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INSTRUCTION MANUAL



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Printed in Japan



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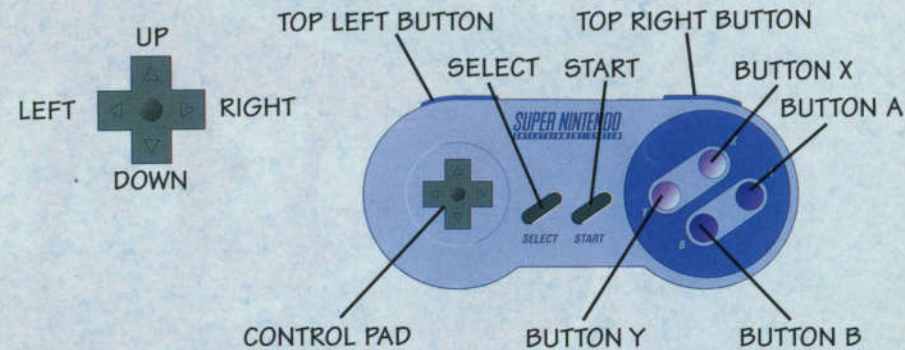
SUPER NINTENDO
ENTERTAINMENT SYSTEM

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

GETTING STARTED

1. Make sure the power switch on the console of your SUPER NINTENDO ENTERTAINMENT SYSTEM® is **OFF**.
2. Insert the **HOME IMPROVEMENT** Game Pak as described in your Super NES manual.
3. Turn the power switch **ON**.

THE CONTROL PAD



- START Pauses/Unpauses Game
- BUTTON A Uses Collected Tools
- BUTTON B Jump
- BUTTON X Shoots/Disengages Grappling Hook
- BUTTON X + UP Shoots Grappling Hook Up
- BUTTON X + RIGHT/LEFT Swings Sledge Hammer Right /Left
- BUTTON X + DOWN Uses Jackhammer
- BUTTON Y + RIGHT/LEFT Run to the Right or the Left
- CONTROL PAD RIGHT/LEFT Walk Right/Left
- CONTROL PAD DOWN Crouch
- TOP RIGHT/LEFT BUTTONS Shoots Collected Tools Diagonally

While Grappling . . .

- Press **UP** or **DOWN** on the **CONTROL PAD** to raise or lower Tim, respectively.
- Press **LEFT** or **RIGHT** on the **CONTROL PAD** in the direction Tim is swinging to gain momentum.
- Press **BUTTON B** to jump upwards while disengaging the Grappling Hook to reach platforms.



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GAME INSTRUCTIONS

Tim will have his hands full trying to get back the stolen prototypes of the Taylor-Turbo power tools, but he'll have plenty of other tools to do the job with! There are 8 tools that Tim can use during the course of the game: he'll be

jackhammer, grappling. There will be going on all at the studio bats flitting the "Monster set, and then and sinister Vampire master guarding one of the Taylor-Turbo tools at the end of the level.

The other half of the time, he'll need the nail mallet gun. The nail mallet gun (Tim calls it "the AK-47 of tools" is one of the the best weapons that use on his quest. It has the ability to pull into an attacking enemy huge, hungry Venus Fly

The Sledge Hammer

As any

sary to completely rate something in to fix it properly. Tim ng subscribed to eory of home reno- and hefty and bat- 0 lb. sledge every- this very pur- is particularly bashing man- s in the pesky that get m and his pre- r-Turbo tools, nd foam rock The studio lot of things smash with nd the best e doesn't of it!

ple like Tim. a challenge those who ere are no ack the

need to ask anyone know what the problem is and rush in to fix themselves! Although it's frowned upon by the most macho of the breed, some real men actually refer to blue prints for help. If you find yourself in need of—dare we say it?—instructions, you can refer to the enclosed poster blue prints for hints.



PROJECT NOTES

Absolute Entertainment Inc.'s Limited 90-Day Warranty

Absolute Entertainment, Inc. warrants to the original retail purchaser of this video game computer program ("Program") that the Game Pak ("Game Pak") on which the Program is embodied will be free from defects in materials and workmanship for a period of ninety (90) days from the day of purchase. If your Game Pak becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge.

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Warranty Officer
Absolute Entertainment, Inc.
Suite 300 South
10 Mountainview Road
Upper Saddle River, New Jersey 07458
Tel: (201) 818-4800

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