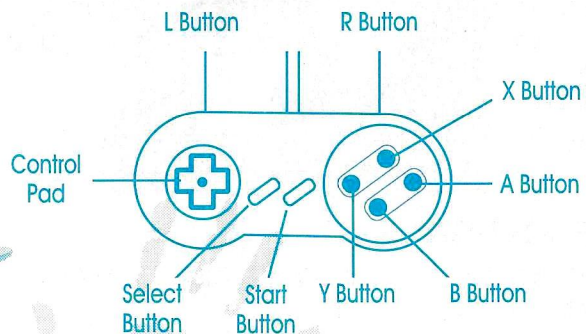
BGM:

Plays tunes from the game.

Select EXIT to take you back to the Title Screen where you can start the game.



Controls



The Controls Are As Follows:

Control Pad Up: Enter Door/Climb Rope.

Control Pad Down: Duck.

Control Pad Left: Walk Left.

Control Pad Right: Walk Right.

Button B: Jump.

Button Y: Run (while walking left or right).

6



Button A: Fire current weapon.

Button X: Change weapon (once Dennis has collected more than one).

Button L: Scroll screen left.

Button R: Scroll screen right.

Buttons L or R + Down: Scroll screen down.

Buttons L or R + Up: Scroll screen up.

The last four buttons can be used to check out what hazards lie ahead or beneath your current position.

7



Status Display



The following are displayed at the top of the screen: Score, Lives, Time, Current Weapon and Dennis' Courage.

At the bottom is the number of Large Coins collected and number of Small Coins collected.



Level 1: Mr. Wilson's



Dennis has to get the heck out of Mr. Wilson's house before he's caught and sent to bed.

Mr. Wilson is madder than a

hornet, and if he sees Dennis he'll chase him down. If he gets sent to bed, he'll have to start all over again. Before Dennis sneaks out though, he'd better find where Mr. Wilson has hidden his slingshot and peashooter. He's gonna need them real bad. He'd better look in the attic (use the rope ladder to get there). Sorry Dennis, you'll have to find the hidden switch all by yourself.

Oh, and don't forget to pick up all the coins that Switchblade Sam dropped on his way out. This is very important. You'll need those large coins to get to the next level. And there's one small coin, surrounded by spinning coins, which absolutely has to be picked up last.



Level 2: The Park

Sections 1, 3, 4 and 6.

Hark, I thought I heard a lark in the park in the dark! All the night creatures are out in force: screeching birds, howling frogs and pesky bunnies. Dennis must find all five of the large coins while avoiding all obstacles in his path.



Sections 2 and 5

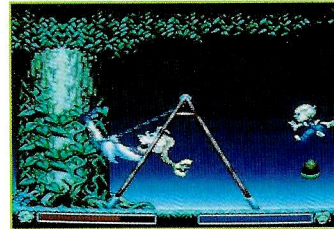
Here Ruff! Here Ruff! Dennis finds his dog Ruff ready to pull him in his little red wagon. Reach the end of these sections by avoiding more scary and crazy creatures, then use the wagon to reach platforms which are too high for Dennis to jump to.

Here Ruff!
Here Ruff! Dennis finds his dog Ruff ready to pull him in his little red



Betty Sue Dubrovski

Something super scary is lurking in the playground! It's Betty Sue



Dubrovski. She's the kind of kid your parents warned you about. She's big, she's mean, she's a great big fighting machine. Out late at night and up to no good, Dennis will have to dodge her as she swoops back and forth on her swing. At the same time, he'll have to shoot at her with one his trusty weapons. Watch out, Dennis – when she swings herself into trees, she'll pummel you with acorns. And those wild mice, well, they're this girl's best friend.



Level 3: The Boiler Room



Of all places, a trail of coins leads Dennis into the cavernous and toasty Boiler Room, where he can't leave until he finds all the

large coins. There are scenes from a year's worth of nightmares. Ick! Look out for fireballs, hot coals, dripping hot water and those nasty little fire goblins.

The Gym

Finally, a shortcut through the school gym – and there's Coach Beeferman, doing some late night exercising. But yipes, this psycho phys-ed freak wants to catch Dennis and make him do push-ups! He's throwing medicine balls and rolling baseballs at Dennis all around the gym. Maybe a pea shot just right will put Coach out long enough for Dennis to escape. He'll have to use at least one of his weapons just right.



Level 4: The Sewer



Gag! The trail of coins leads Dennis down into the sewer beneath the streets, where there are globs of sludge just waiting to plop on him. But as for those large coins, well, he can't leave here without 'em.



The Fish

Gee, at the end of the sewer there's a large and disgusting fish blocking Dennis' only way

out. He'll have to use the rotating platforms to hop around and dodge the fishy fish's firing attacks. If Dennis can just stun the fish with one of his weapons, his way will be cleared for the final chapter of his adventure.



Level 5: The Woods

Dennis has got almost all of Mr. Wilson's coins, but his greatest challenge lies within the woods, where he must rescue Margaret and Joey from Switchblade Sam. Collect coins until you reach the woods, Dennis – then you'll really need to be alert!

Switchblade Sam

The vile and deplorable, not to mention smelly, Sam has got Joey and Margaret tied to a tree. He's holding them hostage in case anyone tries to stop him from jumping the next train out of town with his load of stolen goodies.



Sam is not about to be foiled by a kid, so he pounds Dennis with a relentless barrage of hard red apples. Dennis' only chance to stun Sam into submission depends on using his faithful weapons well.

Defeat Sam and Mr. Wilson will be eternally grateful – and Dennis will be the town hero!

NOTE: All end of level guardians have a blue energy meter which is displayed at the bottom of the screen. Dennis also has a red energy meter displayed opposite the enemy meter.

14



Pick-Ups



Throughout the game, Dennis can pick up several items which will be helpful to him.

Extra Lives

These are obtained by collecting the "1-Up" icons found around the levels.

Water Pistol

Dennis has this at the start of the game. It can stun some enemies within the game – but not all of them.

Slingshot

This can be found in Mr. Wilson's house and is an excellent short-range weapon. It's very useful for hitting targets below Dennis' current position.

Pea-Shooter

This is also hidden in Mr. Wilson's house, and no small boy would be complete without one! It has a longer range than the slingshot, as it fires in a straight line.

15



Scoring

Points are awarded as follows:

Removing Enemies: 250 points

Big Coin Collected: 5000 points

Small Coin Collected: 500 points

Level Complete: 10,000 points

Hints and Tips

- Look before you leap! Scrolling the screen can reveal the obstacles around your current position.
- Study the movement of your opponents and avoid them accordingly. Haste can be costly!
- If Dennis makes contact with any opponent, use his momentary invulnerability (when he flashes) to gain ground or to reach a safer position.
- Different opponents are vulnerable to different weapons, while some are invulnerable to all attacks. Be careful!

