

SNSP-ZH-EUR-1



INSTRUCTION BOOKLET



**SUPER NINTENDO**<sup>TM</sup>  
ENTERTAINMENT SYSTEM



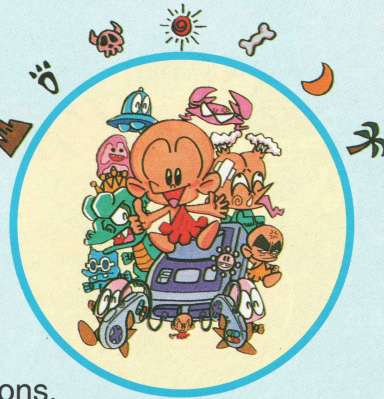


# THANK YOU !

You have just made a perfect choice by selecting and purchasing this quality Hudson Soft product.

Thank you for choosing "SUPER B.C.KID™".

In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

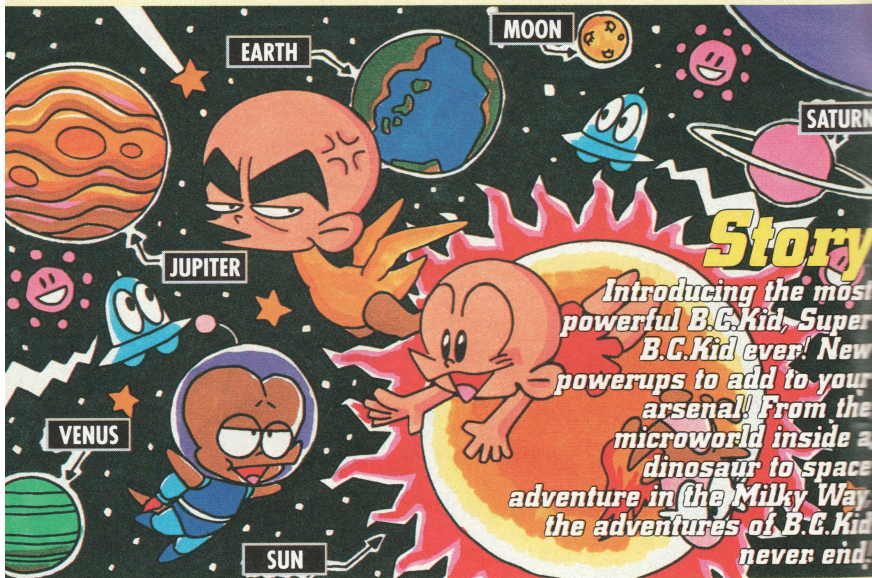


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# Introducing A New Theory of Evolution!?



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## PLAYING SUPER B.C.KID



### CONTROLLER

**L/R Button:**  
Used to run up icy slopes.

**Y Button:**  
Head butt. Fires shots on the Crab Shooting Stage.

**CONTROL PAD:**  
Moves B.C.Kid.

**X Button:**  
Special attack. (when available)

**A Button:** Not used.

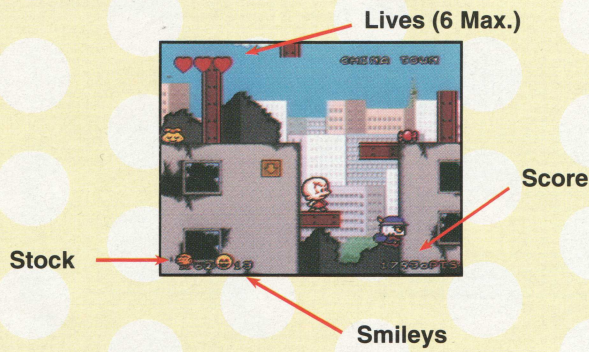
**SELECT Button:**  
Not used.

**START Button:**  
Starts and pauses the game.

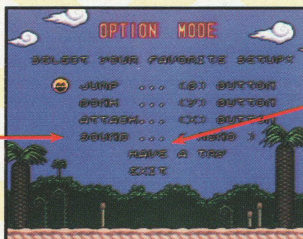
**B Button:**  
Jump.

\*Pressing the START or SELECT button while holding down on the L or R button will cause the game to reset.

 **SCREEN DISPLAY**



 **OPTION MODE SCREEN**

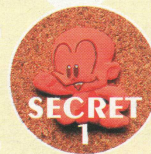


**SOUND:** Select music in "STEREO" or "MONO" depending on your television.

**HAVE A TRY:** This allows you to control B.C.Kid on the DEMO screen so you can practice his basic moves yourself.

**DEMO SCREEN**

If the TITLE screen is left untouched, an interesting DEMO screen will appear showing B.C.Kid's basic moves. Take time out to look at the demo before starting your first game.



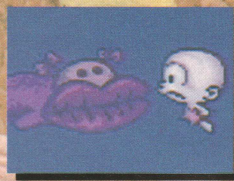
# BRUSH UP ON YOUR B.C.KID SKILLS

## SPECIAL MOVES



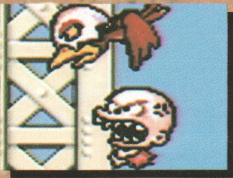
### SPIN B.C. KID:

Repeatedly hit the B Button and Y Button. B.C.Kid will slowly drop while spinning. Be sure to master this move because it's useful for both moving and attacking!



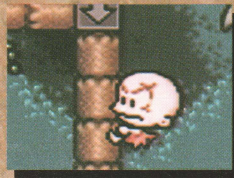
### SWIMMING:

You can swim freely in water using only the Control Pad.



### CLIMBING:

Repeatedly hitting the B Button lets you cling to and climb even vertical walls.

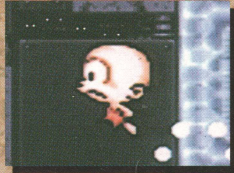


### CLIMBING TREES:

You can climb up and down trees by hitting the up or down arrows of the Control Pad. You can move behind the tree by hitting the right or left arrows of the Control Pad.

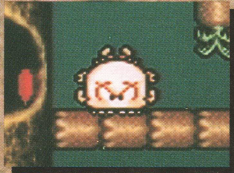
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### B.C. KID JUMP:

With good timing, the Y Button can be used to climb vertical walls and in between narrow walls not possible with basic climbing. Although this move is difficult, it is extremely useful!



### BIG WHEEL:

You can bite into a tree lying horizontally and make a big wheel by pressing the B Button and the up or down arrows of the Control Pad. This trick can be repeated over and over!



### CLIMBING WATERFALLS:

You can cling to a waterfall by pressing the Control Pad up along with the Y Button, and then climb by repeatedly hitting the B Button. You can move left and right across the waterfall by pressing the Control Pad left or right.



### SPRING FLOWER JUMP:

You can make big jumps by landing on a Yellow Spring Flower and pressing the B Button at the right time.



### CARRYING SPRING FLOWERS:

You carry Yellow Spring Flowers on your head by head butting them (Y Button). Head butt again allows you to throw them at enemies.

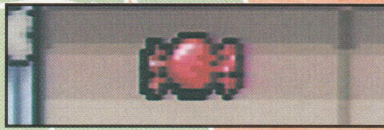
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# CHANGING SHAPES

## POWERUPS AND ITEMS

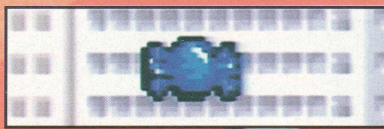
**Red Candy** Makes B.C.Kid little



**Yellow Candy** Makes B.C.Kid normal size



**Blue Candy** Makes B.C.Kid big



**Little B.C.Kid**



**Normal B.C.Kid**



**Big B.C.Kid**

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### CANDIES AND CRAB B.C.KID

*Sometimes it's useful to be Big B.C.Kid, sometimes you can't get through a passage unless you're Little B.C.Kid, and sometimes you can't get to the next stage if you're Crab B.C.Kid. But don't worry, because if you move the screen a little, you can always find the candy you need in it's original location!*



**Little Fester**      **Little Kronk**      **Little Crab**

**Fester B.C.Kid**      **Kronk B.C.Kid**      **Crab B.C.Kid**

**Big Fester**      **Big Kronk**      **Big Crab**

**Small Meat:**  
Results in powerup increase of one level.

**Big Meat:**  
Results in powerup increase of two levels.  
Temporarily makes B.C.Kid invincible.

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## CHANGING SHAPES



### NORMAL B.C.KID:

Uses head butts to attack.

### BIG B.C.KID:

Uses boomerangs to attack when the X Button is pressed. Boomerangs destroy the enemy and then return to B.C.Kid. (Takes four Smileys to use.)



### FESTER B.C.KID:

Fires petrifying light beams when the Y Button is pressed.

### BIG FESTER:

Attacks with eggs when X Button is pressed. Thrown eggs are actually time bombs which explode several seconds after landing. (Takes four Smileys to use.)



### KRONK B.C.KID:

Attacks with his tail when Y Button is pressed.

### BIG KRONK:

Turns invisible for set length of time when the X Button is pressed, freely attacking enemies without taking hits. (Takes half of all Smileys to use.)

### LITTLE B.C.KID, LITTLE FESTER, LITTLE KRONK:

All little versions can attack by screaming when the X Button is pressed. The scream is shot out as bombs and you can even ride on top of it.



## SPRING FLOWERS



**Pink:** Life fruit



**Orange:** Carry meat



**Yellow:** Spring flower used for jumping. Can be carried when head butted.

## OTHER ITEMS



**Heart:** Restores one level of power.



**Flower Seeds:** Propeller Flower seeds. Can be used to fly through air when put on B.C.Kid's head.



**Big Heart:** Restores all power.



**Little Flower:** Allows you to play a bonus stage. There are a total of eight stages.



**Crystal Heart:** Increases maximum power possible by one level.



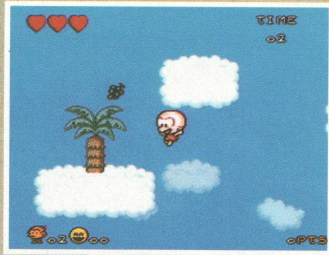
**1UP:** Look like tiny B.C.Kid's. They increase your stock by one turn.



**Extra Point Items:** Have fun looking for the many extra point items which are scattered throughout all the screens.

# FINDING LITTLE FLOWERS

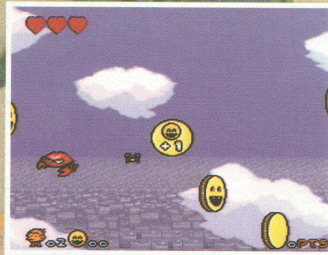
## **BONUS STAGES (8 STAGES TOTAL)**



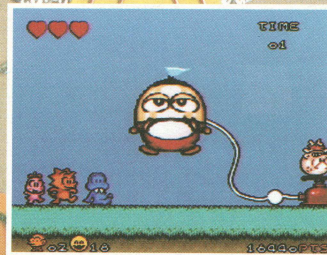
**CLOUD JUMPING:**  
Jump toward the goal while picking up items.



**BASKET BALL:**  
Put Spring Flowers in the box. Watch out for the swift Croc!



**SHOOTING:**  
Shoot by repeatedly hitting the Y Button! This is a super hard shooting stage. Also called the Crab Shooting stage.



**BALLOON CRASH:**  
Use ground head butts on the pump to inflate the Heli until it blows up!



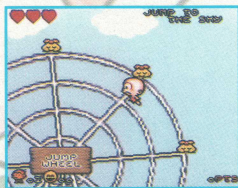
### **SMILEY THIEF**

There is a Smiley Thief who will steal all the Smileys you have collected if you aren't careful. Beware of PIKPOK!



# EXPLORE THE MANY NEW B.C.KID WORLDS

## STAGE ADVICE



### JUMP WHEEL:

Jump on the Spring Flowers on the Ferris Wheel to reach the sky. It's a little hard, but you can do it with good timing.



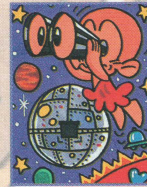
### THROUGH THE STRAW:

There's a secret in the straw in the cup. Don't be afraid! Jump in the cup!



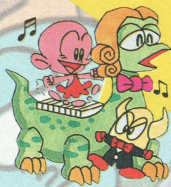
### FIND THE COMET:

Fly to the ends of the universe to find the secret of the Comet.

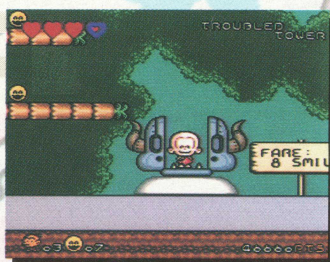


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## RUMOUR

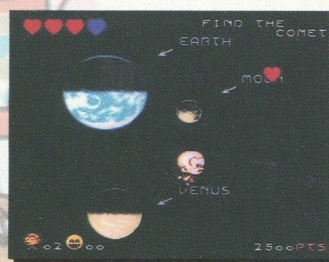


There is a rumour that you can play a game on the television on the Juice stage if you turn it on. Try it and find out!



**ELEVATOR:**

Although you can use the elevator in the Komaccha Tower if you have 8 or more Smileys, it might be better for your health to just climb it!



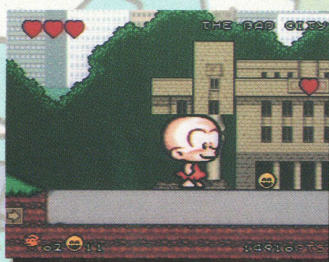
**SPACE STAGE:**

It may be hard to control, but floating through space is great!



**SLEEPING ROOM:**

There are rooms hidden in unexpected places. Fun awaits you if you look hard enough.



**THE BAD CITY:**

Destroy the Assembly Hall and you can get lots of precious items.



# DROOLKINS DROOL AND HIS GANG ARE BACK!



**Stage 1 boss.**  
Use Spring Flowers skillfully to defeat him.

**MOON BEAK**



**Stage 4 boss.**  
The laser he shoots from his nose is deadly. Use multiple Spin head butts to defeat him!

**HELI HOOVY**



**Stage 2 boss.** Although he doesn't look much like an enemy, don't be fooled! The blue balls are his weak spots.

**BACTY**



**Stage 3 boss.**  
This evil princess will steal the Crystal Heart you worked so hard to get!

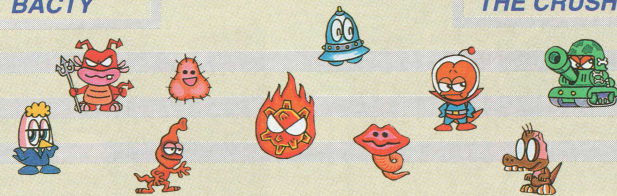
**HAREY**



**Stage 5 boss.**  
Your only chance is when he stops. Aim for the mask on his stomach!

**THE CRUSHER**

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## FIGHTING ENEMY CHARACTERS

**BUL BOUS:** This enemy can also be defeated by using multiple Ground head butts.

**CROC:** He grows into a giant when he eats candy!

**BUDDY:** He's not an enemy, but you can ride him.



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